



KINGS WORLD CUP CLUBS ITALY 2026

Rules of the Game

Corners:

- Arc radius: 0.6m
- Reference mark length: 6m

Centre circle:

- Radius: 6.5m

Goal areas:

- Goal area length: 4.5m
- Goal area width: 15m

Middle “grey” zone:

- Length: 6m
- Width: Minimum 30m, maximum 45m (split by centre mark)

Goals:

- Goal height: 2m
- Goal width: 6m

Technical areas:

- Technical areas markings should be extended and bound by a maximum distance of 1m from the designated seating area.

Pitch material:

- The pitch will be made of 40mm fibre and containing sand and black rubber.

2. Special equipment

- **Cage system:** Located above the centre of the pitch for ball drops
- **Secret card buttons:** Located at each team bench
- **President penalty buttons:** Available for team presidents
- **LED timing systems:** For penalty shootout countdowns

2. MATCH DURATION

1. Standard duration

- **Total duration:** 36 minutes + shootouts/match ball
- **Two parts:** with a break after the first 20 minutes
- **Break between parts:** Approximately 3 minutes
- **No additional time**

2. Clock management

The clock shall not be stopped except for:

- Medical assistance only when medical staff is called by the referee. The referee will always be the individual who decides on calling the medical staff
- VAR or referee table reviews (when appropriate)
- Secret card or president penalty execution
- Referee's discretion for time-wasting

3. End of period

The referee signals the end by whistle, regardless of any graphics or sound effects previously activated.

3. MATCH PHASES

1. First five minutes (ramp-up phase)

3.1.1 Progressive format

- **Minute 0-1:** 1v1 with goalkeeper
- **Minute 1-2:** 2v2 with goalkeeper
- **Minute 2-3:** 3v3 with goalkeeper
- **Minute 3-4:** 4v4 with goalkeeper
- **Minute 4-5:** 5v5 with goalkeeper
- **Minute 5+:** 7v7 (full teams)

3.1.2 Clock management during ramp-up

Clock runs without interruptions except for:

- VAR or referee's table reviews
- Penalties
- Injuries or cards
- Referee's discretion for time-wasting or fouls

3.1.3 Ramp-up rules

Kick-off: Cage kick-off (1v1 race from goal line)

- Players race for ball once countdown over and traffic lights turn off
- If not done correctly, possession awarded to opposing team with centre kick
- Players may go forwards or backwards from centre line

Goalkeeper restrictions:

- May leave penalty area during ramp-up to act as field player
- Must maintain at least one goalkeeper on field throughout escalation
- Mandatory to start match with 1 goalkeeper on field

Backfield violation:

- Enforceable from minute 0-1
- Once a player exits their own half, they cannot pass or dribble back into their own half (from the attacking black zone to the defensive black zone)
- Exception: does not apply to throw-ins
- Own half defined as area bounded by grey zone of changing lanes and centre circle
- In the event of infringement, play is restarted with an indirect free kick from substitution lane zone
- Defender must remain in own half and cannot occupy grey zone of changing lanes and centre circle until ball is received by attacking player. Violation results in indirect free kick from receiving point

Throw-ins:

- Applicable from 0-1 minutes
- Defender must remain in own half and cannot occupy grey zone of changing lanes and centre circle until ball is received by attacking player
- Violation results in indirect free kick from receiving point

Passive play:

- Referee may signal 10-second warning for deliberate time-wasting
- If not completed within 10 seconds, possession awarded to opposition via goal kick
- Passive play countdown is reset at the referee's discretion and is typically during a clear change in possession (not deflections or opponent touches of the ball) or upon taking a shot at goal

Sanctions during ramp-up:

- Sanctions and player exclusions (inferiorities) apply from minute 1:00 onwards
- A team can never have fewer than two players on the field. If such situation should occur, due to game situations (multiple sanctions), it will be resolved by not allowing the next player to enter during the corresponding entry turns to the field

Special scenarios for sanctioned players:

- **Player yellow card:** If a suspension ends before minute 5:00, the same player must re-enter to continue playing
- **Wrong player re-entry:** Yellow card for incorrect player entering, must bring back proper player
- **Goalkeeper yellow card:** Must wait until minute 5:00 to re-enter (cannot have two goalkeepers)
- **Exception:** If substitute goalkeeper injured and sanction time over, original may return early

Substitution rules:

- Player substitutions not allowed except for described situations
- After each minute (1, 2, 3, 4, 5), one player from each team enters through substitution lane
- **Injured player leaving field:** If substituted, cannot return to match until the start of the competition dice onwards; if not substituted, team plays with one less player until return
- **Critical:** If substituted injured player returns to participate, they will be immediately expelled. If referee doesn't notice and it continues, match may be contested, and offending team may lose points for improper player alignment

Goalkeeper-player transitions:

