

International Alliance of sports Yukigassen

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Showa-Shinzan International Yukigassen

Laws of the Game

- Interpretation and Guidelines for Referees -

2020/2021

昭和新山国際雪合戦競技規則

-解説と審判員のためのガイドライン-

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1 Outline / Court

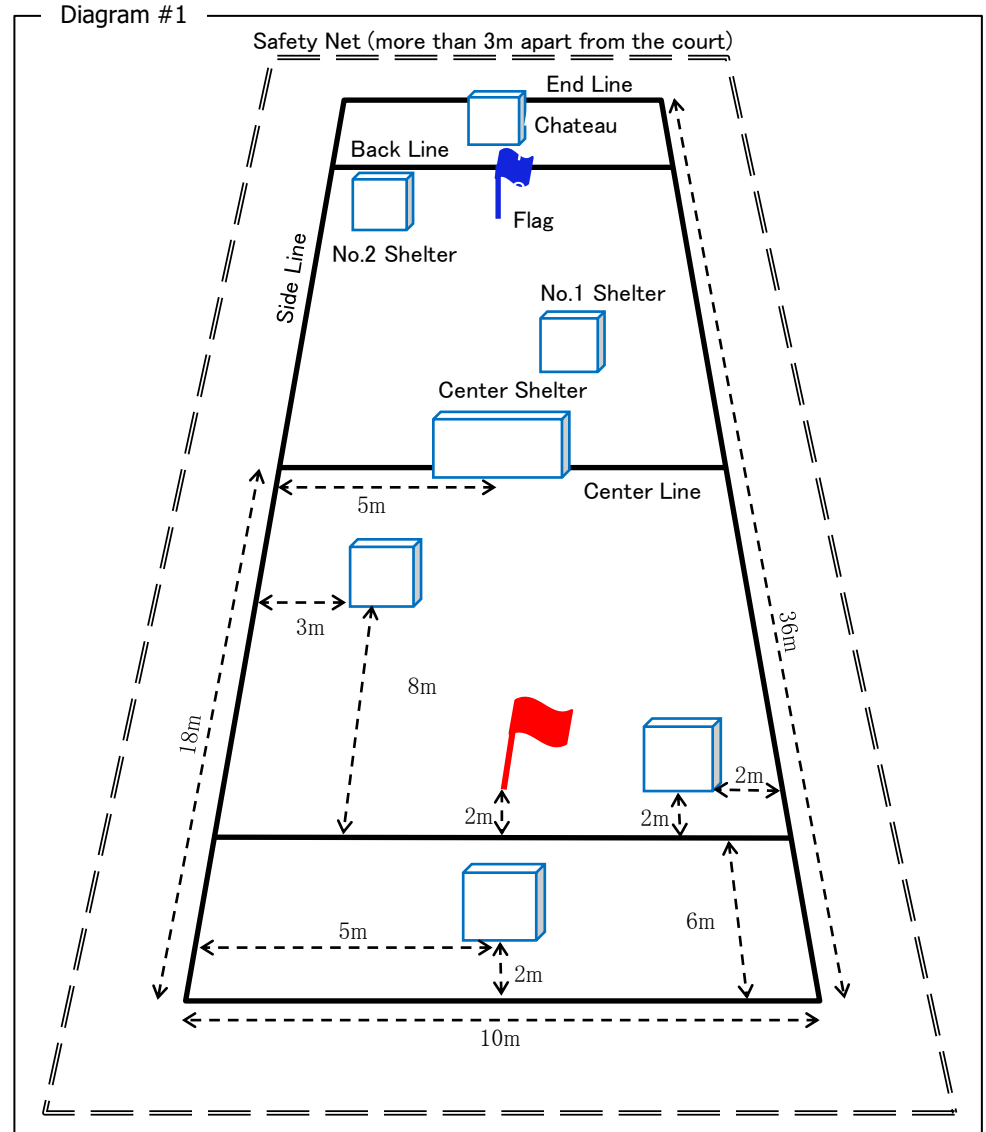
Outline of the Game

Protect yourself from Snowballs and attack your opponents with snowballs, that is sports "Yukigassen – Snowball Fight -"! A team wins when it captures the flag of the opposing team or hits all the members of the opposing team with snowballs. Yukigassen is the new exciting tactical sport that requires strong willpower, quick judgment and intelligence.

