



BOOK OF RULES
23/09/2024



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1. THE COMPETITION - STRUCTURE

1.1 Regular Season

1.1.1. Format

The regular season of the **KINGS** League (as defined below) will consist of two (2) competition periods (splits) with an initial twelve (12) teams playing over eleven (11) matchdays in each split. The matchdays will be played on the same day (generally Sundays) with six (6) matches.

The first Split will begin in late summer-early autumn, marking the start of the new season, while the Summer Split will start after the beginning of the new calendar year.

Together, the two Splits will be referred to as the “**Season.**”

KINGS reserves, at its sole discretion, the right to modify the Competition format and the corresponding dates for the splits, with reasonable prior notice to the teams.

At the end of each split, the top seven (7) classified teams will play in the final phase (play-off) (point 1.2) (collectively, the regular phase and the play-off phase will be referred to as the “**KINGS League**” or the “**Competition**”).

1.1.2. Classification System

The classification will be done ordinally, from the highest to the lowest number of points obtained during the eleven (11) matchdays of each Split.

In this regard, (i) a win in regular time will grant 3 points to the winning team and 0 to the losing team; (ii) a win in the tiebreaker phase explained in section 1.4.2 will award 2 points to the winner and 1 point to the loser.

In the event of a tie of points, the classification Will be determined as follows:

- A. The greater goal difference between goals scored and conceded during the regular phase.
- B. If still tied, the result of the match between the tied teams will be considered.
- C. If still tied, the team with the highest number of goals scored will be ranked higher.
- D. If still tied, a draw will be held.

1.2 Play-off

The top seven (7) teams qualifying for the play-offs of each Split will compete in the following format:

- **Quarterfinals:** The fourth-ranked team will face the fifth (Semifinalist 1), the third will face the sixth (Semifinalist 2), and the second will face the seventh (Semifinalist 3).



- **Final Four:** The first semifinal will feature the first-ranked team against Semifinalist 1, and the second semifinal will have Semifinalist 2 versus Semifinalist 3.

The grand final will be played between the respective winners of each semifinal.

The Final Phase will begin the week following the conclusion of the Regular Phase.

KINGS reserves the right to modify the dates for the Final Phase at its sole discretion, with reasonable prior notice to the teams.

1.3 Kings World Cup Classification System

The team that won the previous edition will qualify directly for the KWC global club competition, and the following 4 teams from the competitions that have held 2 splits during the season will qualify:

- The champion of each split.
- The two teams with the highest total points from the regular phases of both splits.

If the split champions have already qualified, a third (or if necessary, a fourth) spot will be made available to the next team with the highest point total.

In case of a tie between teams for the remaining spots based on the total points from both splits, the following tiebreaking criteria will apply:

- The team that advanced the furthest in the playoff phases (quarters, semifinals, and final) of one of the two splits.
- If still tied, the team that advanced furthest in the other split.
- If still tied, the team with the highest goal difference.
- If still tied, a tiebreaker match will be held.

In competitions that have held only one split, the 4 teams participating in the Final Four will be classified.

1.4 Calendar Changes

KINGS reserves the right to make changes to the schedule and match times. In such cases, the Competition will notify all teams as soon as possible.

1.5 Match Regulations

1.4.1 Duration

Matches will have a duration of forty (40) minutes, divided into two (2) halves of twenty (20) minutes each. It is explicitly stated that the clock will not stop at any time except to signal the end of each half and the end of the match.

The clock may stop in the case of injury if medical assistance enters the field. If the player declines medical assistance to avoid wasting time, the referee will require the player to



immediately rejoin the game or be treated off the field.

In certain phases of the match, which are explained later, the clock may be stopped. The referee may, at their discretion, stop the game time.

It is explicitly stated that when any countdown ends, the referee will blow the whistle to mark the end, regardless of any graphics or sound effects that may have been activated earlier.

A three (3) minute break will be held between halves.

Time Wasting

It is explicitly stated that the Competition advocates for fair play and aims to ensure matches are played as smoothly as possible. Therefore, the Competition will not tolerate deliberate time-wasting during matches and may sanction teams and players at its sole discretion.

Play-Off Card

Exceptionally, in the framework of the play-offs, and with prior notice to the teams, the league reserves the option to apply an extra five (5) minutes of additional time if the team ranked higher in the regular phase standings is losing at the end of the match.

This card will consist of an "extra-time" period of 5 minutes after the 40 minutes (plus any added time) of regular play have ended.

The extra period will start using the "cage" system, and the teams will switch sides, with each team positioned as they were at the start of the match (with a 20-second countdown).

The referee will have the authority to apply additional time if deemed necessary due to incidents occurring during that 5-minute period.

All decisions made by the referee during the 40 minutes of regular play will carry over into this 5-minute overtime. For example, yellow cards or expulsions that occurred during regular time will also apply to this 5-minute extension.

In this extra-time period, the use of cards will still be possible.

If the match ends in a tie after regular time, the teams will settle it through five (5) shootout penalties.

1.4.2 Tiebreaker

If the match ends in a tie after regular time, the teams will settle it through five (5) shootout penalties.

The shootout consists of a one-on-one between the player and the goalkeeper, where the player starts from the center of the field and has 5 seconds (6 in the Queens League) to shoot. Meanwhile, the goalkeeper must begin the penalty kick with at least one foot on or behind the goal line but can move off the line once the signal sounds. The penalty will be concluded in the following cases:

- If the ball enters the goal: the penalty is considered successfully completed.
- If the ball does not enter the goal: the penalty is considered missed.



- If the goalkeeper touches the ball but it continues into the goal: the penalty is considered successfully completed.
- If the ball leaves the field without being touched: the penalty is considered failed once the ball exits the field of play.

The player who took the penalty is not allowed to touch the ball again under any circumstances. Additionally, if the goalkeeper leaves the goal line before the countdown ends, the penalty will be repeated unless it results in a goal. Repeated offenses will result in a yellow card for the goalkeeper, who must then be substituted.

In the event the goalkeeper commits a foul on the player or handles the ball outside the penalty area during the 5 seconds of the shootout penalty, the referee will award a standard penalty kick to be taken immediately after, and the goalkeeper will receive a yellow card and must leave the penalty shootout, to be replaced by another player.

The team that scores the most penalties wins. If tied after five penalties, the match continues with sudden death penalties.

The penalties will be taken at the goal designated by the Competition, and the players not involved in the shootout must remain behind the offside line of the opposite field.

Players who finish the match are eligible to take penalties, including those who were off the field due to a yellow card suspension at the end of regular time. Players who were expelled or injured during the match are not eligible.

If one team has more players available than the other for the shootout, the team with more players must exclude players until both teams have the same number of shooters. Only one goalkeeper may participate in the shootout unless the current goalkeeper is injured or suspended.

If a player or goalkeeper becomes injured during the shootout, leaving their team with one fewer player, the opposing team must also exclude a shooter to equalize the number of available players.

1.4.3 Match Structure

1) The **first five (5) minutes of the match** will be played as follows:

- a. The match will start with a Cage Kick Off + Water Polo-Style Kick-Off, starting with a 1-vs-1 situation and the goalkeepers. Players will begin racing for the ball once the countdown ends and the traffic lights turns off. To retain first possession, the first touch must always be towards their own half. If not done correctly, possession will be awarded to the opposing team with a goal kick. At the end of each minute, one player from each team will enter the field from the substitution line. The game will develop as follows:
 - i. **Minute 00:00:** The game will be played 1-vs-1, and the goalkeeper. The goalkeeper cannot touch the ball outside the penalty area. If they do, they will be given a yellow card and must be substituted, and their team will be penalized with a shootout penalty. Similarly, if the player is cautioned, they can be substituted. Once the penalty time has ended, they can re-enter the game without causing a substitution.



- II. Fouls inside the penalty area will result in a penalty. Fouls outside the area will result in a shootout penalty. If a player improperly handles the ball when putting it into play (e.g., touching the ball twice consecutively), possession will be awarded to the other team. This rule only applies in the 1-vs-1 scenario with the goalkeeper. Penalties and shootout penalties will either result in a goal or a goal kick. The defending player must stay behind the substitution line of the opponent's half during the shootout, and during the penalty, they must stay behind the midfield line. Once the shootout or penalty has been taken, the referee will signal the restart of play using the whistle.

In case of injury, play will not resume until the injured player is substituted or re-enters the field with the referee's approval. If the player exits to receive treatment but does not intend to leave the game, their team will play with one less player until they return.

All yellow card or red card offenses committed during this minute will not result in playing with one less player. Sanctions and player exclusions will apply from the 01:00 mark onward. If a player's penalty ends before the 05:00 mark, they must re-enter the field to continue playing. If another player enters the field instead of the penalized one, the referee will caution that player with a yellow card and require them to leave the field. The penalized player must return after their time has expired. If the referee overlooks this situation and it impacts the game, the affected team may file a protest at the end of the match.

If a goalkeeper receives a yellow card during the first five minutes, they must wait until the 05:00 mark to re-enter the field, as two goalkeepers cannot be on the field at the same time. The only way they can return before 05:00 is if their substitute goalkeeper is injured and their penalty time has ended.

