



KINGS
WORLD CUP

OFFICIAL REGULATIONS

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1. THE COMPETITION - STRUCTURE

1.1 Regular Phase

1.1.1. Format

The Kings World Cup is an international 7-a-side football tournament that brings together thirty-two (32) teams. The participating teams will be eight to twelve (8-12) teams from the Kings League Spain eight to twelve (8-12) teams from the Kings League Americas and twelve (12) invited teams. The teams of the Kings League Spain and the Kings League Americas will have obtained their place to participate previously after occupying one of the first eight positions in the first Split of 2024 or, in case of having qualified between ninth and twelfth place and having played a Play-in.

The Kings World Cup, referred to as "**Competition**", will be held in its first edition between May 26, 2024 and June 8, 2024.

KINGS reserves, at its sole discretion, the right to modify the format of the Competition and the corresponding dates of both the first edition (2024) and subsequent editions, after giving reasonable notice to the teams.

1.1.2. Classification system

The thirty-two (32) teams will compete for qualification to the Play-offs on three phases

The thirty-two (32) teams will compete for qualification to the Play-offs over three phases of play (three matches). Teams that win the first two matches will not need to play a third match. Teams that accumulate 2 victories will advance to the next phase, the Round of 16.

1.2 Play-off

- **Round of 16:** The sixteen (16) qualified teams will be paired by draw with the teams that have won 2-0 as seeded teams. The matchups for the following phases will be determined by the same draw.
- **Quarterfinals:** The eight (8) teams that have won their round of 16 matches will participate in the quarterfinals playoff. The four (4) winners will advance to the Final Four.
- **Final:** The Final will be contested by the respective winners of each semi-final.

1.3 Calendar

KINGS reserves the right to make changes to the calendar and match schedules. In this case, the Competition will notify all Teams as soon as possible.



1.4 Match regulations

1.4.1 Duration

The matches shall have a duration of forty (40) minutes which shall be divided into two (2) parts of twenty (20) minutes. It is expressly stated that the clock shall not be stopped at any time, except to determine the end of each part and the end of the match.

The clock may be stopped in case of injury if medical assistance enters. If the player refuses medical assistance, to avoid the loss of time, the referee shall require their immediate incorporation into the game or be treated off the field.

At certain stages of the match, which are explained below, the clock may be stopped. At his sole discretion, the referee may stop the match time.

Between parts, a three (3) minute rest period will be provided.

Loss of time

It is expressly stated that the Competition advocates fair play and the conduct of matches in the most fluid manner possible. Therefore, the Competition will not tolerate deliberate time waisting during matches, and will, at its sole discretion (as appropriate), penalize teams and players who deliberately waste time.

1.4.2 Tie-breaker shootout penalties

If at the end of regulation time the match ends in a tie, the teams shall break the tie by taking five (5) shootout penalties.

Penalty kicks shall consist of a one-on-one player vs. the goalkeeper, where the player shall come out of the center of the field towards the goal and shall have 5 seconds to score. The goalkeeper must start the penalty kick with at least part of one foot on the goal line or behind it and may also leave the area when the corresponding sound signal has sounded. From the moment the goalkeeper touches the ball and it has not been a goal (or directly it has not been a goal without the goalkeeper touching the ball), the penalty kick finishes and shall be considered as a missed penalty kick. In addition, if the goalkeeper leaves the goal line before the end of the countdown, the penalty kick will be repeated if it does not end in a goal, and if he subsequently reoccurs, the referee will show him a yellow card and he must be substituted.

In the event that the goalkeeper fouls the player or hands outside the area, within the time limit of the tie-breaking shootout penalties, the referee will signal for a standard penalty kick, which will be taken immediately afterwards. In addition, the goalkeeper will be shown a yellow card and must leave the penalty shootout and be replaced by another goalkeeper/player, without this sanction counting for the next match.

The Team that scores the most penalties in such kicks wins. In the event of a tie, penalty kicks will continue to be taken in the "sudden death" format.

Likewise, penalties will be taken in the back goal where the VAR is located (or where the Competition establishes), and players who do not take penalties until their corresponding turn, behind the offside line of the opposing field.

It is expressly stated that the available players who finish the match may take the



penalty kicks. For these purposes, a player who is out of the field of play at the end of regulation time for having been penalized with a yellow card shall also be counted as an available player. Any player who has been sent off or has been injured during the match shall not be available.

Likewise, when a Team has more players available than the opposing team, the latter must discard the players necessary to equal the number of shooters. In addition, only one goalkeeper may take part in the penalty shootout, unless he is injured or penalized during the shootout.

In the event that a player or goalkeeper is injured during the shootout and, therefore, his team is left with one less shooter, the opposing team must discard one of its shooters so that the shooters of both teams are equal.

1.4.3 Match configuration

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

- a. The game will start with a cage serve + water polo serve, beginning with a 1 vs. 1, with goalkeeper. The players will start the race to dispute the ball once the countdown is over and the traffic light goes out. In order to keep the first possession, the first touch must always be in the own half. If this is not done correctly, possession will be given to the opposing team with a goal kick. At the end of each minute, one player from each team will enter through the substitution line. Thus, the development of each minute will be as follows:
 - I. **Minute 00:00:** It will be played 1 on 1 with goalkeeper. The goalkeeper may not touch the ball outside the area. If he touches the ball outside the area, he will be shown a yellow card and must be replaced by another goalkeeper and his team will be penalized with a shootout penalty against them. Likewise, if the player is cautioned, he may be substituted. When the penalty time is over they may re-enter the pitch without replacing any teammate.
 - II. Fouls inside the area will be penalized with a penalty. If a foul is committed outside the area, it will be penalized with a shootout penalty (only applicable in case of 1 vs 1 with goalkeeper). Penalties and shootouts penalties will end in either a goal or a goal kick. The defending player must be behind the opponent's changing lane during the shootout. And during the penalty shootout, he must be behind the midfield line. Both penalties and shootout penalties shall be played without second plays (Secret Weapon type) and, in order to restart the game after the penalty shootout, the referee shall signal it by using the whistle.

In the event of injury, play may not be restarted until the player is substituted or until he returns to the field of play with the referee's permission. If the player leaves the field to be attended to, with the intention of not leaving the game, his team will play with one less player until he returns to the field. During the 1 on 1 with goalkeeper, it is at the referee's discretion whether or not to wait for the player to return to the field of play.