1 Court

- 1.1 The standard court will be a sectioned-off rectangle with the following dimensions :Length 36m, Width 10m. And Shelters, chateaus, and flag stand placements are as shown in Diagram #1.
- 1.2 Lines will be formed with a rope creating a solid line.
- 1.3 Shelters and chateaus will generally be built using snow. However, other objects serve similar purpose and are safe could also be used.
 - 1.3.1 Center Shelter 180cm in height, 90cm in length and 45cm in depth.
 - 1.3.2 No.1 / No.2 Shelters 90cm in height, 90cm in length and 45cm in depth.
 - 1.3.3 Chateaus 90cm in height, 90cm in length and 45cm in depth.
- 1.4 A safety net may be placed around the entire court 3m from the end and side lines.

Note: Be sure to allow as much space as possible between the court and the safety nets to provide sufficient room for the referees' movements and accumulated snow.



② Equipment / Wear

2 Equipment / Wear

2.1 Snowballs shall be produced using snowball-making equipment before the match.

2.1.1 Each team shall have maximum 90 snowballs to use per a period.



2.2 Helmets shall be ones specifically indicated.

2.2.1 Helmet colors shall match those of the other members of the team. But, Green helmets are reserved for referees and shall not be used by any team.

2.2.2 Helmet colors or design for each team shall be different.

2.2.3 Under special circumstances, helmets other than designated helmets may be used if they are approved by the Tournament organizer.

2.2.4 Modification of shields shall be prohibited.



In recent years, many teams adopt their own designs on the their helmets. However, please note that green colored helmets are reserved for referees only. Helmets shall be kept on during the period of a match.

2.3 Team flags shall be made of cloth and be 50cm in height and 70cm in length.

2.4 Numbers, Flag poles, Targets for Victory Throws (VT) used shall be ones provided by the tournament organizer.



Team Flag / Flag with strings for attaching to the flag pole.

2.4.1 Numbers shall be recognizable by coaches and are as follows: forwards, FW1-4; backs, BK5-7.

2.4.2 The standards for flag poles and targets for Victory Throw (VT) shall not be regulated as long as they do not obstruct game play.



Numbers : Forwards, FW1-4; Backs, BK5-7
When lining up, team members should do so in numeric order starting with "0" for the coach.



Flag pole



Targets for Victory Throws (VT)

2.5 Attire shall be those that are suitable for the sport. Shoes are required.

2.5.1 Helmets shall be kept on during the period of a match.

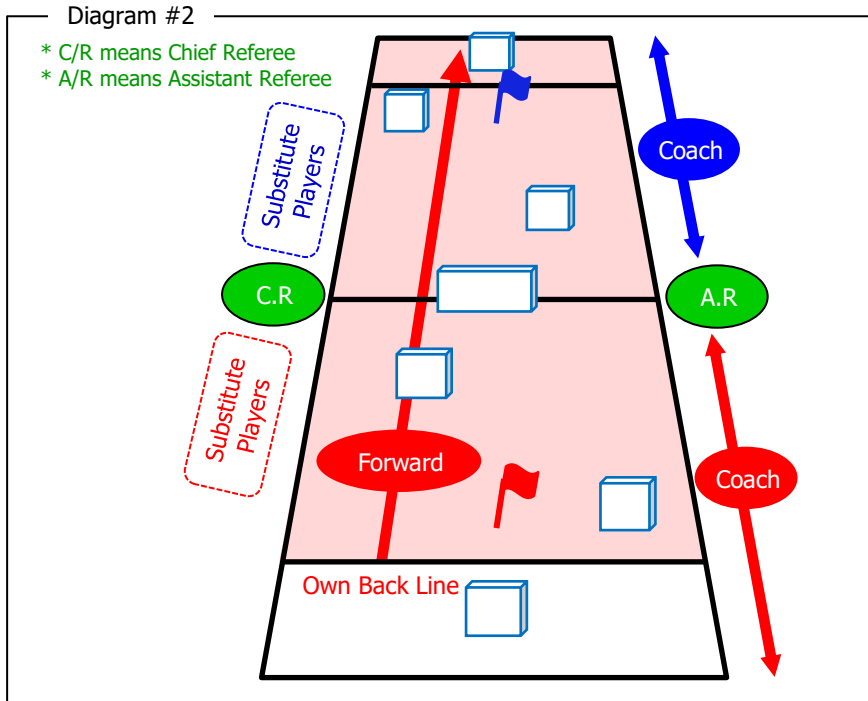
2.5.2 For the safety of other players, the shoes with metallic spikes are prohibited.