If a goalkeeper receives a yellow card and is replaced by a player-goalskeeper, the goalkeeper must wait until the 05:00 mark to re-enter the field and be substituted for the player-goalskeeper. Once the player-goalskeeper has changed back into their regular outfield player kit, they may re-enter the field as a regular player. Similarly, the player who left the field to allow the player-goalskeeper to enter may re-enter the field during one of the scheduled player entrances (at minutes 2, 3, 4, or 5) or after minute 05:00, when the coach deems it appropriate.

If a player enters the field early during the first five minutes of each half and the referee deems that the player participated in the play, they will be penalized with a yellow card. If the referee believes that the player did not participate, the game will be stopped, and an indirect free kick will be awarded in the substitution lane against the team that broke the rule. The player will be made to leave the field and re-enter properly. It is expressly stated that in the 1-vs-1 with the goalkeeper, improper substitutions will be penalized as specified in that section.



Penalties begin to apply from the 3-vs-3 stage onwards, and the penalized team will play with one fewer player.

- III. **Minute 01:00:** The game will be played 3-vs-3, allowing the goalkeeper to leave the penalty area.
- IV. **Minute 2:00:** The game will be played 4-vs-4.
- V. **Minute 3:00:** The game will be played 5-vs-5.
- VI. **Minute 4:00:** The game will be played 6-vs-6.
- VII. **Minute 05:00** onwards the game will be played with a full 7-vs-7 lineup. If any team has a penalized player, they will remain at a numerical disadvantage until the penalty time expires.

From the 3-vs-3 scenario to the 7-vs-7 setup, the same rules that apply to the League Dice will be followed.

- b. During the first five minutes of the game, player substitutions are not allowed except in the situations described in the previous section (such as injury). Each minute, a player from each team will enter through the substitution line. In the event of an injury, if the player leaves the field and is substituted, they will not be allowed to participate for the rest of the match. However, if a team chooses not to substitute the injured player, they must play with one less player until the injured player returns. If a substituted injured player returns to the game, they will be expelled. If the referee does not notice this and the situation continues, affecting the outcome of the match, the match may be contested, and the infringing team may lose points for improper player alignment.
- c. If during the first five minutes a team is forced to use a field player as a goalkeeper (due to a penalty to the goalkeeper or goalkeepers of the team), it is explicitly stated that once the goalkeeper resumes their position (after serving their penalty), the player can participate in the game as a field player.
- d. During the first five minutes, the clock will run continuously, except in the case of VAR, referee intervention, penalties, shootout penalties, injuries, or cards, in which case the clock will stop. The referee may also decide to stop the clock at their discretion if time is being lost due to a foul or other actions.
- e. If at the start of the match a team has two or more players serving penalties and must play with fewer players, the situation will be resolved as follows:
 - I. At minute 05:00, the referee will stop the clock and game in the first play stoppage and indicate to the team with penalized players that they must remove the number of players equal to those serving penalties. Once the players are removed, play will resume from the last stopped play, and the penalty timers will start. Players may re-enter the field as their penalties expire.



- 2) **League Dice:** At minute 17:50 of the first half, a ten-second countdown will begin, which once completed will end the possession in play at that moment, and the game will restart at minute 18.

If the attacking team takes a shot within the last seconds of the countdown (before reaching minute 18), the play will not be stopped until the shot has been completed. The play will be considered over when the danger has passed, such as when an attacking player intervenes, the ball goes out of play, or the opposing team recovers possession. If there is a set play before minute 18, such as a penalty, president penalty, or shootout, these will still be executed even if the clock reaches minute 18 and they have not been executed. If a foul occurs and the players of the team that committed the foul waste time deliberately to avoid the penalty being taken, they will be sanctioned with a yellow card.

In that exact moment (i.e., at minute 18), a representative of the League will roll the League Dice with six different faces, and the face that remains visible will determine the game situation to be played. For example, if the dice lands showing the face "1," the applicable game situation will be 1-vs-1. The teams must remove the corresponding number of players from the field to comply with the situation indicated by the dice. For clarity, the dice does not have the number "6," but rather the logo of the Competition, and if it shows that logo, the applicable situation will be 1-vs-1 with goalkeeper.

The game situations are as follows:

- One (1) situation of 5 vs 5.
- One (1) situation of 4 vs 4.
- One (1) situation of 3 vs 3.
- One (1) situation of 2 vs 2.
- One (1) situation of 1 vs 1 with goalkeeper.
- One (1) situation of 1 vs 1 without goalkeeper.

After the dice is rolled, and the game situation is revealed, the coaches of each team must immediately and without delay remove the required players from the field before the referee resumes play.

This game situation will be played until the end of the first half, whether or not there is added time.

The match will resume at minute 18, and the first possession will be obtained through a water polo-style Kick-Off. There will be a 20-second countdown for all players to position themselves behind their goal line. The ball will be placed at the center of the field, and when the countdown ends and the traffic light turns off, the players will race toward the ball to gain possession. It is noted that the ball must always be passed backward and never forward. If any player passes the ball forward, possession will automatically be awarded to the opposing team, who will restart play with a goal kick.

During the League Dice scenario, teams are not required to play with a goalkeeper, except in the 1-vs-1 situation with a goalkeeper.



Additionally, if a player from any team crosses the goal line before the signal, possession will automatically be awarded to the opposing team. If both teams advance before the signal, the referee will decide who gets first possession. In the case of a delay between the visual and acoustic signals, the visual signals will take precedence.

It is explicitly stated that the game clock will start as soon as the first player touches the ball in the center circle.

During the League Dice scenario, any temporary exclusions (yellow and red cards) that are active at that time will be paused. The exclusion time will resume in the second half.

If a yellow or red card is issued during the League Dice scenario, it will apply. Thus, if the game is currently at 3 vs 3, it will become 3 vs 2. If the exclusion time does not expire in the first half, it will continue into the second half.

In a 2 vs 2 situation, if there is a throw-in, the opposing team must stay in their own half to facilitate the throw-in.

If a team has only two players and one receives a yellow or red card, the exclusion will begin at the start of the second half.

During the League Dice scenario, deliberate time-wasting by teams will not be allowed (especially in the 2 vs 2 and 3 vs 3 situations). If the referee determines that a team is deliberately wasting time, they may raise their arm to signal the attacking team, which must complete their play within ten seconds. If the team fails to complete their play within that period, possession will be awarded to the opposing team, which will restart from their own goal.

It is expressly stated that if a team completes their play within the allotted ten seconds and regains possession (due to a rebound, deflection, or goalkeeper save), the team will restart their attack without counting the ten seconds unless the referee determines that the team is wasting time again.

The operation of 1-vs1 (with goalkeeper) will be as follows:

- a) The field player may contest the ball across the entire field.
- b) The goalkeeper cannot touch the ball outside the penalty area, and if this occurs, they will be sanctioned with a yellow card and must be substituted, with the consequent penalty of **2 minutes** to be served in the second half. For clarity, if any part of the goalkeeper's body touches the ball outside of their area, they will be sanctioned with a yellow card. Furthermore, all yellow cards shown by the referee during the duration of this card will be served during the second half.

If the goalkeeper is expelled with a red card, they must be substituted, and the **5 minutes** of penalty will be served in the second half.

- c) The center circle is shared by both teams.
- d) **Backcourt violation:** The ball can be contested throughout the entire field; however, the attacking player may only pass the ball to their goalkeeper if they are in their own half.
- e) If the ball leaves the field, even if it stops, possession will be awarded to the team that did not touch the ball before it exited the field. In all cases,



possession will resume with a goal kick, with the ball placed.

- f) If there is a foul anywhere on the field (except inside the penalty area), a **shootout penalty** will be awarded. At the time of the kick, the goalkeeper must have at least part of one foot on the goal line or behind it, following the same criteria as previously indicated (see section 1.4.2 - Tiebreaker). The defending player must remain behind the offside line of the opposing field.
- g) If the defending goalkeeper leaves the penalty area without touching the ball and the attacker completes the play, whether it results in a goal or not, no penalty will be applied to the goalkeeper. A goal, goal kick, or throw-in will be awarded, depending on how the attacking action concludes.
- h) If substitutions are not executed correctly or if a player enters the field without prior authorization from the referee, the violation will be resolved as follows:
 - If the player entering the field incorrectly is from the attacking team: the referee will stop the game and award a change of possession, restarting with a goal kick.
 - If the player entering the field incorrectly is from the defending team and interferes in the play (or against an opponent): they will be cautioned and the game will restart with a shootout penalty for the attacking team.
 - If the player entering the field incorrectly is from the defending team and does not interfere in the play (or against an opponent): play will continue.

The operation of 1-vs1 (without goalkeeper) will be as follows:

- a) The player may move within their own half, within the substitution lanes, and throughout the entire center circle. Therefore, the space in the substitution lanes and the central space will be shared, and they may contest the ball in that area.
- b) If a player invades the opposing half, the following will apply:
 1. If a player invades the opposing half while in control of the ball without directly affecting the opposing player, the action will be sanctioned with a goal kick for the team whose half has been invaded, and at the referee's discretion, the infringing player may be cautioned or expelled.
 2. If a player invades the opposing half, with or without control of the ball, and directly affects the opposing player's action, the action will be sanctioned with a shootout penalty, and the referee may choose to caution or expel the infringing player.
 3. If a player invades the opposing half without controlling the ball, this invasion will not be penalized as long as it does not directly affect the opponent's play.
- c) If there is a foul in the area where the ball can be contested (substitution lane and center circle), a shootout penalty will be awarded. A goalkeeper may enter to defend this action and may use their hands to stop the ball. After the shootout penalty, the referee will resume play once the shooter has returned to the area where they can participate (own half, substitution lane, and center circle).