All yellow or red cards that occur during this minute will not mean playing with one less player. The sanctions and the corresponding exclusions of



players, will apply from minute 1:00. If the player's suspension ends before the 05:00 minute, he must re-enter the field to continue playing. In the event that another player to the one that had been cautioned does so, the referee shall sanction said player with a yellow card and shall force him to leave the field of play and shall give entrance to the player who should have returned to the field after his sanction time has expired. If the referee is not aware of this situation and it is prolonged in time, modifying the course of the match, the affected team may challenge the match at the end of it.

If a goalkeeper is shown a yellow card and his place is taken by a goalkeeper-player, the goalkeeper must wait until the 05:00 minute mark to re-enter the field and replaced the goalkeeper-player who, once he is properly dressed in his player's kit, may re-enter the field as a player. Likewise, the player who has left the field to make way for the goalkeeper-player, may re-enter the field in one of the turns of entry of players (minutes 2,3,4 or 5) or from the 05:00 minute and when his coach deems appropriate.

If a player enters the field of play early during the first five minutes of each half, he shall be shown a yellow card if the referee considers that he is participating in the game. If the referee considers that he has not participated in the game, he shall proceed to stop play and sanction an indirect free kick in the substitutes' lane against the team that has infringed the rule. The player shall be sent off the field and shall be made to re-enter the field correctly. The penalties are applied from 3 against 3, and that team will play with one less player.

- III. Minute 01:00: A 3 vs 3 will be played, with the goalkeeper being allowed to leave the area.
- IV. Minute 2:00: A 4 vs. 4 will be played.
- V. Minute 3:00: A 5 vs. 5 will be played.
- VI. Minute 4:00 a 6 vs. 6 will be played.
- VII. From minute 05:00 onwards, each team will play with all players, that is to say, 7 against 7. In the event that a team has a suspended player, it will maintain the numerical inferiority until the sanctioned time is completed.

From 3 vs. 3 to 7 vs. 7 the same rules apply as in the Competition Dice.

- b. During the first five minutes of the game, no player changes may be made except as specified in the previous point (a). Every time a different minute starts (1, 2, 3, 4 and 5), one player from each team will enter the substitution lane. In case of injury, if the player leaves the field of play and is substituted, he will not be able to participate in the match.

However, if a team does not want to substitute such a player, it must play with one player less until the player returns to the field. If an injured and substituted player returns to participate in the game, he will be sent off. If the referee does not notice this situation and it continues over time, modifying the course of the match, the



match may be contested, and the offending team may lose the points for improper alignment.

- c. If during the first five minutes, a team is forced to use a player as goalkeeper (sanction the team's goalkeeper(s)), it is expressly stated that, once the goalkeeper regains his place in goal (the sanction is over), the player may participate in the match as a player.
 - d. During the first five minutes, time will run except in cases of VAR, referee's table, penalty, penalty shootout, injury or card, at which time the timekeeper will stop the watch. At his sole discretion, the referee may decide to stop the match timer if time is lost in the event of a foul or other action.
2. **Competition Dice:** From the 17:50 minute mark of the first half, a ten-second countdown will begin, which, once finalized, will finish possession at that time and play will resume from the 18th minute.

If the attacking Team takes a shot in the last seconds of the counter (before reaching the 18th minute), the final whistle will not be blown (and the Competition Die will be started) until the shot has reached its finish. The action shall be deemed to have finalized when the danger has ended, i.e., an attacking player intervened in the play by affecting the trajectory of the ball, the ball left the field of play, the opposing team regained possession, etc., and even if time had already run out. Likewise, if there is a set piece before the 18th minute and it is a penalty kick or shootout, it will be taken even if the time reaches the 18th minute and it has not been taken. If a foul is committed and the players of the team that committed the foul deliberately lose time to avoid taking it, they will be penalized with a yellow card.

At that very moment (i.e. at the 18th minute), a Competition representative will throw the dice with six different sides and the one that is visible will indicate which game situation will be played. As an example, if the dice lands on the 1 side, the applicable game situation will be 1vs1. The teams must remove the corresponding players from the field of play until the game situation indicated on the dice is fulfilled. By way of clarification, the dice will not have number 6, but the logo of the Competition, and in the event that the logo is shown, the applicable card will be 1vs1 with goalkeeper.

The game situations are as follows: one (1) 5 vs 5 situation, one (1) 4 vs 4 situation, one (1) 3 vs 3 situation, one (1) 2 vs 2 situation, one (1) 1 vs 1 situation with goalkeeper and one (1) 1 vs 1 situation without goalkeeper.

After the dice has been thrown and once the game situation has been established, the coaches of each team must immediately and without delay remove the corresponding players before the referee resumes play.

Likewise, such a game situation shall be played until the end of the first half, whether or not there is added time.

The match will be restarted at the 18th minute and the first possession will be obtained by the water polo format kick. In this regard, there will be a 20" countdown for all players to position themselves behind the goal line of their goal. The ball will remain placed at the point in the center of the field and when the countdown is over and the traffic light goes off, the players may start the race to dispute it. It is specified that the ball must always be passed backwards and never forwards. In the event that any player passes the ball forward, possession automatically passes to the opposing



team, which must restart from a goal kick.

For the duration of the application of the Competition Dice, teams will not be required to play with a goalkeeper.

Also, in the event that a player of either team leaves the end line before the corresponding signal, possession will automatically pass to the opposing team. If both teams are ahead of the signal, the referee shall decide the first possession. In the countdowns, if there is a minimum time mismatch between the visual and acoustic signals, the visual signals shall prevail.

It is expressly stated that the time of the match will start at the moment when the first player touches the ball in the center circle.

During the time of execution of the Competition Dice, the temporary exclusions (yellow cards and red cards) that were active at that moment will be inactive. The time of exclusions will be resumed in the second half.

In the event that there is a yellow card or a red card during the time of execution of the Competition Die, these will be applied, so that, if at that time of play was occurring a 3 vs 3, this will become a 3 vs 2. If the time for this penalty is not used up in the first half, it will be continued at the start of the second half.

In the case of 2 vs 2, when there is a throw-in, the opposing team must be in its field of play to facilitate the throw-in.

In the event that a Team has two players and receives a yellow or red card, the corresponding exclusion will begin to apply at the start of the second half.

Likewise, during the application of the Competition Dice, the time waisting by the Teams (especially in cases of 2 vs 2 and 3 vs 3) will not be allowed. In the event that the referee considers that a Team is deliberately losing time, he may raise his arm to warn the attacking team, which must finish the play within ten seconds. If the play is not completed within this period of ten seconds, the attacking team shall lose possession and the opposing team shall start the play by kicking from its own goal.