2.5.3 The use of megaphones and similar equipment by the coach and players is prohibited.

3 Team / Coach / Player

3 Team / Coach / Player

- 3.1 A Team consists of no more than 10 registered players. Of the 10 players, 7 are active players and 3 are substitute players.
 - 3.1.1 Players and Substitutes who can play in the match must be indicated on the player roster.
 - 3.1.2 A team may appoint a coach from all players who indicated on the player roster, and put “○” on the roster.
 - 3.1.3 A team may take place their coach at every match.
- 3.2 Restriction on player movements are shown in Diagram #2
 - 3.2.1 Forwards can play anywhere in front of their own back line. Forwards may not cross their own back line with either foot.
 - 3.2.2 Backs can use the whole court.
 - 3.2.3 The coach’s designated area is on the opposite sideline of that of the chief referee, within the width of their own side of the court. Interfering the referee is prohibited.



- 3.3 The coach may also act as a player. In such case, it shall be put “○” on the roster under the coach sections of its player.
 - 3.3.1 In the circumstance that a player is also a coach, he/she shall wear the player numbers over the coach tags. The coach acting as a player must remove the player number and return to their designated position before being able to act as a coach again.
- 3.4 Substitutions may be made between periods. However, under special circumstances such as injuries, player substitution is allowed before the first period begins.
 - 3.4.1 A player who has been replaced by a substitution may play again in the next period.
 - 3.4.2 In case of injury during play, substitution during the period is not allowed.
 - 3.4.3 The coach must inform the chief referee of a substitution. Substitutions must be witnessed by the chief referee.

Player Roster

Team No	Player Roster				
Team Name					
Classification Number Tag	Coach	Player's Name	Before the Match	Period 2	Period 3
F 1					
F 2					
F 3					
F 4					
B 5					
B 6					
B 7					
R 1					
R 2					
R 3					
Court No.	Match No.				

Refer to the tournament program to find and fill-in the Court & Match numbers.

4 Match

4 Match

- 4.1 One period is 3 minutes with 3 periods per Match.
 - 4.1.1 Time passed before the resumption of the period does not count as part of the actual period time.
- 4.2 Players may directly hand snowballs to one another, or roll snowballs to one another.



Note: When handing a snowball to a fellow team member, both players' hands must be in contact with the snowball at time of passing. Otherwise, it's considered a toss (refer to photo) and the receiving player is considered ousted.

- 4.3 Invalid Snowballs are as follows: :
 - 4.3.1 Less than 2/3 of a snowball
 - 4.3.2 Snowballs that are not on court and Snowballs that come from outside the court
- 4.4 The following players are “out”, an ousted player cannot play on this period:
 - 4.4.1 A player who has been hit anywhere on his body including clothing with a thrown snowball.
 - 4.4.2 When two players hit each other simultaneously, both players are “out.”
 - 4.4.3 A Player who uses an invalid snowball.
 - 4.4.4 A Player who makes an illegal snowball.
 - Illegal snowballs are as follows:
 - a. A snowball which is broken during a period and has been fixed by having snow added to it.
 - b. A snowball newly made during the period.
 - 4.4.5 A player who commits a false start
 - 4.4.6 A player whose foot out an end line or side line. A player whose limb/body part crosses over the end or side lines, or when they touch a snowball that is not on court.
 - 4.4.7 A Forward player whose foot crosses his own team’s back line. A forward player who comes in contact with a snowball behind their own back line.
 - 4.4.8 A Player who receives snowballs from ousted players directly.



“Out” means when one’s foot out or a part of body out of the line perfectly. As long as a player is stepping on the line, even small contacts means the player is still safe within bound..



If a player’s part of the body other than foot is on the line, he is out

- 4.5 A player is not considered out when hit by a snowball thrown by an ousted player.
- 4.6 Players who are called "out" must leave the court from the nearest sideline or endline immediately.
 - 4.6.1 An ousted player must then move to the designated area (Diagram #3) and wait there until the end of the period.

5 Wins and Loses

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5.1 Wins and losses, Points are decided within a period as follows:

5.1.1 Winner

The team captured the opposing team's flag (*1)	Winner 10 points
The team hits all members of the opposing team with snowballs.	Loser 0 point
The team with the greater number of remaining players at the end of the period.	1 point per a remaining player for both teams

5.1.2 Loser

The team captured the own team's flag (*1)	Loser 0 point Winner 10 points
The team more than 4 players entered the opponent court (go over center line) (*2)	

5.1.3 If the winner is not decided by the above procedure, then the game is considered a tie.

5.1.4 Capturing the as the same time as the sounding of the period ending whistle does not count as a win. Likewise, a player shall not be called out after the sounding of the period ending whistle.