- If goalkeeper sanctioned and replaced by player-goalkeeper, original goalkeeper waits until minute 5:00
- Once goalkeeper returns, player-goalkeeper changes to regular kit and may re-enter as field player
- Player who left for goalkeeper-player may re-enter from minute 5:00

Early entry penalties:

- Player entering before designated time receives yellow card if participating in game
- If not participating, play stopped with indirect free kick in substitute's lane, player exits and re-enters properly
- In 1v1 with goalkeeper, improper substitutions penalized per specific section rules (see section 5.1)

2. Double goal phase (Minute 17)

3.2.1 Activation

- 10-second countdown begins at minute 16:50 which signals the final 10 seconds of the regular match period
- The double goal phase begins at 17:00 with a kick-off for the team who did not have first possession at the start of the match (which is not necessarily the team who touches the ball first)
- All goals count as double from minute 17:00 until the break of the match

3. Competition dice (Minute 20)

3.3.1 Activation

- The second part of the game (post-break) starts after a 20-second countdown
- Game restarts at minute 20:00 and the dice phase lasts for 3 minutes, until 23:00

3.3.2 Transition back to regular match

- A 10-second countdown starts at 22:50
- At minute 23:00 the game will be stopped so that the remaining players can enter until it is 7v7 unless there is an applicable exclusion. In this case, the correct number of players will enter

- The regular match is restarted with a kick-off for the team who did not have first possession at the start of the dice phase (which is not necessarily the team who touches the ball first)

3.3.3 Dice outcomes

Six-sided dice determine playing format:

- **Two faces:** 3v3
- **Two faces:** 2v2
- **Two faces:** 1v1 with goalkeeper

3.3.4 Dice phase rules

- Teams adjust player numbers immediately after dice result revealed
- Coaches must remove corresponding players without delay before referee restarts game
- 20-second positioning period before cage drop (players position anywhere on field, including opponent's half)
- Game clock starts when first player touches ball in centre circle
- Active sanctions become inactive during dice; timing restarts at the beginning of the post dice phase (minute 23:00)
- New sanctions apply immediately (if 3v3 becomes 3v2) and continue at the beginning of the post dice phase (minute 23) if the time has not expired
- If team has only two players (2v2 and 1v1 with goalkeeper) and receives yellow/red card, suspension begins at the start of post dice phase. If the player received a yellow card, they can continue playing thereafter
- No goalkeeper required except in 1v1 format
- There is passive play (see section 3.1.3)

3.3.5 Special rules for 1v1 with goalkeeper

- Goalkeeper cannot touch ball outside their own half of the field (the defensive black zone) (yellow card + substitution + shootout + 2-minute penalty at the beginning of the post dice phase)
- If goalkeeper sent off with red card: must be substituted, 5-minute penalty (inferiority) served at the beginning of the post dice phase
- Field player may use entire pitch
- Backfield violation applies (see section 3.1.3) and in the event of an infringement, play is restarted with an indirect free kick from substitution lane zone in favour of the non-offending team
- Back passing violation results in penalty shootout
- Playing in dangerous manner results in penalty shootout
- All fouls anywhere on field (except inside penalty area) result in penalty shootout
- **1v1 penalty and shootout completion:** Penalties and penalty shootouts taken shall end in either a goal or a goal kick only. If no goal scored, restart with goal kick for the defensive team
- **Defending player positioning:** During penalty shootouts, defending player must be behind the offside line. During penalties, defending player must be behind halfway line
- **No second plays:** Both penalties and penalty shootouts played without second plays (secret card style). Restart indicated by referee whistle

Restarts:

- If the ball leaves the field of play, possession is awarded to the team that did not last touch it
- All restarts that would normally be awarded as a corner kick or throw-in in the attacking half (black attacking zone) will be restarted with a throw-in from the substitution lane area.
- All throw-ins in the defensive half of the pitch (defensive black zone) shall be awarded as such from the same position where the ball left the pitch.
- For throw-ins, the same procedure shall apply as for ramp-up (see section 3.1.3 Throw-ins).

Incorrect restarts:

- Referee stops game, asks team to restart properly
- If repeated, possession awarded to opposing team via same restart

Improper substitutions:

- **Attacking team player enters incorrectly:** Referee stops game, awards possession to opposing team via an indirect free kick from substitution lane zone
- **Defending team player enters and interferes:** Yellow card, game restarted with penalty shootout for attacking team
- **Defending team player enters without interference:** Game continues without sanctions

Goalkeeper leaving area without ball contact:

- If goalkeeper leaves their own half of the field (defensive black area) without touching ball and attacker finishes play, no sanction applied
- Restart depends on outcome (goal kick, centre kick or thrown-in)

3.3.6 Sanctions during dice phase – Detailed scenarios

Yellow card scenarios:

Player yellow card: 2-minute suspension, team plays with numerical disadvantage (except for 2v2 and 1v1 with goalkeeper, in which case the player can continue playing and would serve the sanction at the beginning of the post dice phase (minute 23))