It is expressly stated that if a Team finishes play within the ten-second period, and they regain possession again (as a result of a rebound or save by the goalkeeper, etc.), said Team will start the attack again without the ten seconds counting (unless the referee again considers that the Team is deliberately waisting time).

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

- a) The field player may play the ball all over the pitch.
- b) The goalkeeper may not touch the ball outside the area, and in the event of failure to comply with this circumstance, he will be penalized with a yellow card and must be substituted, with the consequent penalty of 2 minutes, to be served in the second half. For clarification purposes, if any part of the goalkeeper's body touches the ball outside his area, he will be sanctioned with a yellow card. Likewise, all cards shown by the referee during the duration of this card will be served during the second half.

If the goalkeeper is sent off with a red card, he must be substituted, and the 5-minute penalty will be served in the second half.

- c) The midfield circle is shared by the two teams.



- d) There will be a backfield, i.e., the ball may be played all over the pitch, although the attacking player may only pass it to his goalkeeper if he is in his own field of play.
- e) If the ball leaves the pitch, even if it stops, possession shall be retained by the team that did not touch the ball before it left the pitch. Possession shall be resumed in any case as a goal kick with the ball stationary.
- f) If there is a foul anywhere on the pitch (except inside the penalty area), a shootout penalty kick will be taken. At the time of the shootout, the goalkeeper must be with at least part of one foot on or behind the goal line, the same criteria as above apply if this is not respected (see 1.4.2. – Tie breaker shootout penalties). And the defending player must remain behind the opponent's offside line.
- g) In the event that the defending goalkeeper leaves the area without touching the ball and the attacker finishes the play either in goal or not, no penalty will be applied to the goalkeeper and a goal, goal kick or throw-in will be awarded depending on how the attacker's offensive action ends.

In the case of 1 vs 1 without goalkeeper, the operation will be as follows:

- a) The player will be able to move within his midfield, within the changing lanes and also within the entire center circle. Therefore, the space of the changing lanes and the central space will be shared and they will be able to dispute the ball in that zone.
- b) In case a player invades the opponent's field, the following is specified:
 - If a player invades the opponent's field with ball possession in an action where there is no direct interference with the opposing player, the action will be penalized with a goal kick for the team whose half of the field has been invaded, and, at the referee's discretion, the offending player may be cautioned or expelled.
 - If a player invades the opponent's field with or without ball possession and directly interferes with the opponent's action, the action will be penalized with a shootout, and, at the referee's discretion, the offending player may be cautioned or expelled.
 - If a player invades the opponent's field without ball possession, the invasion will not be penalized unless it directly interferes with the opponent's gameplay action.
- b) If there is a foul in the zone where the ball can be contested (changing lane and center circle), a shootout penalty shall be taken. A goalkeeper is allowed to enter for this action and can stop the ball with his hands. After the penalty shootout, the referee restarts the time after the shooter has returned to the area of play in which he can participate (home field, changing lane and center circle).
- c) Players may be substituted, but if the substitution is not made correctly (in their change lane), the referee may sanction such action with a yellow card.
- d) The player may not stop shots with his hands (including the goalkeeper if he is the one who is playing the 1vs1); In the event that a handball



infraction is committed, these will be resolved as follows:

- If it is a handball inside the area that stops a shot on goal, it will be punished with a red card and a normal penalty, and a goalkeeper may enter (and act as such using his hands) exclusively for that action.
- If it is a handball inside the area, but in any action other than avoiding a shot on goal, a penalty kick will be called, and a goalkeeper may enter (and act as such using his hands) exclusively for that action.
- If it is a handball outside the area, stopping a shot that is going towards the goal, it will be penalized with a red card and possession for the other team.
- If it is a handball outside the area, but in any action other than preventing a shot on goal, it will be penalized by giving possession to the other team.

If there are different players, the sanctions shall be served at the same time, at the start of the second half. As an example, if two different players are penalized with a red card, the team will start the second half with five (5) players for five (5) minutes, if applicable.

- e) If the ball goes out of the pitch, even if it stops, the possession will correspond to the team that occupies the half where the ball went out of the pitch (or touched the ceiling). Possession shall be resumed in any case as a goal kick with the ball stationary.

The ten-second possession for each team and for each shot (indicated in letter G) below) will count from the starting zone of the corresponding play;

- f) Every time a goal is scored, the opposing team must kick off from the center of the pitch, and the opposing player may not invade the circle in the center of the pitch until the player puts the ball in play.
- g) No loss of time will 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, at his sole discretion, may penalize those players who, in his judgment, are wasting time.

Likewise, if during the course of the half, the referee deems it necessary to show a yellow or red card to any player, he may act in one of two ways:

- If the player was participating in the game, the Team will start the second half with one less player, with the consequent penalty period.
- If the player was not participating, he will still be cautioned and will



not be allowed to enter until the end of his sanction (in the case of a yellow card) or must leave the field of play (in the case of a red card).

3. **The second half** will start at minute 20:00 and will be played 7vs7 (as long as there are no accumulated cards from the first half). The second half will start with a Cage kick-off. During the second half, the Secret Weapons described in section 1.4.4 m) may be activated.
4. **Double goal:** From the 37:50 minute of the second half, a ten-second countdown will start, which, once finalized, will finish the possession at that time and play will resume from the 38th minute, where the goals will count double in case 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 counter (before reaching the 38th minute), the final whistle will not be blown (to subsequently start the Double Goal) until the shot finishes. The action shall be deemed to have finished when the danger has ended e.g., an attacking player intervened in the play by affecting the trajectory of the ball, the ball left the field of play, the opposing team regained possession, etc., and even if time had already run out. Likewise, if there was a set piece before the 38th minute and it was a penalty kick or a shootout, these will be executed even if the time reaches the 38th minute and it has not been executed. If a foul is committed and the players of the team that committed the foul deliberately waste time to avoid taking it, they will be shown a yellow card.

The match will be restarted at the 38th minute and the first possession will be obtained by the water polo format kickoff. In this regard, there will be a 20" countdown for all players to position themselves behind the goal line of their goal, and they will be able to kick off when the countdown reaches 0 and the traffic light goes out. The ball, which will initially be orange, will be placed at the kick-off point in the center of the pitch, and the players of each team (once the countdown is over) must run towards the ball from the back line of their goals to gain possession. It is pointed out that the ball must always be passed backwards and never forwards. In the event that any player passes the ball forward, possession automatically passes to the opposing team, which must kick from their goal.