- *1 ● Capturing a flag means when the flag is completely pulled out of its holder.
 - If a flag is pulled out by an ousted player, the flag must first be replaced into the holder by the ousted player before leaving the court. Once the flag falls out of bound, it can no longer be capture for the win.
- *2 ● The definition of "over the center line," are subject to the image description of 4.4.6 on the right hand side of page 4. In other words, it is considered that the pictures on page 4 explain the "action that leads to being ousted" as "crossing/over the center line".
 - Exceptions are the following: it is assumed that the center shelter is not considered being on the center line, which means the above rule does not apply when touching (with hand or other body parts) a part (top or side surface) of the opponent's side of the center shelter.
 - When deciding whether to count 4 or more people in the opponent's court (which is an instant loss for the team), an ousted player who left the court (4.4.6 shall apply) will not be counted.

5.2 Final decisions of wins and losses are as follows:

5.2.1 The team won more periods wins the match.

5.2.2 If the both teams won the same number of periods, the team with the most points will be declared the winner of the match.

5.2.3 If the total points for all three periods is tied, then the winner of the match will be decided by a victory throw (VT).

5.3 Victory throws are done by 7 players who have been presented at the 3rd period.

5.3.1 The method for the victory throw is as follows: a target is placed on the chateau and each team chooses 5 members to take part. From behind the flag stand, teams alternate, each player is allowed one throw to knock off the target.

The team with the most knockdowns of the target off the chateau wins. Once a team has secured enough points to win, there no need to continue.

5.3.2 If the winner is not decided after each of the players had a turn, then the remaining 2 players from each team will take turn at the VT throw. If the game is still tied after all 7 players from each team has had a turn, then the VT will go onto the 2nd round in the same order at the 1st round. (the same after 3rd round)

5.3.3 Each player must first wait for the signal from the chief referee before each throw. Otherwise, the throw is invalid and the player losses a turn. A throw is also invalid if the player's foot or other body parts touch area beyond the line. refer to 4.4.6

Match Documentation Form

Game	Group No. 17	Court No. 2	Match No. 11
Team	No. 121	Name Team A	No. 122
		Name Team B	
Period 1	4	5	
Period 2	10	0	
Period 3	2	6	
Periods Won	1	2	
Point Total	16	11	
VT Point			
Fouls	1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9	1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9	
	1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9	1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9	
Winning Team	Team B		Winning Coach Signature
Chief Referee			Head Referee Signature
Remarks			

6 Flow of the Match

6 Flow of the Match

6.1 Before the Match

6.1.1 Upon entering the court, teams are to have their snowballs checked by the referees.

If the number of snowballs is found to be less than the official number allowed, no additional snowball(s) could be made at this time. If the snowball was more than the specified number, the excess snowballs will be removed by the referee.

6.1.2 The teams attach the team flag to the pole after determining own court and helmet color by the chief referee's instruction.

6.1.3 Before the start of the match, players from both teams (including substitute players) are to line up at the center line; the coaches hand in the player roster to the chief referee. After shoe inspection, both teams exchange pre-game greetings.



6.2 Before the start of the Period

6.2.1 The snowballs for one period are to be placed behind the chateau.

6.2.2 Players are to line up on the backline holding up to 2 snowballs. Then, Players lining up on the back line, are allowed one foot or both feet on the back line.

6.2.3 The period will begin with the signal of the chief referee.



6.3 False Starts

6.3.1 A false start occurs when a player begins to move after the referee's call to attention but before the signal for the start of the game.

6.3.2 A player who commits a false start will be called out and cannot play on this period.

6.3.3 If "False Start" happens, the start of the period will be redone without the creation or collection of any new snowballs. However, the players can again hold up to 2 snowballs from the remaining stock of snowballs allocated for that period.

6.4 Interrupting the Period

6.4.1 When the chief referee and the assistant referee believe that the match needs to be interrupted, the match will be interrupted immediately.

6.4.2 If there is an accident (injury) during the match, an interruption may be requested by the players or the coach.

6.4.3 When an interruption occurs, players need to stay at the current spot while holding snowballs until the chief referee gives the signal for each team member to return to their own court.

6.5 Resuming the Period

6.5.1 Before resuming the period, active players will line up on the backline just like the beginning of the period. However, each player is allowed to hold only 1 snowball existing in their own court (ground or snowball case).

6.5.2 The period will begin with the signal of the chief referee.

6.6 The End of the Period

6.6.1 A period ends when a team is declared the winner or when the time for the period runs out. The chief referee will signal the end of the period.

6.6.2 At the end of the period, players who aren't "out" need to stand on the Backline.

6.7 The End of the Match

6.7.1 The end of the match is to be declared by the chief referee.

6.7.2 When the match ends, both teams are to line up at the center line and wait for the results announcement by the chief referee.