Goalkeeper yellow card: 2-minute suspension, must be replaced by a goalkeeper or a substitute player (except for 2v2 and 1v1 with goalkeeper, in which case the goalkeeper can continue to play and would serve the sanction at the beginning of the post dice phase (minute 23)). However, if in the 1v1 with goalkeeper scenario goalkeeper touches the ball outside their own half of the field, the player must also be replaced immediately

Player already serving exclusion receives another yellow: Results in red card (consequent red), 5-minute total penalty (inferiority) for their team (except for 2v2 and 1v1 with goalkeeper, in which case the player may be substituted and subsequently starting inferiority for their team in the post dice phase (minute 23))

Player already serving exclusion received direct red card: 5-minute penalty (inferiority) from time of red card (except for 2v2 and 1v1 with goalkeeper, in which case the player may be substituted and subsequently starting the inferiority for their team in the post dice phase (minute 23))

Red card scenarios:

Direct red card: 5-minute penalty, player ejected from match

Double yellow, red card: 5-minute penalty, player ejected from match

In both above cases, the same rules apply as explained above in the yellow card scenarios

Timings: All sanctions in 3v3 dice scenarios continue into the post dice phase of the game if time doesn't expire during dice phase. In situations of 2v2 and 1v1 with goalkeeper, sanctions will be applied in full at the beginning of the post dice phase (minute 23)

4. Match ball / Shootouts (Minute 36)

3.4.1 Activation

- 10-second countdown begins at minute 35:50 which signals the final 10 seconds of the regular match
- There will be a 20-second countdown which signals the first 20 seconds before the start of the match ball phase at minute 36:00
- The same shot completion rules apply as in the 17th, 20th and 23rd minute transitions

3.4.2 Transition to the match ball / shootout phase

- If there is a tie at minute 36:00, a penalty shootout will be held (see 9.2 Penalty shootouts (tie-breaker format))
- If a team is winning in the match at 36:00, the leading team must only score one more goal to win the match. On the other hand, the losing team also has an opportunity to win the match if they can come back and score one more goal than the opponent in the overall scoreline

3.4.3 Regressive format

- **Minute 36:** 5v5
- **1-minute countdown (next stoppage):** 4v4
- **1-minute countdown (next stoppage):** 3v3
- **1-minute countdown (next stoppage):** 1v1 with goalkeeper (as in the Dice)
- **1-minute countdown (no need to wait for stoppage):** 2v2 (no mandatory goalkeeper)
- **Exception:** If during 3v3 situation there's an indirect free kick to be taken inside the box or a direct free kick on the attacking field and the countdown reaches 0, teams will not remove players until the next stoppage of the game and the free kick will be taken with same game situation

3.4.4 Match ball phase rules

- Coaches must remove the appropriate players without delay before the referee resumes the match
- A 20-second positioning period before the ball falls from the cage (players position themselves anywhere on the field, including the opposing half of the field)
- The match timer starts when the first player touches the ball in the circle centre
- The sanctions active before the start of the match ball phase remain active during this phase. The time resumes at the beginning of the match ball phase and applies only until the 3v3 (3v2) station as a maximum, with no team having less than 2 players on the field
- No goalkeeper required, except in the 1v1 with goalkeeper format
- There is passive play enforced (see section 3.1.3)

5. Special rules for 1v1 with goalkeeper

- Following the conclusion of the one-minute countdown (at the next stoppage) during the 3v3 and transition into 1v1 with goalkeeper, the goalkeeper cannot touch the ball outside their own half of the field (the defensive black zone). In the event of an infringement, it will be a yellow card to the goalkeeper + substitution + shootout
- Field player may use entire pitch
- Backfield violation applies (see section 3.1.3) and in the event of an infringement, play is restarted with an indirect free kick from substitution lane zone in favour of the non-offending team
- Back passing violation results in penalty shootout
- Playing in dangerous manner results in penalty shootout
- All fouls anywhere on field (except inside penalty area) result in penalty shootout
- **1v1 penalty and shootout completion:** Penalties and penalty shootouts taken shall end in either a goal or a goal kick only. If no goal scored, restart with goal kick for the defensive team
- **Defending player positioning:** During penalty shootouts, defending player must be behind the offside line. During penalties, defending player must be behind halfway line
- **No second plays:** Both penalties and penalty shootouts played without second plays (secret card style). Restart indicated by referee whistle
- A further one-minute countdown will begin and at the conclusion of this (without stoppage needed), the goalkeeper can move and touch the ball across the entire field or be substituted by a player (same rules as minute 0-1 of the ramp-up phase, but with no goalkeeper needed)

Restarts:

- If the ball leaves the field of play, possession is awarded to the team that did not last touch it
- All restarts that would normally be awarded as a corner kick or throw-in in the attacking half (black attacking zone) will be restarted with a throw-in from the substitution lane area.
- All throw-ins in the defensive half of the pitch (defensive black zone) shall be awarded as such from the same position where the ball left the pitch.
- For throw-ins, the same procedure shall apply as for ramp-up (see section 3.1.3 Throw-ins).