Also, in the event that a player of either team leaves the end line before the corresponding signal, possession will automatically pass to the opposing team, restarting the game from a goal kick. If both teams are ahead of the signal, the referee shall decide the first possession.

It is expressly stated that the time of the match will start at the moment when the first player touches the ball in the center circle.

If a team, with a sanctioned player, starts the double goal without complying with the number of players corresponding to the sanction, the referee shall stop the match and indicate that a player must leave the field of play. If the corresponding team takes more than 10 seconds to remove a player from the field of play, a penalty of one player less will be applied to that team permanently until the end of the match.

Secret Weapons, regardless of when they are activated and how much time is left for their activation, their effect will end in the 38th minute. Notwithstanding the above, as



stated above, if the Secret Weapon consists of a penalty kick, shootout penalty or president penalty, it can be executed in the 38th minute stoppage.

Finally, it should be noted that if the score is tied at the 38th minute, there will be a golden goal until the end of the match.

If, at the end of the match, the result is a tie, the tie-breaker shall be made in accordance with the rules indicated in section 1.4.2 above.

1.4.4 General rules

- a) **Kickoff:** On the roof, above the center of the pitch, there will be a cage containing the match ball.

In the case of a cage kick, there will be a countdown of 20 seconds, where the players of each Team may place themselves wherever they consider appropriate on the field of play (even in the opponent's half). Once the countdown is over, the cage will open and the ball will fall, giving rise to the first possession of each half.

In the case of cage serve + water polo, the players must be behind the baseline and once the countdown is over and the traffic light goes out, they can start the race to dispute the ball. The first touch must always be to their own half. If this is not the case, a goal kick shall be awarded to the non-offending team.

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

- b) **Center kick:** All center kicks (with the exception of the kick-off with the cage or the water polo kick in the 18th and 38th minutes) may be taken in such a way that the ball can be moved into the opponent's or the team's own half.
- c) **Throw-in:** All throw-ins in matches shall be taken by hand, in accordance with traditional football rules.
- d) **Corner kick:** All corner kicks in matches shall be taken with the foot, in accordance with traditional football rules.
- e) **Restarting play:** If play is stopped, it is restarted when the ball begins to move, not at the referee's whistle. Likewise, during play, if the ball hits the ceiling or passes between the ceiling beams, even without changing its trajectory, both situations are resolved by stopping play and awarding a throw-in to the team that did not touch the ball last.
- f) **Back Passing:** An outfield player may not deliberately back pass the ball to the goalkeeper with his foot and have the goalkeeper touch or catch it with his arms or hand(s) (unless the ball is being cleared and there is no intention to deliberately pass the ball to the goalkeeper). In this sense, he may pass the ball with any other part of the body.

In case of infringement of the above, an indirect free kick will be awarded to the opposing team, from the place where the goalkeeper touched or caught the ball.

In any case, the back passing will be governed in accordance with traditional football regulations.



- g) **Offside:** offside shall be marked by the horizontal line at the front of each team's area.
- h) **Clothing:** in the celebration of a goal, a player may remove his shirt or cover his face with it, as long as it does not display any offensive message that may violate the values of the competition and could be sanctioned. If this circumstance is not complied with, the player will be sanctioned with a yellow card.
- i) **Substitutions:** Starting at minute 05:00 and coinciding with the end of the first five minutes, each team may make unlimited substitutions, without the clock being stopped.

Such substitutions must always be made through the substitution lanes located in the midfield and the player entering the pitch must hand over a bib to the player he is substituting. Therefore, the substituted player must approach this area and enter through it for the substitution to be valid.

In the event of not carrying out the changes correctly, or of entering the field of play without the prior authorization of the referee, such action may be sanctioned with a yellow card.

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

- j) **Penalty kicks:** during regulation time, that is, for the duration of the match, these shall consist of a standard penalty kick from the penalty spot. The players who do not take the penalty kick must stand outside the penalty area and the semicircle where the penalty kick is taken. In the event that an attacker crosses the aforementioned limits before the time is up and the penalty kick ends in a goal, the penalty kick must be retaken. If a defending player enters the penalty area earlier and the penalty kick does not result in a goal, the penalty kick must be retaken.

Also, if the goalkeeper does not have at least part of a foot on or behind the goal line when the penalty kick is taken, and it does not result in a goal, the penalty kick must be retaken. In case of repetition, the goalkeeper will be cautioned with a yellow card and must be substituted.

In the event that both the attacker and the defender commit any type of infraction, the penalty kick must be retaken in all cases.

- k) **Coach and staff instructions:** Coaches and other staff personnel may give instructions to players during the duration of the matches. It is expressly stated that all team and staff members on the bench must remain seated for the duration of the match, except in the case of the coach, and occasionally the assistant coach to assist the coach or give tactical instructions or press the Secret Weapon/President Penalty button, or in the event that a player must start the corresponding warm-up exercise. Exceptionally, the Team's *community manager* may stand up for a short period of time in case he has to capture an audiovisual element.

It shall be the obligation of the Teams to inform together with the call, the members that will be called (according to the following paragraph) and those who will be present in the dugout during that day.

Teams may call, per match, a maximum of 20 people (including players and staff), with the following breakdown:



- a. A maximum of 13 players (starters and substitutes).
- b. Between 2 and 7 staff members. Within the staff, the coach may be permanently standing, and the assistant coach, community manager and mascot may stand up on time to perform their corresponding functions. Likewise, all staff members except the head coach and the mascot must wear the corresponding accreditation to be on the bench.

In the event that the criteria indicated in this point are not met, the referee may caution or expel from the benches whoever fails to comply with these criteria. Likewise, the Competition may sanction such breaches as indicated in Annex I.

I) Yellow and Red Cards

- I. **Yellow Card:** In the event that a player is penalized with a yellow card, such player must leave the field of play for two (2) minutes and may then re-enter the field. In the event that a player receives a yellow card, and there is not enough time left in the first half for the player to serve the yellow card, the sanction time will continue to be counted in the second half.

The two (2) minutes time will be counted by the Competition, and will be at running time, except in cases where there is any injury, application of the VAR, application of the referee's table, president penalty kick or launch of a Secret Weapon, in which case the time will be stopped, which will be resumed once the situation of injury, VAR, the referee's table, president penalty kick or Secret Weapon has been solved.