- d) Players may be substituted; however, if the substitution is not executed correctly (through their substitution lane), the referee may sanction the action with a yellow card, and play will restart with a goal kick awarded to the non-infringing team.
- e) A player cannot stop shots with their hand (even the goalkeeper if they are contesting a **1 vs 1**); if a hand violation occurs, it will be resolved as follows:
1. If a handball occurs inside the penalty area that stops a shot heading towards the goal, it will be sanctioned with a red card and a standard penalty kick, allowing a goalkeeper (acting as such with their hands) exclusively for that action.
 2. If a handball occurs inside the penalty area but is in any action other than stopping a shot on goal, a penalty kick will be awarded, allowing a goalkeeper (acting as such with their hands) exclusively for that action.
 3. If a handball occurs outside the penalty area, stopping a shot heading towards the goal, it will be sanctioned with a red card and possession awarded to the other team.
 4. If a handball occurs outside the penalty area but in any action other than stopping a shot on goal, possession will be awarded to the other team.

If different players are involved, the sanctions will be served simultaneously at the start of the second half. For example, if two different players are sanctioned with red cards, the team will start the second half with five (5) players for five (5) minutes, if applicable.

- f) If the ball leaves the field, even if it stops, possession will belong to the team that occupies the field from where the ball exited (or hit the ceiling). Possession will resume in any case as a goal kick with the ball placed. The possession of ten seconds for each team and for each shot (indicated in point G) will count from the starting area of the corresponding play.

La posesión de diez segundos para cada equipo y para cada disparo (indicada en la letra G) siguiente) contará desde la zona de inicio de la jugada correspondiente;

- g) Each time a goal is scored, the opposing team must restart from the center of the field (either forward or backward indiscriminately), and the opposing player cannot invade the center circle until the player puts the ball into play.
- h) Time-wasting will not be allowed; therefore, each team will have ten (10) seconds for each shot. If the player runs out of time, possession will pass to the opposing team.

The referee may, at their sole discretion, sanction players they believe are wasting time.

Additionally, if during the course of the half, the referee finds it necessary to caution a player with a yellow or red card, they may proceed in two ways:



1. If the player was participating in the play, the team will start the second half with one player less, with the corresponding penalty time.
 2. If the player was not participating, they will also be cautioned and will not be allowed to enter until their penalty time has expired (in the case of a yellow card) or they must leave the field (in the case of a red card).
3. **The Start of the Second Half** will start at **minute 20:00** and will be played **7 vs 7** (as long as there are no accumulated sanctions from the first half). The second half will begin with a **cage kick-off**. During the second half, **Secret Weapons** described in section **1.4.4 m**) may be activated.
4. **Double Goal:** Starting from **minute 37:50** of the second half, a ten-second countdown will begin, which, once finished, will end the possession that is currently in play, and the game will resume from **minute 38**, where goals will count as double if the teams are not tied on the scoreboard and until the end of the match.

If the attacking team takes a shot in the last seconds of the countdown (before reaching **minute 38**), the end of the possession will not be called (to subsequently initiate the Double Goal) until the shot has been completed. The action will be considered over when the danger has passed; that is, for example, when an attacking player intervenes affecting the trajectory of the ball, when the ball goes out of play, when the opposing team regains possession, etc., even if time has already expired. Similarly, if there is a set play before **minute 38** and it is a penalty, **president penalty**, or **shootout**, these will still be executed even if the clock reaches **minute 38** and they have not yet been executed. If a foul is committed and players of the team that committed it deliberately waste time to avoid the penalty being taken, they will be sanctioned with a yellow card.

The match will resume at **minute 38** with a **water polo-style Kick-Off**. In this regard, there will be a **20-second countdown** for all players to position themselves behind their goal line. They may start once the countdown reaches **0** and the traffic light turns off. The ball, which will initially be orange, will be placed at the center circle, and players from each team (once the countdown is finished) must run from their goal line to gain possession. It is noted that the ball must always be passed backward and never forward. If any player passes the ball forward, possession will automatically go to the opposing team, which must restart from their goal.

If a player from either team leaves the goal line before the corresponding signal, possession will automatically go to the opposing team, restarting play with a goal kick. If both teams advance before the signal, the referee will decide who gets the first possession.

It is expressly stated that the game clock will start when the first player touches the ball in the center circle.

If a team starts the double goal with a player sanctioned, not complying with the required number of players, the referee will stop the match and indicate that a player must leave the field. If the corresponding team takes more than **10 seconds** to remove a player from the field, a sanction will be applied to that team, permanently reducing their number of players by one until the end of the match.



Secret Weapons, regardless of when they are activated and how much time remains for activation, will end at **minute 38**. Notwithstanding the above, as indicated earlier, if the Secret Weapon consists of a penalty, shootout penalty, or president penalty, it may be executed during the stoppage at **minute 38**. For clarity, during the duration of the double goal, the president penalty card may be activated, in which case the game clock will stop, and the goal will only count as one.

Por Lastly, if at **minute 38** the match result is tied, there will be **golden goal** rules until the end of the match.

If the match ends in a tie, the **Tiebreaker** (section **1.4.2**) will proceed.

1.4.4 General Rules

- a) **Kick-Off:** On the ceiling, above the center of the field, there will be a cage that contains the game ball.

In the case of a Cage Kick-off, there will be a 20-second countdown during which players from each team can position themselves wherever they deem appropriate on the playing field (even in the opposing half). Once the countdown ends, the cage will open, and the ball will drop, resulting in the first possession of each half.

In the case of a Cage Kick-off + Water Polo, players must be behind the goal line, and once the countdown ends and the traffic light goes off, they can start running to contest the ball. The first touch must always be towards their own half. If this is not the case, a goal kick will be awarded to the non-offending team.

It is expressly stated that the timer for each half will start when the first player touches the ball.

- b) **Center Kick:** All center kicks (except for the kick-off with the cage or the water polo kick at minutes 18 and 38) can be performed in such a way that the ball may be moved towards the opposing half or back to their own half.
- c) **Throw-ins:** All throw-ins during matches will be executed with the hands, in accordance with traditional football regulations.
- d) **Corner Kicks:** All corner kicks during matches will be executed with the feet, in accordance with traditional football regulations.
- e) **Game Resumption:** The game will resume when the ball begins to move, not with the referee's whistle. Additionally, during play, if the ball hits the ceiling or passes between the ceiling beams, even if it does not change its trajectory, both situations will be resolved by stopping the game and awarding a throw-in to the team opposite to the last one that touched the ball.
- f) **Passing the Ball Back:** A field player cannot deliberately pass the ball to the goalkeeper with their foot so that the goalkeeper touches or catches it with their arms or hands (unless it is a clearance, in which case there is no intention to pass the ball to the goalkeeper deliberately). In this regard, it is allowed to pass it using any other part of the body.

In the event of a violation of the above, an indirect free kick will be awarded to the opposing team from the spot where the goalkeeper touched or caught the ball.



In any case, the passing will be governed by traditional football regulations.

- g) Offside:** The offside will be marked by the horizontal line at the front of each team's penalty area.
- h) Uniforms:** In the context of celebrating a goal, a player may remove their shirt or cover their face with it, as long as no offensive message that could violate the competition's values is displayed, which could lead to a sanction. In case of violation, the player will be penalized with a yellow card.
- i) Substitutions:** Starting from the 05:00 minute mark and coinciding with the end of the first five minutes, each team may make unlimited substitutions without stopping the time.

These substitutions must always be made through the designated substitution zones located in the midfield, and the incoming player must hand over a bib to the player being substituted. Therefore, the substituted player must approach that area and enter through it for the substitution to be valid.

If the substitutions are not performed correctly or if a player enters the playing field without prior authorization from the referee, the violation will be resolved as follows:

- If the player entering the field incorrectly is from the attacking team: the referee will stop the game and change possession, restarting with an indirect free kick in the substitution zone.
- If the player entering the field incorrectly is from the defending team and interferes with the play (or on the opponent): they will be cautioned, and the game will restart with an indirect free kick in the substitution zone.
- If the player entering the field incorrectly is from the defending team and does not interfere with the play (or on the opponent): play will continue. It is expressly stated that re-entering the field, whether due to yellow card sanctions or Secret Weapons, must be authorized by the referee.

It is expressly stated that re-entries onto the field of play, whether due to yellow card sanctions or Secret Weapon, must be authorized by the referee.

- j) Penalty Kicks:** During regulation time, that is, during the duration of the match, these will consist of a standard kick from the penalty mark. Players not taking the penalty must position themselves outside the penalty area and the semicircle where it is taken. Below are different scenarios and their corresponding resolutions:
 - i. If an attacker crosses the previously mentioned limits before executing the penalty:
 - a. If the action ends in a goal, the penalty must be retaken.
 - b. If the action does not end in a goal and the attacker interferes, the referee will stop the game and restart with an indirect free kick for the defending team.
 - ii. If a defender enters the area before permitted or if the goalkeeper advances before permitted (see goalkeeper placement below):
 - a. If the action ends in a goal, it will be valid.
 - b. If the action does not end in a goal, the penalty must be retaken.