Incorrect restarts:

- Referee stops game, asks team to restart properly
- If repeated, possession awarded to opposing team via same restart

Goalkeeper leaving own half of the field (the defensive black zone) without ball contact:

- In the 1v1 situation, if goalkeeper leaves their own half of the field (defensive black area) without touching the ball and attacker finishes play, no sanction applied
- Restart depends on outcome (goal kick, centre kick or thrown-in)

3.4.6 Sanctions during the match ball phase – Detailed situations

- Yellow and red cards during this phase will not lead to a numerical inferiority during this period

Yellow cards

Yellow card for a player: 2-minute suspension and must be substituted by another player and a penalty shootout in favour of the non-offending team

Yellow card for a goalkeeper: 2-minute suspension and must be substituted by a backup goalkeeper or an outfield player in a goalkeeper role and a penalty shootout for the non-offending team

Yellow card for an occupant of the technical area (team official or substitute player, etc.): will not result in a penalty shootout for the non-offending team

Red cards

Direct red card: match expulsion and standard penalty for the non-offending team

Red card for a second yellow card: match expulsion and standard penalty for the non-offending team

Red card for a member of the bench (direct or second yellow card): This will not result in a standard penalty for the non-offending team

Scenarios:

If one or more yellow cards is awarded to each team in the same incident, then neither team will be given a penalty shootout

If one or more red cards is awarded to each team in the same incident, then neither team will be given a standard penalty

If one team is awarded a red card and the other team a yellow card, then the team without the red card will be given a penalty shootout

If both teams receive a combination of yellow and red cards, then neither team will be given a standard penalty

3.4.7 Substitution rules:

Improper substitutions:

- **Attacking team player enters incorrectly:** Referee stops game, awards possession to defending team via indirect free kick in substitute's lane
- **Defending team player enters and interferes with play or opponent:** Yellow card, game restarted with penalty shootout for attacking team
- **Defending team player enters without interference:** Play continues without sanctions

3.4.8 Effects of secret cards and president penalty during the match ball phase

- Activated secret cards with time remaining end their effect in minute 36, as well as activation opportunity of the president penalty
- **Exception:** Penalty/shootout cards activated before the countdown ends, and before 35:59, can be used in the minute 36 stoppage

5. Multiple sanctions at match start

If team begins match with one or more players serving sanctions:

- If a team has a sanction prior to the match of playing with one player less during one (or more) minute(s) as of minute 5:00, the 7th player supposed to enter at minute 05:00 will not do it until reaching the minute(s) of the sanction that the team has to serve

4. PLAYERS AND EQUIPMENT

1. Number of players

- **Starting formation:** 7 players (6 outfield + 1 goalkeeper by default)
- **Minimum to start:** 5 players
- **Playing without goalkeeper:** Permitted except during ramp-up and 1v1 dice and match ball phases

2. Equipment requirements

- Official team uniform with name and number (numbers 49-55 are blocked)

- Numbers required on both jerseys and shorts
- Shin guards mandatory
- No jewellery, earrings, or chains permitted

3. Goalkeeper equipment

- Both goalkeepers must wear same colour
- Different colours result in yellow card for player entering with wrong colour
- **Exception:** if starting goalkeeper cannot return due to injury/red card

5. SUBSTITUTIONS

1. Substitution violation scenarios

5.1.1 Incorrect entry procedures

Attacking team player enters incorrectly:

- Referee stops game, awards possession to defending team
- Restart with indirect free kick in substitution lane

Defending team player enters incorrectly:

- If interferes with play/opponent: Player cautioned, indirect free kick in substitution lane for attacking team (or penalty shootout if 1v1 with goalkeeper in the dice or entire match ball phase)
- If doesn't interfere: Play continues without sanctions

5.1.2 Authorization requirements

- Re-entries after yellow card sanctions require referee authorization
- Re-entries after secret card effects require referee authorization
- Unauthorized entries subject to above violation procedures

2. Standard substitutions

- **From minute 5:00:** Unlimited substitutions
- **Procedure:** Must use designated substitution lanes at midfield
- **Bib exchange:** Entering player must hand bib to exiting player
- **Authorization:** Re-entries after sanctions or secret cards require referee permission

3. Warm-up

- **Before minute 5:00:** Maximum 5 players from each team in designated warm-up area with respective bibs at all stages of the game, unless advised otherwise by the competition

- **From minute 5:00:** Maximum 3 players from each team in designated warm-up area with respective bibs at all stages, unless advised otherwise by the competition
- Physical trainer may stand in warm-up area to give instructions to warming players
- If players not warming up and standing in warm-up area, referee instructs them to leave and sit on bench