In the event that a player receives a yellow card while on the bench, such player shall serve the suspension and may not be used for the duration of the suspension.

Likewise, if a player receives two yellow cards in the same match, the player shall be sent off at the time of receiving the second yellow card and may not play again, and the sanction applied to his team shall be that corresponding to a red card, i.e., five minutes with one player less. In addition, such double yellow card, and consequent red card, will entail a one-match suspension.

In addition, if a player accumulates three yellow cards, said player will be sanctioned with a one-match suspension for accumulation of cards. It is expressly stated that a double yellow card with the consequent red card cancels the second yellow card for the accumulation of cards, i.e., only the first card will count for the accumulation of cards. In case of a yellow card and a direct red card, the yellow card will not be annulled in any case.

It is expressly stated that if a player has two yellow cards in the last regular match day (Phase 3) and is sanctioned with one more in that match day, he will be sanctioned in the next match (next phase). If he did not receive any yellow card on the last match day, which would result in accumulation, the yellow card record will be cleared before the start of the play-offs.



Finally, the player who is sanctioned with a yellow card must always wait inside his technical area, and may not leave it at any time until the end of the corresponding sanction time.

In this sense, if the sanctioned player does not respect these limits or re-enters the field of play before completing the sanction period or without the referee's authorization, he will be sanctioned with a second yellow card, which will result in a red card.

- II. Red Card:** In the event that a player is penalized with a direct red card or double yellow card, that player must leave the field of play and may not re-enter the match. In the event that a player is sanctioned with a red card, and there is not enough time left in the first half to serve the sanction, the sanction time will continue to be counted from the start of the second half.

Once this period has elapsed, the team may replace the player sent off with another player from the squad. The time of five (5) minutes will be counted by the Competition, and will be at running time, except in cases where there is any injury, application of the VAR, application of the referee's table, president penalty kick or launch of a Secret Weapon, in which case the time will be stopped, which will be resumed once the situation of injury, VAR, referee's table, president penalty kick or Secret Weapon has been solved.

If during the sanction time, a team does not comply with the numerical inferiority derived from the red card, incorporating more players than allowed, the referee shall stop the match and shall indicate the Team to remove the extra players, and shall sanction said Team with one player less for two (2) minutes.

- III. Fulfillment of the sanction:** any sanction issued by the Competition Committee shall be fulfilled as of the following match day of the infraction committed. In the event that a Franchise Player is sanctioned, such sanction shall be in force for the corresponding number of match days regardless of whether or not such player is called up.

- m) Secret Weapons:** Before the start of each match, the coach (or representative, as the case may be) of each Team shall select a card containing one of the following Secret Weapons. The pile of cards will consist of fifteen (15) cards, with three (3) Double Goal Cards, three (3) Penalty Cards, three (3) Penalty Shootout Cards, three (3) Star Player Cards, (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 before going to check the card in order to apply it. If the other team has not been able to press the button before the game stops and does so once the referee goes to check the category of the card, the referee may check both cards (in chronological order of pressing) and will only apply the second one in the case it is a joker to be applied as a card draw of the opponent's card. If the second card is not a joker, the second card will not be applied until the next stoppage of the game.



The activation of the secret weapon shall be considered valid at the moment when the sound and/or visual signal is activated, regardless of the voluntariness of the act and provided that it was performed between the time period of half time and minute 38:00.

- 1. Double Goal Card:** During four (4) minutes the goals scored by the Team will be worth double.

If a penalty kick is taken while the double goal card is activated, the penalty kick will count double, even if it is taken when the time on the card has expired.

Likewise, if during the application of the double goal card the attacker hits the ball in the direction of the opponent's goal in the 3:59 minute of the duration of the card, the same criteria shall be applied as in the countdown of the 18th and 38th minutes of the present Regulations. If the attacker hits the ball in the direction of the opponent's goal in the 3:59 minute duration of the card, the same criteria shall be applied as in the countdown of the 18th and 38th minutes of these Regulations.

For clarification purposes, the goal will count as two goals for the Team, but will count as one goal for the player who scores it.

- 2. Sanction Card:** the team that throws this card may sanction for four (4) minutes the player of their choice from the opposing team. In no case may the chosen player be the opposing goalkeeper.

In the event that a team releases this card, and the opposing Team at a later time releases its card, consisting of a penalty or penalty shootout, if the Team holding the penalty card chooses the player who is subsequently chosen to take the penalty, such player shall not be allowed to take the penalty.

When the card is activated, either during the break between the two halves of the game or during the second half and up to 38:00 minutes, the team that has activated the card may select and penalize any player who is currently in the squad, either one of the 7 players participating in the match or on the bench.

In this sense, it is expressly stated that the letter will be applied in chronological order, i.e., the one who has pressed the button first will be able to execute the letter first.

The computation of the four minutes shall count in the same manner as that expressed for a red card.

- 3. Penalty Shoot Card:** the team that uses this card will have a standard penalty shot.

At the moment of the throw-in, the goalkeeper must have at least part of one foot on or behind the goal line, and the same criteria as above shall apply in case of failure to respect this circumstance (see 1.4.2. – Tie-breaker shootout penalties).

In the event that regulation time is over, but the card is activated before the end of regulation time, the team may take the penalty kick.



All players, except the penalty kick taker, must be behind the middle of the pitch during the kick.

Other cases:

- In the event that a penalty is called in favor of the team that has activated the penalty card, immediately after such activation, the team shall take two consecutive penalties, first taking the one of the Secret Weapon, and then the one corresponding to the one called in accordance with the regulations.
- In the event that a penalty is called against the play following the activation of the card, the penalty shall be called first by the team that activated the card, and then by the team to which it was called in accordance with the regulations.

- 4. Penalty shootout card:** the team that uses this card will have a penalty shootout with the format of the tie-breaker penalties. The casuistry of this secret weapon will be the same as for the normal penalty shootout.

If the player who is going to take the penalty kick steps forward before the 3 seconds of the countdown, the action will be invalidated, i.e. the shootout will be annulled. The goalkeeper must start the penalty kick with at least part of one foot on or behind the goal line, and the same criteria as above will apply if this circumstance is not respected (see 1.4.2. – Tie-breaker shootout penalties).

Likewise, if the goalkeeper fouls the player or hands outside the area, within the time limit for the penalty kick, the referee will signal a standard penalty kick, which will be taken immediately afterwards. In addition, a yellow card will be shown and the goalkeeper must leave his position and be replaced by another goalkeeper during the corresponding penalty time.