- iii. If both a defender and an attacker enter the area before permitted, the penalty must be retaken.
- iv. If both the goalkeeper and the kicker commit an infringement simultaneously, it will restart with an indirect free Kick for the goalkeeper's team unless the goalkeeper's infringement is severe, in which case the referee will decide on the action.

The goalkeeper must have at least part of one foot on the goal line or behind it during the penalty kick. If this is not followed and the kick is missed, the penalty must be retaken. In case of recurrence, the goalkeeper will be cautioned with a yellow card and must be substituted.

- k) Coach and Staff Instructions:** Coaches and other staff members may give instructions to players during the match. It is expressly stated that all team members and staff on the bench must remain seated throughout the match, except for the head coach, and occasionally the assistant coach to assist the head coach or give tactical instructions, or to press the Secret Weapon/President's Penalty button, or if a player must begin the corresponding warm-up exercise. Exceptionally, the team's community manager may stand for a short time if they need to capture any audiovisual elements.

Teams are obligated to inform, along with the lineup, the members who will be summoned (as per the following paragraph) and those who will be present on the bench during that matchday.

Teams may summon 19 people (including players and staff) per match, with the following breakdown:

- a. Up to 15 players (starters and substitutes).
- b. Up to 6 staff members. Within this staff, the head coach may remain standing at all times, and the assistant coach, community manager, and mascot may stand occasionally to perform their respective functions. Additionally, all staff members except the head coach and the mascot must carry the corresponding accreditation to be on the bench.

With the inclusion of a potential Player 14, the team may have one additional player on the lineup, that is, 19 summoned individuals.

Notwithstanding the above, teams may have 22 people (or 23 if there is a Player 14) on the roster. In this sense, all individuals who are not summoned must go to the stands.

If the criteria outlined in this point are not met, the referee may caution or expel those who violate these criteria from the benches. Furthermore, the competition may sanction these violations as indicated in Annex II.

l) Cautions

- I. **Yellow Card:** If a player is sanctioned with a yellow card, they must leave the field for two (2) minutes and may subsequently re-enter. If a player is sanctioned with a yellow card and there is not enough time left in the first half to serve that sanction, the time will continue to be counted in the second half.

The two (2) minutes will be counted by the Competition and will be running time, except in cases of any injury, VAR application, the application of the referee's table, the President's penalty kick, or the use of a Secret Weapon, in



which case time will stop and will resume once the situation of injury, VAR, the referee's table, President's penalty kick, or Secret Weapon has been resolved.

If a player is sanctioned with a yellow card while on the bench, that player must serve the sanction without being able to participate during the sanction period.

Furthermore, if a player receives two yellow cards in the same match, they will be expelled upon receiving the second yellow and will not be able to play again, and the sanction applied to their team will be equivalent to a red card, that is, a five-minute penalty with one player less.

Additionally, receiving a double yellow card leading to a red card will result in a one-match suspension. Moreover, if a player accumulates three yellow cards, they will be suspended for one match due to card accumulation. It is expressly noted that a double yellow card with the resulting red card nullifies the second yellow card for accumulation purposes, meaning only the first card counts for accumulation. In the case of one yellow card and one direct red card, the yellow card will not be nullified in any case.

It is expressly noted that if a player has two yellow cards on the last regular matchday and receives another in that matchday, they will serve a suspension in the next match (including playoff matches, Round of 16, Quarterfinals, or Semifinals, as applicable). If no yellow card is received on the last matchday that results in accumulation, the yellow card history will be cleared before the playoffs start.

Finally, any player sanctioned with a yellow card must always wait within their technical area, not leaving it at any time until the corresponding sanction time has elapsed. In this regard, if the sanctioned player does not respect these limits or re-enters the field before serving the sanction period or without the referee's authorization, they will be penalized with

- II. **Red Card:** If a player is sanctioned with a direct red card or a double yellow card, that player must leave the field and cannot re-enter the match. If a player is sanctioned with a red card and there is insufficient time remaining in the first half to serve that sanction, the sanction time will continue counting from the start of the second half. After that time has elapsed, the team may replace the expelled player with another player from the squad. The five (5) minutes will be counted by the Competition, and it will be running time, except in cases of any injury, VAR application, referee table application, penalty shootout, or activation of a Secret Weapon, in which case the time will stop and will resume once the situation regarding the injury, VAR, referee table, penalty shootout, or Secret Weapon has been resolved.

If during the sanction time, a team violates the numerical inferiority arising from the red card by incorporating more players than allowed, the referee will stop the match and instruct the team to remove the extra players, sanctioning that team with one player less for two (2) minutes.

- III. **Disciplinary Sanctions to the Bench:** Warnings or expulsions of bench members or substitute players will not affect the number of players on the field for the infringing team.



- IV. Compliance with the Sanction:** Any member of the team (player or staff) who is expelled must leave the field, and therefore cannot be in the bench area. They also cannot be in the broadcast booth.

Additionally, any sanction imposed by the Competition Committee will be enforced starting from the next match following the infraction committed. If a franchise player is sanctioned, that sanction will remain in effect for the number of matches corresponding to the infraction, regardless of whether that player is called up or not. For example, if a franchise player is sanctioned for three matches, starting from match 4, the sanction will end in match 7, allowing that player to participate in that match, regardless of whether they have been selected as a franchise player for matches 4, 5, and 6.

- m) Secret Weapons:** Before the start of each match, the coach (or representative, as the case may be) of each team must choose a card containing one of the following Secret Weapons. The stack of cards will consist of fifteen (15) cards, with three (3) Double Goal Cards, three (3) Sanction Cards, three (3) Penalty Shootout Cards, three (3) Star Player Cards, two (2) Penalty Cards, and one (1) Wild Card.

When a team presses the Secret Weapon button, the referee must wait for the game to stop to check the card before applying it. If the other team has not pressed the button before the game stops and does so once the referee is checking the card's category, the referee may check both cards (in chronological order of pressing) and will only apply the second if it is a Wild Card that acts as a card theft from the opponent. If the second card is none of the aforementioned, it will not be applied until the next stoppage of play, applying this last card at the next stoppage. Likewise, if the Secret Weapon button is pressed during a countdown, this card will be checked by the referee at the next ball exit. Therefore, it will be executed at the next restart of the game.

Activation and Operation of the Secret Weapons

Each bench will have a button that can be activated by the coach from the start of halftime until the 38th minute.

Once the button is activated, the use of the corresponding Secret Weapon will not be automatic. In this regard, **they will only be used once the ball has stopped.**

The activation of the secret weapon will be considered valid at the moment the sound and/or visual signal is activated, regardless of the voluntary nature of the act, as long as it has been performed between the halftime period and the 38:00 minute mark.

At the moment of taking a penalty, a president's penalty, or a penalty shootout, if either of the two teams decides to activate one of the buttons with the possible intention of harming the opposing team (shooter or goalkeeper), the referee must caution the individual who activated the button, and the penalty, president's penalty, or penalty shootout must be repeated if it favours the infringer.

- 1. Double Goal Card:** For four (4) minutes, goals scored by the team will count as double.

If a penalty is awarded while the double goal card is active, the penalty will count as double, even if executed after the card time has expired. Likewise, if



during the application of the Double Goal card, the attacker strikes the ball towards the opposing goal at 3:59 of the card's duration, the same criteria as in the countdown of minutes 18 and 38 of these regulations will apply.

For clarification, the goal will count as two for the team but will count as only one goal for the player who scores it.

- 2. Sanction Card:** The team that plays this card can sanction for four (4) minutes the player they wish from the opposing team. Under no circumstances may the chosen player be the opposing goalkeeper.

If a team plays this card, and the opposing team immediately afterward plays their card, consisting of a penalty or penalty shootout, if the team with the sanction card chooses the player who is later chosen to take the penalty, that player will not be allowed to take the penalty.

When the card is activated, either during the halftime break or during the second half until the 38:00 minute mark, the team that has activated it may select and sanction any player currently on the roster, whether one of the 7 players participating in the match or one on the bench.

In this regard, it is expressly stated that the card will be applied in chronological order, meaning that whoever presses the button first will execute the card first.

The counting of the four minutes will proceed in the same manner as described for a red card.

- 3. Penalty Card:** The team that plays this card will have a standard penalty kick.

At the time of the kick, the goalkeeper must have at least part of one foot on or behind the goal line, applying the same criteria as indicated above in case of non-compliance with this condition (see 1.4.2. - Tiebreaker).

If time runs out but the card was activated before the time expired, the team may take the penalty.

All players, except for the penalty shooter, must be behind the midfield during the kick.

Other Scenarios:

- If a penalty is awarded in favour of the team that activated the penalty card, immediately after that activation, the team will consecutively take two penalties, first taking the Secret Weapon penalty and then the one awarded by the rules.
- If a penalty is awarded against the team following the activation of the card, the team that activated the card will first take the penalty, and subsequently, the team that was awarded the penalty.

- 4. Penalty Shootout Card:** The team that plays this card will have a penalty kick in the format of tiebreaker penalties. The scenarios for this secret weapon will be the same as for a normal penalty.

If the player taking the penalty moves forward before the 3-second countdown, the action will be invalidated, meaning the shootout will be annulled. The



goalkeeper must start the penalty with at least part of one foot on or behind the goal line, applying the same criteria as indicated above in case of non-compliance with this condition (see 1.4.2. - Tiebreaker).