6. FOULS AND SANCTIONS

1. Yellow cards

- **Duration:** 2-minute suspension
- **Timing:** Running time except during injuries, VAR, referee's table, penalties, or secret cards
- **Double yellow:** Results in red card (5-minute penalty)
- **During ramp-up (minute 0-1, 1v1 with goalkeeper):** Player has to exit the field and be substituted by another player. Their sanction will start at the beginning of minute 1:00 and at the end of the sanction the same player must be the player returning to the field. Beyond minute 1, inferiorities apply
- **During dice phase (1v1 with goalkeeper or 2v2):** If a player receives a yellow card, they can continue playing and the sanction will start at the beginning of the post dice phase (minute 23:00)
- **During match ball phase:** The player must leave the field and be replaced by another player. Additionally, it will mean a penalty shootout in favour of the non-offending team
- **Team officials and presidents:** Yellow cards to team officials and presidents result in same sanction as players depending on the phase of the match

2. Red cards

- **Duration:** 5-minute suspension + match ejection
- **Timing:** Same timing rules as yellow cards
- **Replacement:** Team may replace player after suspension period ends
- **During the match ball phase:** The player is dismissed from the game and must be replaced by another player. Additionally, there will be a standard penalty in favour of the non-offending team
- **Team officials and presidents:** Red cards to team officials and presidents result in same penalty as players depending on the phase of the match

3. Dangerous play

- **Definition:** Action threatening injury while attempting to play ball
- **Acrobatic moves:** Bicycle kicks allowed if no danger to opponent
- **Sanction:** Indirect free kick where offense occurred
- **Exception:** During the 1v1 with goalkeeper dice and match ball phase, it will result in a penalty shootout in favour of the non-offending team

4. Uniform celebration rules

During goal celebrations:

- Players may take off shirt or cover face with it
- Must not show offensive messages violating competition values
- Violation results in yellow card

5. Back passing

- Outfield player cannot deliberately pass ball to goalkeeper with foot for goalkeeper to handle
- Other body parts permitted
- **Sanction:** Indirect free kick where goalkeeper touched ball
- **Exception:** During 1v1 dice and match ball phase, it will result in a penalty shootout

6. Time-wasting sanctions

Goalkeeper time-wasting:

- **If goalkeeper takes more than 6 seconds to release ball:** Referee may award corner kick to the opposing team
- At the direction of the referee, the 6 second period begins when the referee deems the goalkeeper to have full control of the ball and is not impeded or obstructed by an opponent
- The referee should clearly signal the remaining time to release the ball to the goalkeeper and other players

General time-wasting powers:

- **Throw-in direction change:** Referee may change direction of throw-in to opposing team
- **Goal kick to corner:** Referee may change goal kick to corner kick for opposing team
- **During Competition Dice (1v1) and Match ball / Shootouts phase:** Referee may award the opposing team with the corresponding restart according to section 3.3.5 and 3.4.5 restarts

All time-wasting sanctions at referee's discretion when deliberate time-wasting is deemed to occur.

7. RESTARTS

1. Kick-offs

- **Match start:** Cage kick-off (1v1 race)
- **Dice/match ball phase:** Cage kick-off with 20-second positioning
- **After goal/double goal/post-dice phase:** Kick-off
- **Kick-off flexibility:** Any type of kick-off may be used by the competition, not limited to those outlined above

2. Throw-ins

- Standard football rules apply
- Must use both hands from behind and over head
- From point where ball left field

3. Corner kicks

- Standard football rules apply
- Taken with foot

4. Goal kicks

- Standard football rules apply

5. Cage kick-off detailed procedure

7.5.1 Match start (ramp-up)

- Cage kick-off for 1v1 with goalkeeper
- Players race from goal line when countdown ends, and traffic lights turn off
- If incorrectly executed, possession awarded to opposing team with centre kick

7.5.2 Period starts (Dice/Match ball)

- 20-second countdown for player positioning anywhere on field (including opponent's half)
- Cage opens and ball drops when countdown complete
- Game clock starts when first player touches ball in centre circle

7.5.3 Cage malfunction

If cage doesn't work properly, ball thrown from sidelines (preferably from stands) by organization-designated person

6. Ball hitting roof/cage/obstacles

- If ball hits roof, drone, cage, or passes between ceiling beams (even without trajectory change), play stops
- Throw-in awarded to team that did not last touch ball

7. Game restart philosophy

- Game restarts when ball begins to move, not at referee's whistle
- Clock starts at moment first player touches ball for cage kick-offs

8. OFFSIDE

1. Standard offside

- **Offside line:** Marked by horizontal line at front of each penalty area
- Standard offside rules apply from this line during regular play
- **Offside line contact:** A player touching the offside line is NOT considered offside. Player must be beyond the line to be considered offside