In the event that regulation time is over, but the card is activated before the end of regulation time, the team may take the penalty kick.

- 5. Star Player Card:** the Team that shows this card must select one of its players as Star Player. This player will be given the star bracelet to wear on his arm, indicating that he is the Star Player. From the moment he wears the armband until the 38th minute, if the Star Player scores a goal, it will count double. If he scores a goal, he must take off the armband, hand it to the assistant referee on his bench and at that moment, the Star Player effect will no longer be valid.
- 6. Joker Card:** the Team that obtains this card may at any time activate any of the other available cards (Double Goal Card, Sanction Card, Penalty Card, Penalty shootout Card, Star Player Card) in accordance with the above mentioned rules. In addition, he can use the joker to take away the opposing team's card.
- n) President penalty:** The presidents of the Competition may decide, prior to the start of the match day (deadline time 12h on the same day of the match), to shoot a President penalty. In case of opting for such a kick, the following procedure may be followed.

If two presidents decide to take a President penalty, except in the first 5



minutes, the dice and the double goal time, they can 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 be stopped for them to take the penalty kick.

In case one of the two presidents does not want to take the President penalty, one of his players can take a shootout penalty once they press the presiding penalty button. However, once the President penalty has been decided and communicated, it cannot be exchanged for a shootout. Likewise, once a player's decision to opt for a shootout has been communicated, this decision cannot be changed outside the established time limit.

Possible cases:

- i. In the case a president does not respond (within the time limit) to the Competition by communicating his decision (President penalty or player shootout), he will be considered to have waived both.
- ii. In the event that one of the two presidents, having decided to take the penalty kick (with prior notice), is not present on the pitch or is not able to take the penalty kick, it will be up to him to agree with the other president not to take the penalty kick, thus avoiding the disadvantage that this may create. The Competition is not responsible for the acceptance or non-acceptance of the other president.
- iii. In the event that neither team activates the President penalty before the 38th minute, both penalties will be forfeited.

The president may agree that the President penalty shall be a shootout penalty in the case of two chairmen of the same gender.

The deadline for notifying the competition department competicion@kingsleague.pro and the content department redaccion@kosmosholding.com of the agreement between presidents to shoot the President penalty will be the same day of competition until 12:00 noon.

It is expressly stated that the value of the President penalties scored shall always be one goal regardless of the cards activated.

Prior to the taking of the President penalty, the opposing goalkeeper may communicate with the President without penalty provided that his words or gestures are not considered punishable by the referee.

Activation and operation of Secret Weapons

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

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

Likewise, it is agreed that all those circumstances or situations of the game that have not



been expressly provided for in these Regulations shall be interpreted, according to his best judgment, by the referee of the match.

1.4.5 Rescheduling of matches due to force majeure

In the event of an unforeseen event 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 line-up (if possible) and squad as on the date of the match.

2. TEAMS CONFIGURATION

2.1 Squads

- **Composition:** all teams must have a maximum of thirteen (13) players (including the Regular Squad and the Franchise Players), in accordance with the following rules:

- **Regular Squad:** All teams will be composed of 10, who shall be chosen in the corresponding drafts (in accordance with the provisions of clause 2.5 below).

It is expressly stated that, for the first edition of the Competition, each invited Team will have ten (10) players chosen in the draft. Kings League Spain and Kings League Americas teams will have the number determined by their own league.

- **Franchise Players:** Each team shall have the right to add three (3) players of its own choice to complement its roster, which must be previously authorized by the Competition.

Players 11, 12 and 13 may only play with one team and shall be fixed for the entire world cup. Teams will not be allowed to substitute these players.

Teams must confirm their roster (draft picks and franchise players) by Monday, April 29th at 23:59h.

- **Substitutions:** If any team is unable to have any player on its roster (either due to injury, or for any reason justified and approved by KINGS) for a period of more than two (2) weeks, they may be substituted provided that the team notifies the Competition at competicion@kingsleague.pro by the deadline of May 10th.
 - a) In the case of a draftable player, the Team will be able to choose a new player to replace him, from the Reserve Player pool (the players from the draft list who were not chosen by the team(s) will compile this pool).
 - b) In the case of a franchise player, the Team will be able to bring any player which must be previously authorized by the Competition.

In the notification, the team must attach the corresponding medical report diagnosing the injury and provide details of the substitute player. Any communication lacking one of the aforementioned items will not be taken.



It is expressly noted that no changes to the roster will be accepted after this date.

If a player is injured during the KWC, they cannot be replaced by another player.

- **Coach:** Each team shall have one (1) coach, who may be removed and replaced by another coach before May 10th and by a member of his own staff after this date and during the competition.
- **Remuneration:** the Regular Squad shall be remunerated by the Competition (the "**Remuneration**").

Franchise Players and Coaches may be paid by the presidents of each Team.

- All players must be present and together on the field of play where the corresponding match is played. The team may justify the non-presence of players together with the rest of their teammates, as long as the reason is duly justified and previously approved by KINGS. In any case, the Team must be present with at least five (5) players. If this minimum number of players is not present, the game will be forfeited with a score of 3-0.

Following the above, in the event that both teams are in the same situation of not having the minimum number of players available, the situation will be considered and evaluated by KINGS, who will decide on the resolution of the match

2.2 Line-ups

- The starting line-up of the Team shall be composed of seven (7) starting players, by default, six (6) field players and one (1) goalkeeper. Teams may decide to play without a goalkeeper at any time during the game. In this case, no player of the team playing without a goalkeeper may touch the ball with his hands. It is expressly stated that, in the event of starting the game without goalkeeper, the goalkeeper may not be introduced until the 05:00 minute. If a team does not have a goalkeeper (injury or suspension) then one of its players will be allowed to wear the goalkeeper's jersey and perform that function.
- Each team must announce to the Competition the starting line-up at least one hour before the start of the official match.

2.3 Uniform protocol

Team players must wear their team's official uniform, and must include their name on the back, as well as their number on both the jersey and the shorts.

Both goalkeepers must wear the same color uniform. Failure to do so will result in a yellow card for the player who enters the field of play wearing the uniform, in the



case of a goalkeeper, or the goalkeeper's jersey, in the case of a goalkeeper player, in a different color than the goalkeeper who started the match.