7 Fouls / Penalties

7-1 Fouls / Penalties

- 7.1 A player or a coach committing a foul as stated under clause 7.1 will be ordered to leave the court (Red Card) , and the team will be given a warning (Yellow Card).
 - 7.1.1 If a player commits an act deemed dangerous by the referee.
(ex. Using violence, Jumping over the shelter, etc)
 - 7.1.2 If a player interrupts the match - to interrupt a match is when a player or coach does not follow the orders of the referees in a way that it would keep the match from continuing and to direct from unrelated player -.
 - 7.1.3 If a player or a coach protests a decision made by the referees.
 - 7.1.4 If a player or a coach behaves disrespectfully to the referees or the opponents.
- 7.2 The team committing a foul stated under clause 7.2 will be given a warning (Yellow Card).
 - 7.2.1 If a team refuses to start a game or delays a match without good reason, in spite of a referee's multiple requests
 - 7.2.2 If a player who is called "out" to supplies their team with snowballs intentionally.
- 7.3 The team committing a foul stated under clause 7.3 will be disqualified (Red Card)
 - 7.3.1 If a team is given 2 warnings in the same tournament.
 - 7.3.2 If a team renounces a game without good reason.
 - 7.3.3 If a player who is not listed or listed on the other team as a player participates in a game.
- 7.4 The player ordered to leave the court and the team disqualified are not allowed to return to play in the same tournament.

7-2 Protests / Accidents

- 7.5 Protests and Questions
 - 7.5.1 The decisions of the referees are final, and protest is not allowed.
 - 7.5.2 If the coach has questions about these rules, he/she may ask a head referee or a court manager about it.
- 7.6 Postponement and Cancel
 - 7.6.1 The match is to be postponed or canceled if the weather conditions are so that it is not safe to continue the match.
 - 7.6.2 In the case of the cancel, If the first period of a match is completed, the match is considered official.
- 7.7 Accidents
 - 7.7.1 If a match cannot be continued due to injury, and if the injury was caused intentionally or accidentary, the team which caused the injury will be declared the loser. In the even that the cause of the injury is not clear, the team unable to continue will be declared the loser.

8 Referee / Official

8 Referee / Official

8.1 Composition of Referees is as follows;

Head Referee	Person responsible for all matches in the tournament
Court Manager	Person responsible for all matches on his court Assistant to head referee
Referee	Person responsible for judging of the match
Chief Referee	a. Signaling the beginning of a match, any interruptions of a match, the restarting of a match, and the end of a match.
	b. Proclaiming players "out." Proclaiming decisions concerning fouls, warning and asking players to leave a match.
	c. Confirming substitutions.
	d. Judgment and Declaration of a winner and loser.
Assistant Referee	a. Proclaiming players "out." Judge of false starts and flag captured.
	b. Interruptions, and Notification about fouls to the chief referee.

8.1.1 1 Chief Referee and 7 Assistant referees are stationed per a court as a general rule. But, the tournament organizer can change to 1 Chief Referee and 5 Assistant referees according to circumstances of the tournament.

8.1.2 Referee Equipments are as follows;

: Referee uniform and Helmet, Certificate, Whistle,
(For Chief referee only: Yellow and red warning card)