2. Offside during special situations

- **Penalty shootouts:** Defending player must remain behind offside line of opposing field during shootout execution
- **Standard penalties:** Defending player must remain behind offside line during 1v1 dice phase penalties
- **Restart situations:** Standard offside rules apply unless specifically modified by phase rules

9. PENALTIES

1. Standard penalties

- Taken from penalty mark
- Players except kicker must be outside the penalty area and behind the penalty mark
- Goalkeeper must have part of one foot on/behind goal line
- Standard penalty rules apply for infractions

2. Penalty shootouts (tie-breaker format)

9.2.1 When used

- To determine winner when match is drawn after regular time (until minute 36:00)
- For certain infractions during 1v1 dice phase
- When awarded via secret card

9.2.2 Setup and procedure

Pre-shootout:

- Referee tosses coin; winning team chooses to kick first or second
- Penalties taken at goal designated by competition

- Only authorized players who finished match may participate (player off field due to yellow card counts as available)
- Sent-off players not available
- Each team decides five takers and order (no need to inform referees)
- Both goalkeepers may participate and be exchanged between shootouts

Player positioning:

- Only authorized shootout participants, Head Coach, and referees on field
- All other staff remain on benches
- All authorized players except taker and both goalkeepers behind offside line of opposing half
- Goalkeeper of team taking kick at intersection of goal line and touch line (corner)

9.2.3 Execution rules

Format: A 3-second countdown will begin prior to initiating execution. Following this, it is a player vs goalkeeper from center of field with 5-second countdown to complete execution of shootout

Successful goals:

- Ball enters goal
- Ball touches goalkeeper but continues into goal
- Ball hits post(s) without goalkeeper touch, player uses rebound within time limit

Missed attempts:

- Ball touches goalkeeper and doesn't enter goal
- Ball leaves pitch without goalkeeper touch
- 5-second time limit expires

Goalkeeper requirements:

- Must start with at least part of one foot on goal line or behind
- Can move off line once sound signal given
- **Infractions:** Warning for first offence, yellow card for subsequent (requires substitution)
- **Serious fouls:** If goalkeeper fouls player or handles ball outside area within 5 seconds, standard penalty awarded immediately + yellow card + must leave shootout

9.2.4 Shootout sequence

Initial five rounds:

- Must be taken in turns
- Each kick by different player
- If one team cannot be caught before both complete five, shootout ends early

Sudden death format:

- If tied five rounds each, continue alternating

- **First sudden death kick:** Taken by one of team's available goalkeepers
- **Subsequent sudden death:** Teams may choose any available players, repetition allowed
- Continues until one team scores one more than other after equal number of kicks

9.2.5 Technical failures during shootouts

Countdown timer screen malfunction:

- **If countdown screen becomes faulty:** The referee does not allow the player to continue and instead restarts the individual shootout and countdown. In any other circumstance when the screen becomes faulty, the referee will manually conduct the countdown. Manual countdown will always take precedence over any visual displays during technical failures.
- **Time completion:** Referee will end the penalty situation upon time finishing, rather than wait for outcome of penalty

9.2.6 Infractions and scenarios

Early action by kicker:

- If kicker initiates before countdown ends, referees wait for completion
- If results in goal, recorded as missed

Simultaneous infractions:

- If both goalkeeper and kicker commit infractions simultaneously, shootout retaken

Injury during shootout:

- **Initial five rounds:** Injured player replaced by non-participant; replacement cannot take remaining initial kicks; injured player eliminated from shootout
- **Sudden death:** Injured goalkeeper replaced by any eligible player; replacement may continue taking shootouts; injured goalkeeper eliminated

Substitutions and cautions during shootout:

- **Goalkeeper cautioned:** Must be replaced by substitute goalkeeper or field player in goalkeeper role
- **Player cautioned:** May continue in shootout
- **Player sent off:** Must leave field, cannot participate further

3. Standard penalty detailed scenarios

9.3.1 Player infractions before kick

Attacker infractions:

- **If action ends in goal AND there was impact on play:** penalty retaken

- **If action doesn't end in goal and attacker interferes with impact:** indirect free kick for defending team
- **If no impact on play:** goal stands, or play continues based on outcome

Defender infractions (including goalkeeper advancing early):

- **If action ends in goal:** goal valid
- **If action doesn't end in goal AND there was impact:** penalty retaken
- **If no impact on play:** play continues based on outcome

Simultaneous infractions:

- Both defender and attacker enter area early: penalty retaken
- Both goalkeeper and kicker commit simultaneous offenses: indirect free kick for goalkeeper's team

Kicker infractions (ball hit backwards, illegal feint, etc.):

- Indirect free kick for defending team

9.3.2 Goalkeeper requirements and violations

- Must have at least part of one foot on goal line or behind during kick
- If violation and kick missed: penalty retaken
- If repeated violation: goalkeeper cautioned and must be substituted