Likewise, if the goalkeeper fouls the player or handles the ball outside the area during the penalty kick time, the referee will award a standard penalty, which will be taken immediately afterward. Additionally, a yellow card will be shown, requiring the goalkeeper to leave their position, and be replaced by another goalkeeper during the corresponding sanction time.

If time runs out but the card was activated before the time expired, the team may take the penalty.

5. **Star Player Card:** The team that shows this card must choose one of its players as the Star Player. This player will be given a star armband that must be worn on their arm, indicating that they are the Star Player. When wearing the armband and until the 38th minute, if the Star Player scores a goal, it will count as double. If they score a goal, they must remove the armband, hand it to the assistant referee from their bench, and at that moment, the Star Player effect will cease to be valid.
 6. **Wild Card:** The team that obtains this card may activate any of the other available cards (Double Goal Card, Sanction Card, Penalty Card, Penalty Shootout Card, Star Player Card) at any time they see fit in accordance with the previously stated rules. Additionally, they may use the Wild Card to steal a card from the opposing team.
- n) **President Penalty:** Kings League Presidents can opt for a President Penalty before a matchday at 12PM. In case of agreement, it will proceed as follows:
- a. **Kings League:** Si If two presidents decide to take a president penalty (excluding the first five minutes, the die, and the double goal time), they may press the president penalty button and enter the field to take the penalty. Once the button is pressed and the game is stopped, the time will be paused to allow them to take the penalty kick. If one of the two presidents do not wish to take the president penalty, one of their players may take a shootout penalty after pressing the president penalty button. However, once the decision to take the president penalty has been made and communicated, it cannot be changed to a shootout. Additionally, once the decision to opt for a player shootout has been communicated, this decision cannot be changed outside the established time limit.
 - i. **Possible Scenarios:** If a president does not respond (within the time limit) to the Competition, communicating their decision (presidential penalty or player shootout), it will be considered that they renounce both options.
 - ii. If one of the two presidents, having decided to execute the presidential penalty (with prior notice), is not present on the field or is unfit to take the penalty, it will be their responsibility to negotiate with the other president to avoid executing the penalty, thereby preventing any disadvantage that this may create. The Competition is not responsible for the acceptance or non-acceptance of the other president.



- iii. If neither of the two (2) teams activates the presidential penalty before the 38th minute, both penalties will be declined.

- b. **Queens League:** If two female presidents decide to take a president penalty, except in the first 5 minutes, the die, and the double goal time, they may press the president penalty button and enter the field to take the penalty. When the button is pressed and once the game is stopped, the time will pause to allow them to execute the penalty kick. If one of the two presidents do not wish to take the president penalty, one of her players may take a Shootout penalty once they press the president penalty button. If one of the two presidents is a man, he must take a shootout penalty while the female president will take a normal penalty. If a male president and a female president decide to take the president penalty but the female president gives it to one of her players, both the player and the president will take a shootout.

Once the president penalty launch is decided and communicated, it cannot be changed to a shootout. Likewise, once the decision to opt for a player's shootout is communicated, this decision cannot be changed outside the established time limit.

Possible Scenarios:

- i. If a president does not respond (within the time limit) to the Competition communicating their decision (presidential penalty or player shootout), it will be considered that they renounce both options.
 - ii. If one of the two presidents, having decided to execute the presidential penalty (with prior notice), is not present on the field or is not fit to take the penalty, it will be up to them to agree with the other president not to execute the penalty, thus avoiding any disadvantage this may create. The Competition is not responsible for the acceptance or rejection of the other president.
 - iii. If neither of the two teams activates the presidential penalty before the 38th minute, both penalties will be lost.
- c. The presidents may agree that the presidential penalty will be a shootout penalty if both presidents are of the same gender. If they are of different genders, they may agree to take a regular penalty.
 - d. The deadline to notify the Competition and Content Department of the agreement between presidents to kick the president penalty will be the same day of the competition before 12PM.
 - e. It is expressly noted that the value of scored presidential penalties will always be one goal, regardless of the activated cards.
 - f. Prior to the execution of the presidential penalty, the opposing goalkeeper may communicate with the president without any penalty, as long as their words or gestures are not deemed punishable by the referee.
- o)** It is also agreed that all circumstances or situations in the game that have not been expressly provided for in these Regulations will be interpreted, at the referee's discretion, during the match.



1.4.5 Rescheduling of matches due to Force Majeure

In the event of an unforeseen circumstance or external causes that prevent the match from being played on the official date, the match will be rescheduled to another day and must be played with the same starting lineup communicated (if possible) and squad from the original match date.

2. TEAM CONFIGURATION

2.1 Rosters

- **Composition:** All teams must have a maximum of fifteen (15) players (including the Regular Roster and Franchise Players), in accordance with the following rules:

- **Regular Roster:** All teams are required to have a minimum of eight (8) players throughout the Season, which will be chosen in the respective drafts (as established in clause 2.5 below).

It is expressly stated that, for the first Season of the Competition, each Team will have ten (10) players selected in the draft.

- **Franchise Players:** Each team has the right to add three (3) players of their choice to complement their rosters, which must be pre-approved by the Competition.

The additional players can be changed each matchday or can be repeated indefinitely ("Player 11", "Player 12", and "Player 13"). In the event of a substitution each matchday, each team must communicate the new player to the Competition by the Wednesday prior to the matchday at the latest by 23:59h and may announce it the Friday before the start of that matchday. If the player is announced after the aforementioned deadline, the affected Team may request permission from the other presidents, who will have the final say on whether the new player can be registered or not.

Finally, the Franchise Player (whether Player 11, Player 12, or Player 13) may participate with different teams in the same or different leagues during the same Split. However, starting from matchday 9 (inclusive), they may not change teams.

Once each Season is completed, each Team must part ways with a number of players from the Regular Roster determined by the league, which will be replaced by those they select in the next draft.

- **Coach:** Each team must have one (1) coach, who may be dismissed and replaced by a new one at any time. The coach's position may be compensated by the owner of each team.
- **Compensation:** The Regular Roster will be compensated by the Competition (the "Compensation").

The Franchise Players and Coach may be compensated by the presidents of each Team.



- **Injuries:** If throughout the Season, a team cannot field any player from their roster (either due to injury or for any justified reason approved by KINGS) for a period exceeding one (1) month, the Competition will provide the affected team the opportunity to select a player from the reserve pool to substitute them. Once the player recovers or returns to the Team's roster, the substituted player will leave the team and return to the reserve pool. To effectuate this player change, a medical report with a duration exceeding four (4) weeks must be submitted to the competition department. It is specified that Tuesdays at 12:00h will be the deadline to indicate via email to the Competition Department the details of the newly selected player from the draft, thereby accepting their participation in the next matchday.

The reserve players will include a list of players selected by the Competition.

- **Presence of Players:** All players must be present and together on the field where the corresponding match is held. The team may justify the absence of players along with the rest of their teammates, provided the reason is duly justified and previously approved by KINGS. In any case, the Team must present at least five (5) players. If they do not attend with this minimum number, the match will be declared lost, with a score of 3-0.

2.2 Lineups

The team's starting lineup will consist of seven (7) players, including six (6) field players and one (1) goalkeeper. Teams may choose to play without a goalkeeper at any time during the match (except during a 1 vs 1 scenario with a goalkeeper). In such cases, no player on the team playing without a goalkeeper may touch the ball with their hands. It is explicitly stated that if a team starts the match without a goalkeeper, they will not be able to introduce a goalkeeper until the 5:00 minute mark. If a team has no available goalkeeper (due to injury or suspension), one of their players will be allowed to wear the goalkeeper's jersey and assume that role.

Each team must announce their starting lineup to the Competition at least one hour before the official start of the match.

2.3 Uniform Protocol

Players must wear their team's official uniforms, which must include their name on the back and their number on both the jersey and the shorts.

The two goalkeepers must wear the same colour uniform. If they do not, the player entering the field dressed in a uniform that is a different colour from that of the goalkeeper who started the match (in the case of a goalkeeper) or the goalkeeper's jersey (in the case of a field player acting as a goalkeeper) will be penalized with a yellow card.

Notwithstanding the above, if the starting goalkeeper has to leave the field and cannot return (whether due to injury or a red card), and the team does not have a substitute goalkeeper in uniform of the same colour, this circumstance will not be penalized (neither for the substitute goalkeeper nor for the player who may enter wearing the jersey of the starting goalkeeper).

The corresponding jersey numbers must consist of a number between 0 and 99.



Players are required to wear shin guards at all times.

Wearing any type of jewellery, including earrings, chains, or similar items, is prohibited.

Before the start of the match, a representative from the league and the delegate of each team will conduct a review of the uniforms, shin guards, and jewellery. If a player does not meet the requirements set forth here, they will not be allowed to participate in the competition. If the issue is resolved before the start of the second half, they will be allowed to join and participate in the match.

2.4 Regulations

2.4.1 Code of Conduct

Players and team members must always maintain courtesy and respect towards their opponents, the public, and the competition staff. In particular, violent behavior or language that undermines the dignity of individuals will not be tolerated.