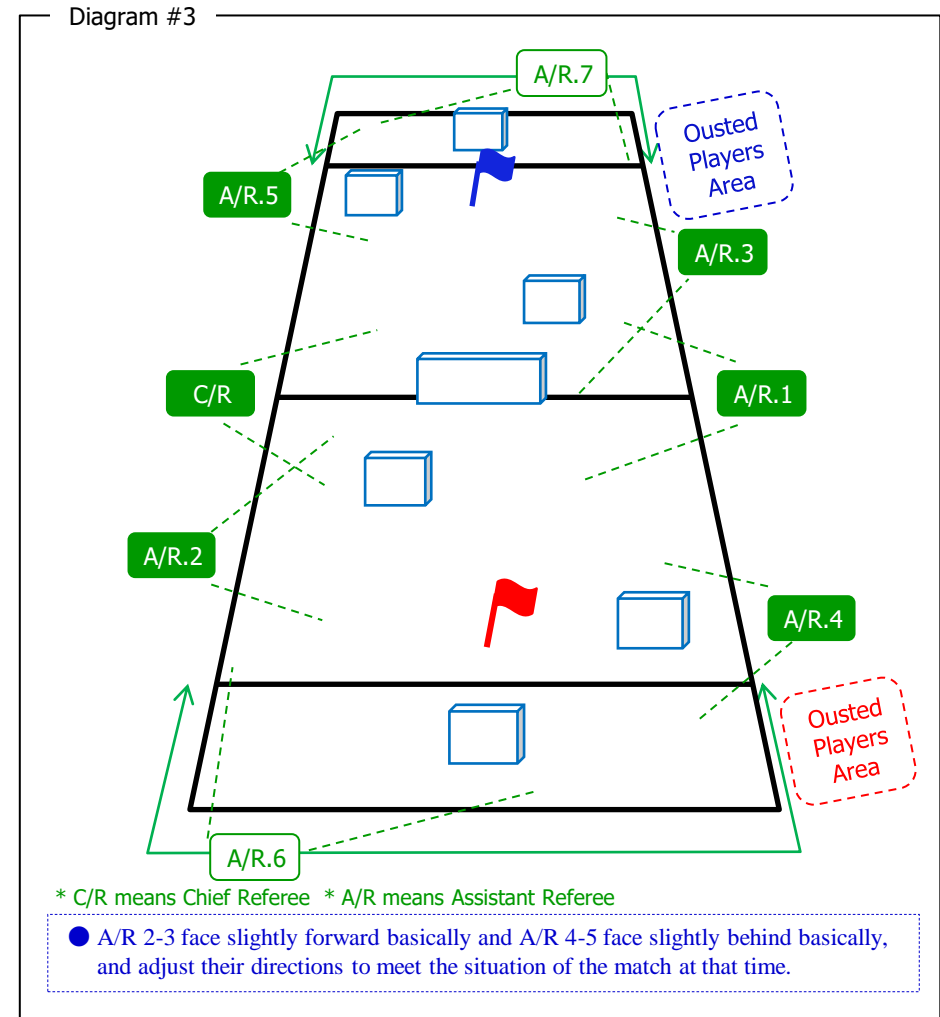
Referees are required to wear their certificate in a easily recognizable spot.



8.1.3 The follow officials are stationed as a general rule. But, the tournament organizer can omit a part of these officials according to circumstances of the tournament.

a.	Time keeper who will signal to the chief referee when the period time has run out.
b.	Scorer who will record the results and the winner and loser of each match.
c.	Official who will collect, confirm and notify the results of the match.
d.	Receptionist who will receive and confirm registration of each team (members).
e.	Official who will guide and assist each team to make snowballs.
f.	Official who will be in place to ensure the speedy progression of each match.

8.2 Referee's basic position are as follows;



9 Referee's Motion 1

9 Referee's Motion 1

9.1 Before the Match

- 9.1.1 The referees are to complete the snowballs and uniform inspections. If the numbers of snowball are found to be less than the number allowed, proceed to start the game. If there are more snowballs than allowed, remove the excess snowballs.
- 9.1.2 Chief referee confirms team name, decides each court and the color of the player's number cloth in the presence of both team's coach.
- 9.1.3 Chief referee will line up the teams at the center line, receive and confirm the player roster with each team's coach, inform of any additional regulations as needed after greetings, and order assistant referees to inspect the soles of shoes.
- 9.1.4 Before the opening greeting, the referees will line up with the chief referee in the center.

9.2 Before the start of the Period

- 9.2.1 Assistant Referees will inform the chief referee of the completion of checks (confirmation of snowballs, and the line up position of players) with the raising of one hand towards chief referee.
- 9.2.2 Chief referee confirms the standby of time-keeper and scorer.
- 9.2.3 Each referee is to be in their designated spot as in the Diagram #3.

9.3 Starting the Period

- 9.3.1 The chief referee will receive the signal from the other referees and check their spots, and then start the period.
- 9.3.2 The signal for starting (Chief Referee)



To start a game, the referee will declare with a verbal signal "ready" while both arms are opened in a 180 degree straight line; followed by a short whistle blow and bringing both arms forward. Whistle "Pi !! (Shortly, powerfully) "

- 9.3.3 The assistant referees are to note the chief referee's declaration and then to watch for false starts by the players.
- 9.3.4 The signal for the false starts is the same with "9.4.6 The signal for the interruption".

9.4 During the Period

9.4.1 Declaration of "Out"

"Outs" will be informed by pointing at the player and saying loudly "out" in a fashion that is easily understood.
"Red (or Blue) No. ○, OUT !!"