10. SECRET CARDS

1. Activation period

- **Available:** From the end of the ramp-up (minute 5:00) until the beginning of the double goal phase (minute 16:59) and from the end of the dice phase (minute 23) until minute 35:59
- **Activation:** When button pressed, and signal activated
- **Execution:** At next stoppage of play
- **Accidental button press:** If the secret card is pressed (even by accident) during the allowable time, it must be shown and subsequently used
- **Deliberate disruption:** If button press deemed by referee to be deliberate tactic to disturb opponents, referee may issue yellow card to individual responsible

2. Card types

Each team selects from 10-card deck containing:

- **1x Double goal card:** Goals count double for 4 minutes
- **1x Suspension card:** Remove opponent player (not goalkeepers) for 4 minutes
- **2x Penalty shootout cards:** Award penalty shootout

- **2x Star player cards:** Designated player's next goal counts double (effects ends after goal)
- **1x Penalty card:** Award standard penalty
- **1x Reverse penalty card:** Choose an opponent (except goalkeepers) to take a standard penalty. If scored, the goal doesn't count. If missed, the opponent team scores a goal
- **1x Time dilation card:** 2 minutes of time at either x2 or x0.5 speed
- **1x Joker:** Choose any other card or steal opponent's unrevealed card

3. Card effects and timing

10.3.1 General effect rules

- All secret card effects end at minute 36 (regardless of activation time)
- Exception: Penalty, reverse penalty and penalty shootout may be taken at minute 36 stoppage if activated before 35:59
- All secret card effects are paused at the start of the double goal phase and restarts after the dice phase to complete the secret card's full time
- Cards pressed during countdown checked at next ball exit and executed at following restart

10.3.2 Detailed card effects

Double goal card (4 minutes):

- Goals scored by team count as two goals
- If penalty awarded during effect, penalty also counts double
- If attacker shoots toward goal in final minute (3:59), same criteria as minutes 17/20/23 and 36 countdowns apply
- Goal counts as two for team statistics, one for individual player statistics

Sanction card (4 minutes):

- Remove opponent player of choice (excluding goalkeepers) for 4 minutes
- If applied to bench player, team must remove field player
- Applied in chronological order of button press
- If opponent reveals penalty/shootout card immediately after, sanctioned player cannot take penalty if selected
- Timing follows red card procedures (running time with specified exceptions)

Penalty card:

- Standard penalty kick awarded
- All players except kicker behind midfield line during execution
- If regular penalty awarded immediately after activation: consecutive penalties taken (secret card first, then regular)
- If regular penalty awarded against activating team immediately after: secret card penalty first, then opposing team's penalty

- Standard penalty kick awarded to the opposing team
- All players except kicker behind midfield line during execution
- Choose an opponent (except goalkeepers) to take a standard penalty. If scored, the goal doesn't count. If missed, the opponent team scores a goal
- If a team wants to prevent an available player from taking the reverse penalty, stating for example that he is injured, the player will not be able to participate again for the rest of the match

Penalty shootout card:

- Penalty shootout in tie-breaker format
- Same circumstances as normal penalty shootout
- If player moves forward before 3-second countdown: action invalidated (shootout annulled)
- Goalkeeper fouling player or handling outside area: standard penalty awarded + yellow card + goalkeeper substitution
- Standard penalty taken by same shootout player (unless injured)

Star player card:

- Designated player receives star armband
- Effect active until minute 36 or until player scores (whichever first)
- **Critical:** After scoring, player must immediately remove armband and hand it directly to the assistant referee on their bench
- Goal counts double, armband effect immediately ends

Time dilation card:

- 2 minutes of time will turn into either 1 minute of time via Time Warp (speed up) or 3 minutes of time via Time Dilation (slow down)
- If the time is interrupted by another phase and the card wasn't fully finished, the time left will not be recovered. For example, if the card is applied at minute 16:30 then it will only be active for 30 seconds and the remaining time will not be applied after the dice at the beginning of minute 23:00.
- Prior to the matchday, the "Extra card match" will be voted by the audience or drawn
- In the "Extra card match", the regular Secret Card Box will have 9 cards and each team will draw as normal (i.e. without Time dilation card). After each team receives their regular card, another box will be presented with 2 further cards and again each team will draw their card. One card within this box will be the Time dilation card and one will be blank. One team will therefore have 2 cards in total (i.e. Time dilation card plus one other) and one team will have 1 card (i.e. a regular Secret card).
- The other matches in the matchday will be normal matches in terms of Secret card draw and will have the full deck of 10 cards including the Time dilation card.
- The Time dilation card will affect all other cards in terms of timings. For example, if the Double goal card or Sanction card is active alongside the Time dilation card then the time will also change to 3 minutes or 5 minutes.