The following considerations will be taken into account for the purposes of these regulations, by way of example and not limitation:

- a) Players must maintain their physical and athletic condition at the highest possible level to fulfil their role effectively, observing appropriate personal conduct and lifestyle habits. This includes, among other incompatibilities, violations that are considered serious and culpable offenses, such as engaging in doping or consuming illegal substances, thereby violating legal, regulatory, federative, and competition norms.
- b) Comply with the internal rules and agreements adopted by the team and/or the competition at any given time.
- c) Respect the laws, regulations, and social norms that may be applicable, particularly regarding their duty to maintain a correct attitude on and off the field towards the referee, the public, other athletes, coaches, technical staff, employees, officials, and security personnel, among others, as well as refraining from making public statements against the competition, the team, referees, coaches, or competition officials. This includes statements or comments made on social media.
- d) It is prohibited for the team to intentionally lose or play poorly in order to manipulate the match outcome. If there is suspicion that this has occurred, the competition will review and analyse the case, and may take appropriate disciplinary measures.

Regarding coaches, they are subject to the same code of conduct; however, they may:

- Speak with players during the match.
- Encourage their players while respecting the opponent, the public, and the referee's team.

No player or staff member of the team may enter the playing field without the permission of the referees.



2.4.2 Expulsion of a Team

If a team is expelled from the competition, all its matches will be recorded as losses, and points will be awarded to the other teams.

2.5 Player Draft

The player draft for both the **KINGS League** and **QUEENS League** consists of the selection process for players who will make up the Regular Roster and participate in the competition.

Players eligible for the draft (known as “draft players”) come from the Tryouts held in the city where the competition is based, and occasionally from Tryouts held in other cities by the competition itself. From all participants in these Tryouts, a selection is made so that the best players enter the draft (or the "Life Tryouts," if they take place). The number of draft-eligible players depends on the characteristics of the league (its development stage, etc.). Consequently, the configuration of the reserve player pool depends on the draft setup.

It is expressly stated that no player who participates in the Tryouts can be directly signed as Player 11, 12, or 13. However, the competition may occasionally make available certain Tryout participants from other cities to the teams. If this occurs, the organization will inform the affected teams and provide a list of selectable players (which will not necessarily include all Tryout participants).

For the **first season**, the draft will tentatively take place in December. For subsequent seasons, the draft will tentatively occur within thirty (30) days prior to the start of the first Split, although the competition reserves the right to modify this period as it sees fit.

2.5.1 Draft Structure

As a general rule, the draft for the **second season** will consist of **five (5) rounds**, with each team selecting **one (1) player per round**. After the first round, successive rounds will take place in the order outlined in clause 2.5.3 below, until each team has acquired the necessary number of players (i.e., five (5) players per team).

In the **first edition of the competition**, since teams must fully form their rosters, the draft will consist of **ten (10) rounds**, with each team selecting **ten (10) players in total**, one player per round.

The draft for future seasons (after Season 1) will include players selected in the Tryouts (held for that draft) and players who were not selected in the previous Split.

Starting from the third season, the league will assess how many picks each team will have in the draft. The league reserves the right to adjust the size of the reserve player list depending on the number of players in the pool and how the Life Tryouts and the draft that follows are structured.

Los Players who are expected to have long-term injuries (justified by medical report sent to competition) at time of the draft will be considered for inclusion in the competition once they are cleared to play (and if they express their desire to the competition), whether in the next draft, the reserve list or the current phase of the competition.



Players not selected by teams in the upcoming draft will form the reserve (substitute) list for the next phase. Any player is free to withdraw from the reserve list by simply informing the competition by sending an email to “Competition Email” and “Players Email”.

Additionally, players who were part of the reserve list from the previous phase and did not participate in the last Split of the season will not be considered reserves in the next phase. They must reapply for the Tryouts and go through the process again if they wish to re-enter the competition.

Along these lines, if a player voluntarily withdraws from the competition, they must reapply to the next selection process to rejoin.

2.5.2 Draft Selection Order

After the season concludes, teams will be ranked based on points (i.e., the sum of wins across both Splits) earned during the Regular Phase.

Once ranked, the draft selection order will be as follows:

- **Positions 5-12:** The eight (8) teams will be placed in reverse order of points obtained in the previous ranking (the more points, the lower the position).
- **Positions 1-4:** The top four (4) teams will be placed in reverse order of their position in the previous ranking (fewer points mean a higher position).

Among positions 1-4, the first four picks of the draft will be distributed by a lottery (the "Lottery"). The higher a team is ranked, the more balls they will have in the lottery to promote a more competitive league year after year.

If any of the teams in positions 1-4 have won one of the Splits, their position will be replaced by the next-highest ranked team that has not won a Split.

For example:

- If the team in the **4th position** of the draft has won a Split, they will be replaced by the team in the **5th position** (provided the latter has not won a Split; otherwise, the next-ranked team will replace them). The replaced team will take the position of the team that replaces them.
- If the team in the **3rd position** has won a Split, their position will be taken by the **4th position** team (if the 4th team has not won a Split, otherwise the next-ranked team will take the position), and the 4th position will be replaced by the 5th.

In the **first season**, the selection order for the first round will be determined by a pure lottery, without the conditions set in clause 2.5.3. In subsequent rounds, the order will be reversed (i.e., the first pick will go last, and the last pick will go first). Odd-numbered rounds will follow the first-round order, and even-numbered rounds will follow the second-round order.



2.5.3 Draw

The **Draw** is the process that determines the first four picks of the draft for the teams ranked 1-4. Ten (10) balls will be placed into a lottery drum, and one (1) ball will be drawn per round (for a total of three rounds) to determine the draft selection order.

In the drum, ten (10) balls will be placed, assigning the following number of balls to each team participating in the draw:

- **Team 1** (the worst ranked in the Regular Phase) will have **four (4) balls** in the drum, identified with the number 1 or a designated colour.
- **Team 2** will have **three (3) balls** in the drum, identified with the number 2 or a designated colour.
- **Team 3** will have **two (2) balls** in the drum, identified with the number 3 or a designated colour.
- **Team 4** will have **one (1) ball** in the drum, identified with the number 4 or a designated colour.

Draw Process

For example, to decide which team will get the first pick of the draw, a ball will be drawn from the drum containing the numbers or colours of the teams ranked 1-4. Once the first pick is assigned, the balls representing the selected team will be removed from the drum. The process continues until the 2nd, 3rd, and 4th picks are determined.

Once the first four picks are assigned, the teams ranked 5-12 will choose in the corresponding order.

This order will be used for the **first two (2) rounds of the Draw**.

For **rounds 3, 4, and 5**, the selection order will be determined by a pure lottery (random draw).

2.5.4 Transferability of Draft Picks

During the transfer windows (outlined in Clause 2.6), teams may **trade or transfer** their draft pick positions for future seasons.

2.6 Transfer Windows

Teams may trade players during the following periods:

- During the Draft
- After the first Split concludes and before the second Split begins.

The exact dates of these windows will be confirmed by the Competition. The Competition also reserves the right to modify the number of transfer windows.

2.7 Transfers

Each team may trade players as they see fit, except for **Franchise Players** (unless the Competition decides otherwise).

The method of conducting trades will follow the rules outlined in **Annex I**.



Teams may also include **future draft picks** in trade offers. For example, a team could offer two (2) players and a future draft pick in exchange for a player from another team.

It is explicitly stated that every transfer must be approved by the Competition, and each team must maintain at least **eight (8) Regular Roster players** to participate in any season.

2.7.1 Recording Transfers

All transfer negotiations between teams may be broadcast **live** and recorded, at the discretion of the Competition. Therefore, each team must provide the necessary infrastructure to record and broadcast live negotiations of trades they are involved in.

By signing the Licensing Agreement, the Club/Talent agrees to allow the Competition free access to and use of the content from these live broadcasts and recordings for any purpose deemed appropriate by the Competition.

2.8 PLAYER EXIT

If a draft player wishes to leave their team's discipline by terminating their employment with the Competition, that player cannot be signed by any team in the Competition, not even as Player 11, Player 12, or Player 13.

3. REFEREES

Below is a description of the composition and duties of the referees:

- i. The match will be controlled by five (5) referees, who will have full authority to enforce the rules of the game during the match. One referee will be the field referee, another will be the table referee, another will be the VAR referee, and two others will oversee substitutions to ensure they are carried out correctly and assist the main referee (acting as 4th referees).
- ii. Decisions made by the referee will be based on their best judgment according to the rules of the game, the Regulations, and the spirit of the game. The referee has the discretion to make decisions they deem appropriate within the framework of the rules.
- iii. Referee decisions regarding facts related to the game, including the result of the match, are final.
- iv. The referee table may intervene in the following cases:
 - o Clear cases that directly affect the outcome of the game (such as goals, clear scoring opportunities, penalties, presidential penalties, or penalty shootouts) and in cases of aggression.
 - o In cases of mistaken identity or incorrect application of the Regulations.
 - o When the referee, after consulting VAR, still has doubts.
 - o In case of a timing error.



- v. The referee may take disciplinary action against players, coaches, or any team staff member who commits infractions warranting a caution or expulsion.

If a yellow card is shown to any player on the bench, the sanction will still apply, and the player must remain on the bench for the duration of the sanction.

Similarly, if a red card is shown to a coach, player, or any other team staff member on the bench, the sanctioned person must leave the bench area and go to the locker room or the stands.