Notwithstanding the foregoing, if the starting goalkeeper had to leave the field of play, so that he could not return to it (either due to injury or red card) and the Team does not have its substitute goalkeeper uniformed in the same color, this circumstance will not be penalized (neither the substitute goalkeeper, nor the player who can be incorporated with the jersey of the starting goalkeeper).

The numbering of the corresponding T-shirts shall consist of a number between 0 and 99.

Players must always and obligatorily play with shin guards.

It is forbidden to play with any type of jewelry, earrings, chains or similar.

Prior to the start of the match, there will be a review of the equipment, shin guards and jewelry by a representative of the league and the delegate of each team. If a player does not comply with the requirements set forth herein, he/she will not be allowed to participate in the competition. In the case he has solved this situation prior to the start of the second half, he 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 for their opponents, the public and the Competition staff. In particular, violent behaviour or language that violates the dignity of people shall not be permitted.

For the purposes of these Regulations, the following considerations shall be considered, by way of example and without limitation:

- a) Players must maintain their physical and sporting condition at the best possible level for the bestfulfilment of their function, observing a personal conduct and lifestyle appropriate to this requirement. This includes, among other incompatibilities, the violation of which is considered a serious and culpable breach: incurring in doping or ingesting illegal substances, failing to comply with legal, regulatory, federative and competition rules.
- b) Observe the internal rules and agreements adopted by the team and/or the Competition at all times.
- c) Respect the laws, regulations and social rules that may be applicable and, in particular, everything related to their duty to keep on the field (and off it) a correct attitude towards the referee, public, other athletes, coaches, technicians, labour personnel, managers and security forces among others, as well as not to make public statements against the Competition, the Team, referees, coaches or managers of the Competition. This includes statements or comments on social networks.
- d) It shall be forbidden for the Team to allow itself to win or to deliberately



play badly in order to adulterate the result of the match. In case there is suspicion that this has been done, the Competition will review and analyse the case, and may take disciplinary measures it deems appropriate.

In relation to coaches, they will be subject to the same code of conduct, although they may:

- Talk to the players for the duration of the game.
- Encourage their players, with respect for the opponent, the public and the referee team.

No player or Team staff personnel may enter the field of play 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 considered forfeited and the points will be added to the other teams.

2.5 Player draft

The draft of players of the Competition will consist of the selection procedure of the players that will integrate the Regular Squad, to participate in the Competition.

2.6 Player leaving the Competition

In the event that a player in the draft wishes to leave the discipline of his team, terminating his participation relationship with the Competition, the said player may not be hired by any team in the Competition, not even as Player 11, Player 12 and Player 13.

3. REFEREES TEAM

- i. The match will be controlled by five (5) referees, who will have full authority to enforce the rules of the game in that match. One referee will be the on-field referee, one will be the table referee, one will be the VAR referee and two others will control that the changes are made correctly and support the main referee (as 4th referee).
- ii. Decisions made by the referee shall be made according to his best judgment in accordance with the rules of the game, the Regulations and the spirit of the game. The referee shall have the discretion to make such decisions as he/she deems appropriate within the framework of the rules of the game.
- iii. The referee's decisions on game-related facts, including the outcome of the match, are definitive.
- iv. The arbitration panel may enter ex officio in the following cases:



- o In clear cases that have a direct effect on the outcome of the game (such as goals, clear goal scoring chances and penalty, penalty kick or penalty shootout) and in cases of aggression.
 - o In the event of an error in identification or in the application of the Regulation.
 - o When the referee, after consulting the VAR, still has doubts.
 - o In case there is an error with the chrono.
- v. The referee may take disciplinary action against players, coaches, or any member of the team staff who commit cautionable or expellable offenses.

In the event of showing yellow cards to any player on the bench, the sanction will also be applicable to him, and he must remain on the bench for the duration of the sanction and it doesn't impact the number of players on the field.

Likewise, in the event of showing a red card to a coach, players, or any other member of the Team's staff on the bench, the sanctioned person must leave the field of play and go to the locker room or the bleachers.

- vi. The referee shall stop, temporarily suspend or definitively suspend the match for any infringement of the rules of the game or outside interference, when:
- o An object thrown by a spectator strikes a member of the refereeing team, a player or even a member of the team's coaching staff; the referee may allow the match to continue, or stop it, suspend it temporarily or suspend it definitively, depending on the seriousness of the incident.
 - o The referee may suspend the match for reasons of force majeure (crowd incidents, invasions, terrorism, etc.).

Video - Arbitration

- i. Each match will have the video-arbitration system (VAR), by virtue of which the VAR referee will have live access to the broadcast images of the match, and will be able to assist the referee in the event of an error, which may only be related to:
- a. Goal / No goal**
 - o The ball has passed completely over the goal line;
 - o The ball has gone out of bounds on the scoring play;
 - o There is offside in the last possession of the goal play;
 - o There is a foul on the last possession of the scoring play;
 - o A review may be requested for infringements committed in the last possession of the action that ends in a goal;



- o For other situations related to a goal/non-goal that may be deemed appropriate.

b. Penalty / No Penalty (Applies to penalty shootout 1vs1 with goalkeeper)

- o A penalty is called on a play that was not a penalty or was committed outside the area.
- o No penalty is called on a play that was a penalty, or a penalty is called outside the area when it was inside the area.
- o If the ball has gone out of bounds on the last possession of the penalty play;
- o If there is offside on the last possession of the penalty play;
- o The action may be reviewed for an infraction committed from the last dropped ball until play is stopped again; and
- o If there is a previous foul on the last possession of the penalty play.

c. Straight red card

- o The VAR intervenes in cases of clear red cards, whether they have been shown incorrectly or not shown and should have been shown. It does not apply in cases of second yellow cards. Likewise, a review of the action may be requested for an infringement committed from the last stoppage of play until play is stopped again.

d. Identification errors

- o The VAR intervenes to clarify errors in the identification of players in the case of both a yellow card and a red card.
- ii. The final decision on the controversial play will always be made by the referee, either based on the information provided by the VAR or after a review on the field of play.
- iii. During the 1 vs 1 with goalkeeper of the first half or in the same game situation of the dice, actions that may be punishable as such may be reviewed from the VAR and the referee's table.
- iv. It is expressly stated that once the referee is called from the VAR and must review a play on the VAR screen, he/she must make the VAR gesture.
- v. Players, coaches or staff members on the bench may not surround the referee or attempt to influence his decision. Consequently, neither the players, coaches nor the staff on the bench may under any circumstances go beyond the line delimited as the technical area.