9.4.2 Ousted players are to leave the court via the nearest sideline or endline.

9.4.3 It is desirable to notice the "Out Point (Part)" in case of declaration of "Out".

9.4.4 The referee can declare a "Safe" call as clarification of "not Out" in case of uncertainty. The signal for "Safe" is the horizontal waving of the hand. In this case, it is desirable to declare additional reason ("Shelter", "One hopper", and so on). A Safe Call is not to be used as a reversal of a previous Out Call. Rather, it is to clearly indicate to the player and the audience that a player remains in the game.

9.4.5 When there are conflicting calls from different referees, the Out Call prevails.

9.4.6 The signal for the interruption

The signal for the interruption of the period will be: while blowing the whistle multiple times, both arms will be out front making a 45 degree angle making a crossing sign multiple times.
Whistle "Pi! Pi! Pi! Pi! Pi! Pi-----!!"
(Shortly, Powerfully)



9.4.7 The signal for the capturing of a flag (Assistant Referee)

The signal for the capturing of a flag will be: long blow of the whistle with one hand above the head making a circle multiple times.
Whistle "Pi-----!!" (long, powerfully)



9.4.8 When a flag is captured and the assistant referee's signal is confirmed, The Chief Referee will end the period. When the team hits all members of the opposing team or when the team more than 4 players entered the opponent court, the same motion will apply.

10 Referee's Motion 2

9 Referee's Motion 2

9.5 Ending the period

9.5.1 The signal for the ending a period (Chief Referee)



The end of the period will be signaled with: the whistle blown long, and both arms held straight up to take a step.
Whistle "Pi-----!!"

9.5.2 Players who are not "out" will be confirmed and counted. (Assistant Referees)

9.5.3 As a safety precaution, all referees will enter the court to inform everyone of the ending of the period.

9.6 After ending the Period

9.6.1 Players who are not "out" will line at their own back line and results will be announced. In the case that all members were ousted, or a flag was captured, or more than 4 players from one team enters the opponent's side of the court, all members from both teams will line up at their own back line and results will be announced.

9.6.2 Chief referee decides each court in the presence of both team's coach again, before the beginning of the 3rd period.

9.6.3 The coach must inform the chief referee of a substitution. Substitutions must be witnessed by the chief referee, and the chief referee notice its substitutions to opponent's coach.

9.7 Victory Throws (VT)

9.7.1 The position of referees and players at the VT is as the Diagram #4

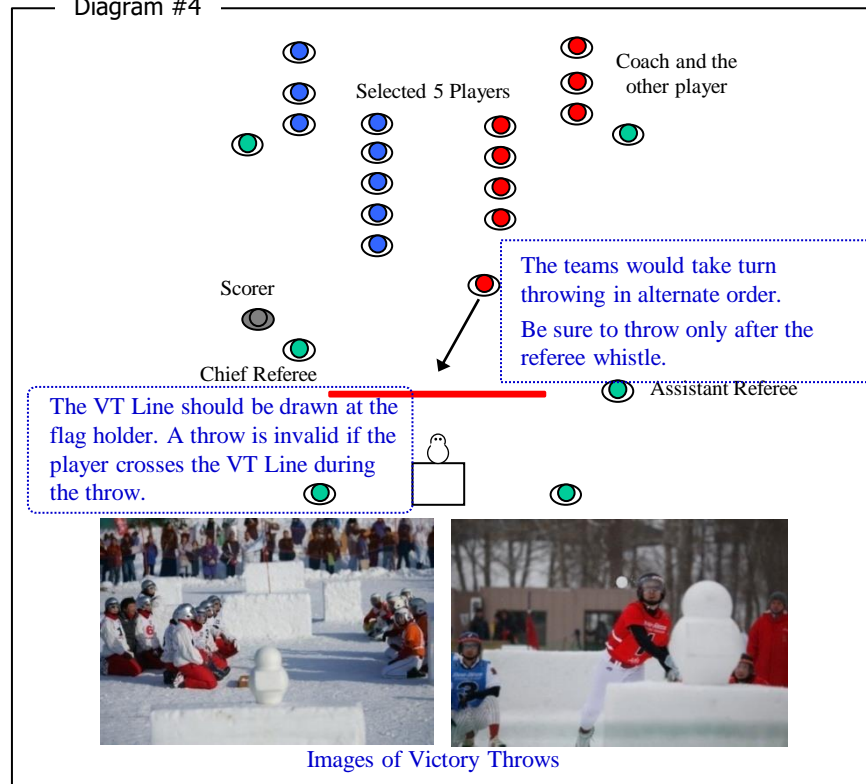
9.7.2 The chief referee will inform both coaches of the VT and have the selected players from both teams line up at the line placed flag stand and make them sit down.