- vi. The referee may stop, temporarily suspend, or definitively suspend the match for any breach of the rules or external interference, including:
 - o If an object thrown by a spectator hits a referee, player, or team staff member, the referee may allow the match to continue, or they may stop it, suspend it temporarily, or definitively depending on the severity of the incident.
 - o The referee may suspend the match due to force majeure (e.g., crowd incidents, pitch invasions, terrorism, etc.).

Video – Assisted Refereeing (VAR)

- i. Each match will have a Video-Assisted Refereeing (VAR) system, where the VAR referee will have live access to match broadcast images and may assist the referee in cases of errors, which can only pertain to:

a. Gol / No Goal

- o Whether the ball fully crossed the goal line.
- o Whether the ball went out of play in the lead-up to a goal.
- o Whether there was offside in the last possession leading to a goal.
- o Whether there was a foul in the last possession leading to a goal.
- o A review may be requested for infractions committed during the last possession of the play leading to a goal.
- o Other situations related to goal/no goal that may be deemed appropriate.

b. Penalty / No Penalty (Applies to the 1 vs. 1 penalty shootout with goalkeeper)

- o If a penalty is awarded for a play that was not a penalty or occurred outside the penalty area.
- o If a penalty is not awarded for a play that should have been a penalty, or if the foul was inside the penalty area but ruled outside.
- o If the ball went out of play in the last possession leading to a penalty.



- o Whether there was offside in the last possession leading to a penalty.
- o A review may be requested for infractions committed from the last dead ball until play is stopped again.
- o If there was a foul in the last possession leading to the penalty.

c. Direct Red Card

- o VAR intervenes in cases of clear red cards, whether incorrectly shown or not shown when they should have been. This does not apply to second yellow cards. A review may also be requested for infractions committed from the last dead ball until play is stopped again.

d. Identification Errors

- o VAR intervenes to clarify mistaken identity in cases of yellow or red cards.
- ii. In a VAR review (for the above reasons), the referee may modify their sanction (yellow or red card), either increasing or reducing the severity. For example, if the referee issues a red card and the review shows that the offense warranted a yellow card, they can change the decision. Likewise, if no sanction was given and the review shows a yellow card is warranted, it may then be applied.
 - iii. The final decision on the play will be made by the VAR referee. If the VAR referee cannot make a decision due to lack of clarity, the head referee will review the play and have the final say.
 - iv. During the 1 vs. 1 shootout with a goalkeeper in the first half or in the same game situation from the dice roll, actions subject to review may be checked by VAR and the referee table.
 - v. It is expressly noted that once the VAR calls the referee and they must review a play on the VAR screen, they must perform the VAR signal.
 - vi. Players, the coach, or staff members on the bench may not surround the referee or attempt to influence their decision. Consequently, neither players, coaches, nor staff on the bench may cross the line designated as the technical area.

Additionally, field players are not allowed to surround the referee while they are reviewing a play, nor may they enter the substitution lanes, and they may be cautioned if they do so.

At their discretion, the referee may penalize any behaviour that violates the terms of this point.



- vii. Additionally, VAR may notify the referee in the following cases:
- o In the case of aggression, to show the appropriate red card.
 - o In the case of mistaken identity.
 - o For any infraction that may occur during the taking of a penalty, presidential penalty, or penalty shootout. For example, if the player touches the ball to initiate the penalty before the LED screen turns green, or if there is a foul by the goalkeeper on the player.

4. KINGS COMMITTEE

4.1. Operation

The governing body of the Competition will be the KINGS Committee, which will consist of: (i) one to three representatives of the Competition, and (ii) the Talent from each Team.

In general, the KINGS Committee will meet once per Season. However, an extraordinary meeting of the KINGS Committee will be convened if six (6) Talents formally and in writing request it from the Competition. This request must include the reasons for the meeting and should be sent to the attention of: **Ferran Vilaseca Lemus / Edgar Izcara Reguilón** to ferran.vilaseca@kosmosholding.com / edgar.izcara@kosmosholding.com

Once the request is received, the Competition will evaluate it and, if deemed necessary, will call for the extraordinary meeting of the KINGS Committee.

The Competition may, at its discretion, also call for an extraordinary Committee meeting by providing written notice to the Team representatives at least five (5) calendar days in advance.

Each meeting of the KINGS Committee will be led and chaired by a Competition representative. The Committee will also have a secretary and, if applicable, a deputy secretary who will be responsible for properly calling the meetings and keeping minutes.

4.2. Call for Meeting

The meeting call must be made at least fifteen (15) calendar days in advance and must include, among other things, the date of the meeting, the location, and the agenda.

Within five (5) days of receiving the meeting notice, Team representatives must confirm their attendance. Additionally, they may request additions to the agenda, proposing new items for discussion. These additions will be reviewed by the Competition, which, at its discretion, may decide to include or exclude them.



4.3. Meetings

Generally, all meetings will be held remotely via an appropriate connection link, which will be sent by the Committee's secretary in the corresponding meeting notice.

4.4. Quorums

A KINGS Committee meeting will be deemed valid when the Competition representative and at least six (6) Talents (or their designated representatives) are present. It is explicitly stated that no meeting will be considered valid unless a Competition representative is present.

4.5. Representation and Proxy Voting

The Competition, as well as the Talents, shall have the right to delegate their representation and vote to the person they deem appropriate. In any case, the Talents must inform the Competition (at the previously mentioned addresses) at least five (5) calendar days in advance of their delegation, which must be approved by the Competition.

4.6. Adoption of Agreements

All agreements of the Committee shall be approved by a simple majority; however, there must always be a favourable vote from the Competition for such an agreement to be approved.

In exceptional cases and duly justified, where the importance of the matter of the agreement to be adopted requires a reinforced majority, such agreements must be approved by a two-thirds majority, always with a favourable vote from the Competition.

5. ECONOMY OF THE COMPETITION

The operation of the virtual economy of the Competition is attached as Annex I to these Regulations.

6. DISCIPLINARY CODE

The prohibited behaviours by the Competition, as well as the applicable sanctions, are attached as Annex II to these Regulations.

7. MEDICAL PROTOCOL

Injuries occurring during the matches of each round must be promptly reported to the medical service present at the venue where the matches are held.



Players who present any injury or physical discomfort at the end of the round and require medical evaluation must complete the corresponding accident report within 48 hours after the match and send it to Medical Company Email with a copy to Competition Email in order to be assessed at the medical center accredited by the insurer.

8. GENERAL

8.1. Interpretation

The terms referred to in uppercase in these Regulations shall have the meaning assigned to them in the License Agreement signed by each of the Teams unless a different meaning is assigned to them in these Regulations.

8.2. Right of Modification

The Competition reserves the right to modify the rules at any time it deems necessary to ensure fair play and the integrity of the Competition.

8.3. Acceptance of the Document

All members of the Team (including the Talent) participating in the Competition shall automatically accept, with the signing of the Agreement, all the provisions set forth in these Regulations.



Annex I

RULES FOR THE OPERATION OF THE VIRTUAL ECONOMY OF THE KINGS LEAGUE

1. The initial valuation of each team will be FIVE HUNDRED MILLION EUROS (€500,000,000).¹.
2. Additionally, each Team will have the budget it finished with in the previous season. In the case of a newly created competition, the teams will start with a budget of ONE HUNDRED MILLION EUROS (€100,000,000).
3. With this budget, each Team may:
 - a) Sign players previously drafted by the Teams.
 - b) Pay any possible penalties imposed by the Competition on the Teams.
 - c) It is informed that the penalties listed in Annex II of the Official Regulations of the Competition (categorized as minor, serious, and very serious) may also be imposed for actions taken by any other member of the Team (not just the president), and they will be as follows:
 - **Minor Infraction:** ONE MILLION EUROS (€1,000,000).
 - **Serious Infraction:** TWO MILLION EUROS (€2,000,000).
 - **Very Serious Infraction:** STARTING FROM THREE MILLION EUROS (€3,000,000).

In accordance with the initial value per Team of FIVE HUNDRED MILLION EUROS (€500,000,000), at the end of the draft, each team must distribute this amount among its players, assigning a specific value to each drafted player, which will signify their buyout clause. If there is a vacant position not filled by a player at the time of setting the clauses, that vacancy must have the minimum value. The minimum value of a player's clause must be THIRTY MILLION EUROS (€30,000,000).

Furthermore, the value must always be a whole number (e.g., 40M, 65M, and not 40.5M or 62.5M).

4. During the Mercato (transfer market), the league will establish one or more transfer windows in the calendar for signings. In accordance with the provisions of these regulations, each Team may acquire players by two means:
 - a) By negotiating with the president of the Team for which the player they wish to acquire plays (either by agreeing on a price, through player exchanges, cash, or offering future draft rounds). The agreed price must always be a whole number (e.g., 40M, 65M, and not 40.5M or 62.5M) **or**;
 - b) By paying the buyout clause ("Buyout Clause") as well as through the



negotiations expressed in the transfer market. To execute the Buyout Clause, the Team interested in acquiring the player does not need to inform the club owning the player, and it is only necessary to notify the Competition at the email indicated by each league. Once the email is received, the Competition must respond to the Team in question, authorizing the operation.

In the event that multiple Teams have paid the buyout clause, the player will freely choose which Team to play for.

