



RULES OF THE GAME

A minute-by-minute guide



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DURATION

Regulated time per match



1 OF **20** MIN



1 OF **16** MIN

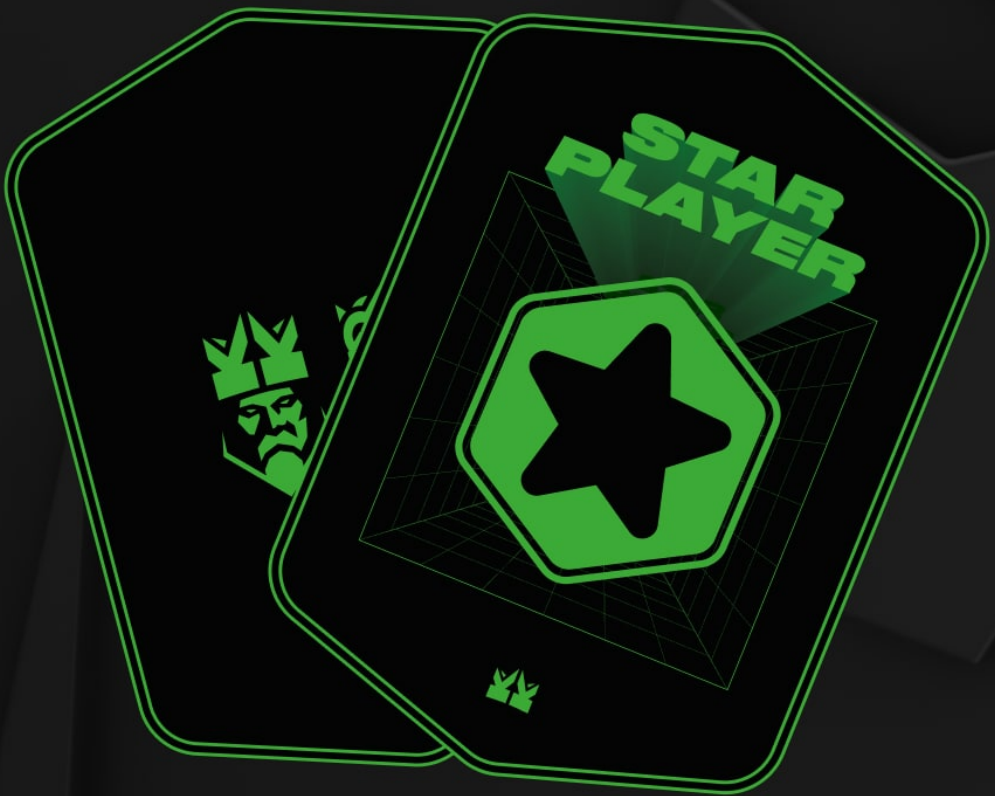
**+ MATCHBALL MODE /
SHOOTOUTS**

03



SECRET CARDS

Before the game, the coaches choose a Secret Card at a random to use between minutes 5 to 17 and from 23 to 36.





SECRET CARDS



GOAL x2

For the following four minutes, any goals scored by the team will count double



SUSPENSION

Suspend an opposing player for four minutes (except the goalkeeper)

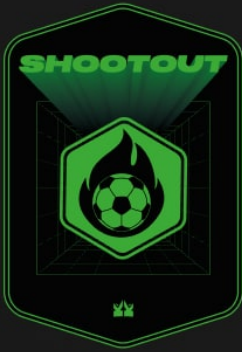


STAR PLAYER

The first goal scored by a player selected by the coach will count double. The player must wear an identification armband



SECRET CARDS



SHOOTOUT

The ball will be placed at the centre of the field, and the player will have 5 seconds to face the goalkeeper in a 1v1



JOKER

Any of the previously mentioned cards can be used, or you can steal the opposing team's card



REVERSE PENALTY

The other team takes a penalty. Score — no goal. Miss — the goal is yours



PENALTY

A traditional penalty kick



PRESIDENT PENALTY

- Must be activated before minute 35:59
 - Cannot be activated during the Scale-Up, Double Goal, Dice, Matchball Mode, or Shootouts phases
- Only presidents physically present may initiate the penalty
 - Once activated, the opposing team has the right to reply (President Penalty or Player Shootout)





MINUTE BY MINUTE

Key moments of each match

KICK-OFF

HALF-TIME

MATCHBALL MODE





START OF THE GAME

The match begins with one outfield player and one goalkeeper from each team standing behind their goal line.

The ball is dropped from a cage, and both players race to take control.





MINUTE 00' TO 05'

Play begins with a 1v1
with goalkeepers.

Then comes the Scale-Up:
every minute, each team adds one
player until both sides reach 7v7 on
the pitch by minute 5.





MINUTE 05' TO 17'

Teams can press the green button to activate their Secret Card, or the blue button to trigger a President Penalty.





MINUTE 17' TO 20'

At minute 17, a ball of a different color comes into play, and goals count double until Half-Time at minute 20.

There is no added time, making buzzer-beaters especially crucial.





MINUTE 20' TO 23'

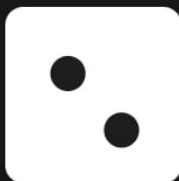
The second half starts with the roll of a giant dice featuring three doubled sides.

If the Kings logo or a sponsor logo shows up, it's 1v1 — one outfield player per team plus goalkeepers.

Roll a 2, and it's 2v2.
Roll a 3, and it's 3v3.



1 VS 1
WITH GOALKEEPER



2 VS 2



3 VS 3



MINUTE 23' TO 36'

Secret Cards and the President Penalty return to play until the final turning point—minute 36 — when Matchball Mode or the Shootouts begin.





MINUTE 36' **SHOOTOUTS OR** **MATCHBALL MODE**



15



SHOOTOUTS

If the score is tied,
the match goes
straight to the Shootouts.





MATCHBALL MODE

During this phase, if the leading team scores, the match ends and they win. If the trailing team equalizes — without conceding — the next goal wins.

The game continues with the 5v5 Scale-Down: every minute, one player from each team leaves the field until it's down to 1v1 outfield players, plus goalkeepers.





SANCTIONS



YELLOW CARD

If a player receives a yellow card, they're sent off for 2 minutes and their team plays with one less.

Sanctions also affect the Scale-Down: if a team reaches that phase with a player still excluded, they'll start 4v5.

In Matchball Mode

During Matchball Mode, yellow cards don't reduce players. Each yellow triggers a Shootout, and the player must be subbed out.





SANCTIONS



RED CARD

If it's a red card, the player leaves the field and can't return.

Their team plays with one less for 5 minutes, then may bring in a replacement.

In Matchball Mode

During Matchball Mode, a red card gives the other team a traditional penalty, and the player is out for good.





MATCH *CLOCK*



As a general rule, the match clock runs continuously and starts when a player first touches the ball.

First half lasts 20 minutes; second half lasts 16 minutes + either the Shootouts or Matchball Mode.



20



MATCH *CLOCK*



SCENARIOS IN WHICH THE CLOCK STOPS:

- Medical assistance, only when called by the referee
- VAR or referee table reviews (when applicable)
- Secret Card or President Penalty executions
- Referee's discretion in cases of time-wasting



SANCTIONS ***CLOCK***

At all times, each team must have at least two outfield players on the pitch.

If a team is down to two, sanctions are paused and resume only when more players are available.





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