9.7.3 The Assistant referees will confirm that the players are in position, and inform, and assist the chief referee.

9.7.4 The chief referee will determine the process and explain it to both teams.

9.7.5 The chief referee will signal for the start of the victory throw, and when finished, the results will be announced.

Diagram #4



Images of Victory Throws

9.8 Ending the Match

9.8.1 When the match ends, both teams are to line up at the center line to wait for the results to be announced by the chief referee.

9.8.2 The winner's coach and chief referee shall sign each name on the Match Documentation Form to confirm the result.

10 Others

10.1 In the case that something happens that is not covered in the official rules and regulations, it will be discussed and settled through a meeting between the referees.

1. Duty	<ul style="list-style-type: none"> ● Referee in every Tournament <p>(He/She can engage in a responsible post, in case there are no 2nd or 1st Class Referee.)</p>	<ul style="list-style-type: none"> ● Head Referee in Regional Tournament ● Court Manager and Referee in every Tournament ● Course Instructor for 3rd Class Referee 	<ul style="list-style-type: none"> ● Head Referee, Court Manager, and Referee in every Tournament ● Course Instructor for 2nd and 3rd Class Referee ● Member of Competition Committee of IAY
2. Authority (Publication of Certificate)	<ul style="list-style-type: none"> ● Affiliated Association 	<ul style="list-style-type: none"> ● IAY (Competition Committee) 	<ul style="list-style-type: none"> ● IAY (Competition Committee)
3. Requirement	<ul style="list-style-type: none"> ● minimum age of 16 years 	<ul style="list-style-type: none"> ● 2 years of 3rd Class Referee Experience ● 2 times of 3rd Class Course Experience ● Referee Experience 	<ul style="list-style-type: none"> ● 5 years of 2nd Class Referee Experience ● 2 times of Course Instructor Experience ● Head Referee or Court Manager experience at the Tournament ● Nominated as a excellent referee by Affiliated Association which he/she belongs
4. Course and Examination	<ul style="list-style-type: none"> ● Affiliated Association ● Lecture about Rule (1 hour) ● Practice Training (1 hour) 	<ul style="list-style-type: none"> ● Affiliated Association ● Lecture (2 hours) and Examination about Rule ● Practice Training (2 hours) 	<ul style="list-style-type: none"> ● IAY (Competition Committee) ● Written and Practice Examination, Report
5. Instructor and Examiner	<ul style="list-style-type: none"> ● 1st or 2nd Class Referee 	<ul style="list-style-type: none"> ● 1st Class Referee or Supervisor (See below) 	<ul style="list-style-type: none"> ● Senior Examiner (See below)
6. Examination Fee	<ul style="list-style-type: none"> ● Fixed by each Affiliated Association 	<ul style="list-style-type: none"> ● Fixed by each Affiliated Association 	<ul style="list-style-type: none"> ● 5,000 yen (IAY)
7. Valid Period	<ul style="list-style-type: none"> ● The qualification is valid for 2 years 	<ul style="list-style-type: none"> ● The qualification is valid for 2 years 	<ul style="list-style-type: none"> ● The qualification is valid for 2 years
8. Registration	<ul style="list-style-type: none"> ● Affiliated Association 	<ul style="list-style-type: none"> ● Affiliated Association 	<ul style="list-style-type: none"> ● IAY (Competition Committee)
8.1 Registration Fee	Fixed by each Affiliated Association	2,000 yen (Affiliated Association)	3,000 yen (IAY)
8.2 Certificate Fee	Fixed by each Affiliated Association	1,000 yen (IAY)	1,000 yen (IAY)
9. Additional Qualification		(1) Supervisor (Add to 2nd Class Referee Qualification)	(2) Senior Examiner (Add to 1st Class Referee Qualification)
9.1 Requirement		<ul style="list-style-type: none"> ● to be qualified for Examination of 1st Class Referee by Affiliated Association which he/she belongs 	<ul style="list-style-type: none"> ● to be nominated from among the members of Competition Committee of IAY and to be appointed by IAY President
9.2 Authority		<ul style="list-style-type: none"> ● IAY 	<ul style="list-style-type: none"> ● IAY
9.3 Registration Fee		<ul style="list-style-type: none"> ● Add 1,000 yen to Referee Registration Fee 	<ul style="list-style-type: none"> ● Exemption
9.4 Course and Examination		<ul style="list-style-type: none"> ● Exemption 	<ul style="list-style-type: none"> ● Exemption
9.5 Available Period		<ul style="list-style-type: none"> ● Same as his/her Referee Qualification 	<ul style="list-style-type: none"> ● Same as his/her Referee Qualification