It is expressly noted that once a player is transferred to another team, that player cannot return to the team(s) they left during the relevant **Mercato**.

5. A Team may not execute buyout clauses or transfers for an amount greater than the budget it had when the previous transfer window closed. The payment of a clause or the notification to the Competition of a transfer implies a temporary blocking of the offered money until the operation is finalized in the next window. In this sense, if a Team presents more operations than allowed, exceeding the available budget, all operations that exceed that budget will become invalid. For example, if a team had 100M when the previous window closed, and presents four operations involving 30M, 30M, 35M, and 45M, the last operation will not be valid.
6. At the end of the market, each Team may have a maximum of fifteen (15) players (that is, a maximum of twelve (12) drafted players, plus Franchise Players (11, 12, and 13)). Each Team must also have a minimum of eight (8) drafted players.

It is expressly noted that during the market, teams may exceed the maximum number of players per squad. However, if at the end of the market the Team still has more players than allowed by regulation, the Team must auction off the players exceeding that limit. In the case that no Team bids for a player, the Team must auction off other players, one after the other, until they have the permitted number of players.

Furthermore, if a Team ends up with fewer drafted players than established before the end of the market, the Team must buy the necessary players to reach the minimum.

7. In the event that a player, once transferred, for any reason, does not wish or cannot continue playing for their new Team, and resigns or must leave the discipline of the same, the Team may obtain a new player from the Draft Reserve Players pool, without recovering the investment made in the outgoing player.
8. If a player drops out of the competition and the club needs to find a substitute from the pool of players, the following rules will apply to establish the clause of the new player:



- a) If the clause of the dropped player is equal to or less than 50M, the clause of the new player will be equal to the clause of the player who dropped out.
 - b) If the clause of the dropped player is greater than 50M, the minimum clause of the new player must be set at 50M. The club may maintain the same clause of the dropped player for the substitute player or set it at 50M and reassign the leftover funds to the rest of the players on the roster.
9. Each transfer, Buyout Clause, or player exchange must be previously authorized by the Competition; otherwise, it will be null.
 10. The **Mercato** of the 2024 season will take place between the two splits. Teams in a situation of redistributing clauses for the cases mentioned above must send the list of their players' clauses before the start of this, on the date indicated by the league, to the Competition Department Email, copying Legal Department workmates who will confirm receipt of these lists. Additionally, each Team must designate two people who will be responsible for conveying offers or buyout clauses to the Competition. Only offers/clauses conveyed by these individuals will be accepted by the Competition.
 11. In the event that a Team's budget falls to 0 or reaches a negative budget, at the end of the transfer market or the Split, that Team's budget for the next Split will be reduced by the amount that was in the negative, as well as by the amount of any pending penalties (if any).
 12. The Competition reserves the right, at its sole discretion, to modify and adapt the rules contained herein at any time.



Annex II

DISCIPLINARY CODE

The Competition and the corresponding Disciplinary Committee will be the competent bodies to apply the necessary sanctions for unsportsmanlike behaviour or actions against the spirit of the Competition.

In this regard, the Competition will sanction and/or reprimand players and/or team owners who do not ensure the proper functioning and development of the game and may even impose fines.

Without prejudice to what is stated below, the Disciplinary Committee will also be responsible for reviewing, at the request of the affected club, serious assaults that have not been sanctioned, as well as yellow and/or red cards, in order to either uphold the referee's decision or revoke the sanction.

For the purposes of this Regulation, the Competition will sanction, among other things:

- Entering, leaving, or re-entering the playing field without referee authorization.
- Engaging in acts of disrespect towards the referee, sports authorities, coaches, other players, spectators, etc.
- Adopting passive or negligent attitudes in complying with the orders, decisions, or instructions of the referee.
- Deliberate time-wasting.
- Committing any technical rule violation.
- Simulation of a foul.
- Engaging in rough or dangerous play.
- Any other actions or omissions that the Competition or the Disciplinary Committee considers to be detrimental to the good name and spirit of the sport and the Competition.

Without prejudice to the above, the Competition and the Disciplinary Committee reserve the right, at their discretion, to adopt other disciplinary measures, such as temporary and/or permanent expulsion of any member of the Competition, depending on the severity of the action that may be sanctioned.



Additionally, the Competition and the Disciplinary Committee may impose sanctions for:

- 1) **Minor Offenses:** A minor offense is considered, by way of example and not limitation, (i) any disrespect towards the referee, player, member of the competition, etc.; (ii) addressing referees, players, or members of the Competition in an inappropriate manner; (iii) making gestures, showing disrespect, or using insults against any member of the Competition; (iv) repeatedly ignoring the indications of the Competition; (v) causing damage to any property owned by the Competition; and (vi) any other action that does not have sufficient seriousness to be considered a serious or very serious offense.

It is expressly noted that various actions that do not have sufficient gravity to be classified as minor offenses may be considered collectively as a minor offense.

Sanction

Minor offenses will be sanctioned with: (i) 1M (ONE MILLION) in sanctions according to the virtual economy attached as Annex I, at the discretion of the Competition Committee; (ii) one (1) minute of penalty in the next match; and (iii) one (1) match suspension.

In this regard, and for clarification purposes, if the extra sportive offense is committed by a Team president, the applicable sanctions would be 1M (ONE MILLION) and one (1) minute of penalty in the next match for a player of their Team.

If the offender is a player or a staff member, all the aforementioned sanctions will apply cumulatively, that is, 1M (ONE MILLION), one (1) minute of penalty in the next match, and one (1) match suspension.

- 2) **Serious Offenses:** A serious offense is considered, by way of example and not limitation, (i) the repeated commission of minor offenses (as well as the commission of two or more minor offenses in the same action or match); (ii) insulting and/or aggressive behaviour towards referees, players, or members of the Competition; and (iii) any other action that may be deemed serious in the eyes of the Competition.

Sanction

Serious offenses will be sanctioned with: (i) 2M (TWO MILLION) in sanctions according to the virtual economy attached as Annex I, at the discretion of the Competition Committee; (ii) two (2) minutes of penalty in the next match; and (iii) two (2) match suspensions.

In this regard, and for clarification purposes, if the extra sportive offense is committed by a Team president, the applicable sanctions would be 2M (TWO MILLION) and two (2) minutes of penalty in the next match for a player of their Team.

If the offender is a player or a staff member, all the aforementioned sanctions will apply cumulatively, that is, 2M (TWO MILLION), two (2) minutes of penalty in the next match, and two (2) match suspensions.



- 3) **Very Serious Offenses:** A very serious offense will be considered, including but not limited to: (i) the repeated commission of serious offenses (as well as the commission of two or more serious offenses in the same action or match); (ii) serious insults towards referees, players, or members of the Competition; (iii) physical assault against any member of the Competition; (iv) invasion of the playing field and/or private areas of the Competition without authorization from the referees or the Competition (such as team changing rooms, referees' changing rooms, VAR room, etc.); and (v) any other action that may be classified as very serious in the eyes of the Competition.

Sanction

Very serious offenses will be sanctioned with a minimum of: (i) 3M (THREE MILLION) in sanctions according to the virtual economy attached as Annex I, at the discretion of the Competition Committee; (ii) three (3) minutes of penalty in the next match; and (iii) three (3) match suspensions.

In this regard, and for clarification purposes, if the extra sportive offense is committed by a Team president, the applicable sanctions would be 3M (THREE MILLION) and three (3) minutes of penalty in the next match for a player of their Team.

If the offender is a player or a staff member, all the aforementioned sanctions will apply cumulatively, that is, 3M (THREE MILLION), three (3) minutes of penalty in the next match, and three (3) match suspensions.

If an offender requests forgiveness after committing an offense, this may be taken into account as a mitigating factor by the Committee, allowing them to reduce the economic sanction (virtual millions), the penalty minutes, and/or the match suspensions.

Additionally, the Competition and the Disciplinary Committee may, among other measures, impose a fine of ONE MILLION EUROS (€1,000,000) on the Team in the following cases (including but not limited to): (i) not arriving at the scheduled time to start the match; (ii) submitting the lineup late without justified cause; (iii) submitting the lineup incorrectly; (iv) abusing the lineup (including unjustified personnel); (v) improper use and cleaning of sports facilities; (vi) failing to return warm-up/training materials; and (vii) incorrectly preparing match documentation (such as the starting seven or reviewing the post-match lineup report).

If a Team receives an economic sanction (virtual millions) for offenses committed in competitions that do not have a Virtual Economy, such sanction will apply in the immediately subsequent competition that has a Virtual Economy.

Notwithstanding the above, Teams may report extra sportive behaviours of any member of rival Teams to the Competition Committee.



For the report to be valid, the reporting Team must clearly identify the following three elements:

- Offending Team
- Description of the event susceptible to infringement, and
- Offending Individual

The report must be submitted in writing sent to Competition Department, within nine (9) hours after the end of the corresponding matchday. Any report received outside this deadline will not be accepted by the Competition Committee.

Once the report is received within the indicated timeframe, the Competition Committee will analyse and evaluate the report presented and, if deemed appropriate, will impose sanctions.

Moreover, any actions and/or anti sportive infractions contained in this Annex, carried out on social media, will be treated the same as actions and/or infractions occurring in the Competition facilities.

It is expressly stated that economic fines will be the responsibility of and must be paid by the club itself.