Likewise, field players may not surround the referee while he is assessing the play and may not enter the substitution lanes and may be cautioned if they do so.

At its sole discretion, the arbitrator may sanction any conduct that constitutes a breach of the provisions of this point.

- vi. In addition, the VAR may notify the referee in the following cases:
- o In case of aggression, to show the corresponding red card.
 - o In case of identification error.
 - o For any infringement that may occur during the taking of a penalty kick, President penalty or penalty shootout. For example, if the player touches the ball to start the penalty shootout before the LED screen turns green, or in case there is a foul of the goalkeeper on the player.

4. DISCIPLINARY CODE

The conduct not permitted by the Competition, as well as the applicable sanctions, are attached as **Annex I** to these Regulations.

5. MEDICAL PROTOCOL

Injuries occurring during the matches of each day must be reported in a timely manner to the medical service present at the venue where the matches are played.

6. GENERAL

6.1. Interpretation

The terms referred to in capital letters in these Regulations shall have the significance given to them in the License Agreement entered by each of the Teams, unless another significance is given to them in these Regulations.

6.2. Right of modification

The Competition reserves the right to amend the rules at any time as necessary, in order to ensure fair play and the integrity of the Competition.

6.3. Acceptance of the document

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

*** Important Note:**



All listed deadlines are those established by the competition. Kings Competition is not responsible should the individual not obtain their entry visa on time to enter Mexico.



ANNEX I - DISCIPLINARY CODE

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

In this sense, the Competition will sanction and/or admonish, and may even impose fines on players and/or Team owners who do not ensure the proper functioning and development of the game.

Notwithstanding the foregoing, the Disciplinary Committee shall also review, at the request of the club concerned, serious aggressions that have not been sanctioned, as well as yellow and/or red cards, with a view to either upholding the referee's decision or withdrawing the sanction.

For the purposes of these Rules, the Competition shall sanction, among others:

- Entering, leaving or re-entering the field of play without the referee's authorization.
- Acts of disrespect to the referee, sports authorities, coaches, other players, spectators, etc.
- Adopting passive or negligent attitudes in complying with the referee's orders, decisions or instructions.
- Deliberate waste of time.
- Committing any technical misconduct.
- Simulation of a foul.
- Using foul or dangerous play.
- Any other actions or omissions that the Competition or the Disciplinary Committee deems from time to time to be detrimental to the good name and spirit of the sport and the Competition.

Without prejudice to the foregoing, the Competition and the Disciplinary Committee reserve the right, at their sole discretion, to adopt other disciplinary measures, such as the temporary and/or definitive expulsion of any member of the Competition, depending on the seriousness of the action that could be sanctioned.

Likewise, the Competition and the Disciplinary Committee may sanction:

- 1) **Minor Infractions:** it will be considered minor, but not limited to (i) any disrespect against the referee, player, member of the competition, etc..(ii) addressing referees, players or members of the Competition in an inappropriate manner; (iii) making fuss, disrespect or insults against any member of the Competition; (iv) repeatedly failing to comply with the Competition's instructions; (v) causing



damage to any material belonging to the Competition; and (vi) any other action that is not serious enough to be considered as a serious or very serious infringement.

It is expressly stated that the performance of different actions that are not sufficiently serious as a minor infraction may be considered as a minor infraction.

Sanction

Minor infractions shall be sanctioned with: (i) one (1) minute sanction in the following match; and (ii) one (1) match suspension.

In this regard, and for clarification purposes, if the extra-sporting infraction is committed by a Team President, it will be a one (1) minute sanction in the following game for a player of his Team.

If the offender is a player or staff member, all the sanctions indicated above will be applied cumulatively, that is, a one (1) minute sanction in the following game and a one (1) game suspension.

- 2) **Serious Infractions:** shall be considered serious, including but not limited to (i) the repeated commission of minor infractions (as well as the commission of two or more minor infractions in the same action or match); (ii) insulting and/or aggressive activities towards referees, players, or members of the Competition; and (iii) any other action that may be considered serious in the eyes of the Competition.

Sanction

Serious infractions shall be sanctioned with: (i) two (2) minutes sanction in the following match; and (ii) two (2) matches of suspension.

In this regard, and for clarification purposes, if the unsportsmanlike infraction was committed by a Team President, the applicable sanction would be a two (2) minute penalty in the next game for a player on his Team.

If the offender is a player or staff member, all the sanctions indicated above will be applied cumulatively, that is, two (2) minutes of sanction in the following game and two (2) games of suspension.

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

Sanction

Very serious infractions shall be sanctioned with: a minimum of (i) a three (3)



minute sanction in the following match; and (ii) a three (3) match suspension.

In this regard, and for clarification purposes, if the unsportsmanlike infraction was committed by a Team President, the applicable sanction would be a three (3) minute sanction in the following match for a player of his Team.

If the offender is a player or staff member, all the sanctions indicated above will be applied cumulatively, starting with a three (3) minute sanction in the next game and a three (3) game suspension.

In the event that an offender asks for forgiveness after committing an infraction, this may be taken into account as a mitigating factor by the Committee, and the penalty minutes and/or suspension matches may be reduced.

In addition, the Competition and the Disciplinary Committee may, among other measures, sanction the Team with a fine of one (1) minute for a player in the following match: in the following cases (but not limited to): (i) not arriving at the time marked for the start of the match; (ii) delivering the call-up after the deadline without just cause; (iii) delivering the call-up without correct form; (iv) abusive use of the call-up (including personnel in an unjustified manner); (v) improper use and cleaning of the sports facilities; and (vi) failure to return the warm-up/training material; (vii) incorrectly performing the match documentation (such as the initial 7 or the post-match review of the call-up sheet).

Without prejudice to the aforementioned, the Teams may denounce to the Competition Committee any unsportsmanlike attitudes of any member of the rival Teams.

For the complaint to be valid, the Reporting Team must clearly identify the following three elements:

- Offending team:
- Description of the infringing act; and
- Offending subject.

The complaint must be submitted in writing to competición@kingsleague.pro, before the following nine (9) hours after the end of the corresponding match day. Any complaint received after this deadline will not be admitted by the Competition Committee.

Once the complaint has been received within the aforementioned period, the Competition Committee shall analyse and evaluate the complaint filed and, if appropriate, shall impose sanctions if it deems it appropriate.

In addition, any unsportsmanlike action and/or infraction contained in this Annex, carried out on social networks, will have the same consideration and treatment as actions and/or infractions carried out in the Competition facilities.