Joker:

- Choose any other available card or steal opponent's unrevealed card
- Can only steal if opponent card not yet revealed before button press (Joker)

- Follows activation rules of chosen card type

11. PRESIDENT PENALTY

1. Eligibility

- Only physically present presidents may activate
- Must be activated before minute 35:59
- Kings League Competition Committee reserves the right to authorize other individuals than Presidents to take a President Penalty at their discretion
- **Response window:** Opponent has right to reply with president penalty or player shootout

2. Execution

- President must wear official team jersey or unbranded clothing
- **Value:** Always counts as one goal regardless of active cards
- **Format:** Standard penalty or shootout (by mutual agreement)
- **Goalkeeper communication:** Permitted without sanction (unless deemed punishable)

3. Restrictions

- If president playing as player: Can only initiate if another (co-) president present to take penalty
- If opponent initiates: (Co-) president/player may only respond with shootout

4. President penalty scenarios and restrictions

11.4.1 Detailed scenarios

Both presidents present:

- Only physically present presidents may initiate penalty
- Once pressed, opposing team has right to reply (president penalty or player shootout)
- If team with reply right doesn't activate within timeframe, automatically activated at 36th minute during same stoppage

No presidents present:

- Neither team may activate president penalty

President called as player:

- Team may only initiate if another (co-) president present to take penalty
- If opponent initiates first, (co-) president/player may only respond with shootout option

- If (co-) president misses the penalty after initiating, the other team does not receive the shootout option

11.4.2 Timing and activation

- Must be activated before minute 35:59
- It cannot be activated during the ramp-up, double goal, dice and match ball phases
- Once button pressed and game stopped, time stopped for penalty execution
- If no reply within established timeframe, automatically activated at minute 36

11.4.3 Dress code requirements

- President must wear official team jersey or unbranded clothing
- If requirements not met, competition reserves right to cancel penalty with no appeal possibility

11.4.4 Goalkeeper interaction

- Prior execution, opposing goalkeeper may communicate with president without sanction
- Words or gestures must not be punishable by referee standards

12. VAR (VIDEO ASSISTANT REFEREE)

1. Reviewable incidents

Goals/No goals:

- Ball crossing ball line
- Ball out of play before goal
- Offside in goal buildup
- Fouls in goal buildup

Penalties/No penalties:

- Penalty incorrectly awarded/not awarded
- Foul location (inside/outside area)
- Ball out of play in penalty buildup
- Offside in penalty buildup

Direct red cards:

- Clear red card situations (not second plays)

Mistaken identity:

- Wrong player sanctioned

2. VAR procedure

- VAR referee has final decision unless unclear
- If unclear, main referee reviews on screen and decides
- Referee must make VAR signal when called to screen
- Players cannot surround referee during review or enter substitution lanes

3. Additional VAR applications

12.3.1 Penalty shootout reviews

VAR may review infractions during penalty kicks, president penalties, or penalty shootouts:

- Player touching ball before LED screen turns green
- Goalkeeper fouls on player during shootout
- Other infractions occurring during penalty execution

12.3.2 Player behaviour during VAR

- **Critical restrictions:** Players, coaches, staff cannot cross the line delimited as technical area during VAR reviews
- Cannot surround referee or attempt to influence decision
- Field players cannot enter substitution lanes during review
- **Violation consequences:** May result in caution at referee's discretion for any behaviour violating these restrictions

12.3.3 VAR signal requirements

When referee called to review on VAR screen, must make official VAR signal before proceeding with decision

13. MATCH OFFICIALS

1. Referee team

- **Main referee:** Full authority to enforce rules
- **Table referee:** Assists with clear incidents affecting game outcome
- **VAR referee:** Reviews specific incidents
- **4th official (optional/competition dependant):** Administrative duties
- **2x Assistant referees:** Assist with offside and other decisions

2. Referee authority

- Decisions on game-related facts are final

- May stop match temporarily or permanently for rule infringements or external interference
- May take disciplinary action against players, coaches, and staff

14. SPECIFIC MATCH SITUATIONS

1. Shot completion rules

End of period shots: If attacking team takes shot in final seconds of countdown (minutes 17, 20, 23 or 36), final whistle not blown until shot completion. Shot deemed complete when:

- Attacking player intervenes affecting ball trajectory
- Ball leaves pitch
- Opposing team recovers possession
- Danger has passed

Set plays before period end: Direct free kicks in attacking half or penalties awarded before minutes 17, 20, 23 and 36 may be taken even after time is reached.

Deliberate time-wasting: If defending team deliberately wastes time to avoid set play:

- Players cautioned with yellow card
- Set play taken anyway
- Attacking team option to shoot directly toward goal with no second play
- Goal awarded if ball rebounds off defending player, goalkeeper, or goalposts
- Any rebound touched by attacking player ends period without goal

2. Unintentional restart errors

If unintentional mistake made in putting ball into play:

- Referee stops game
- Team that made mistake asked to restart properly
- If repeated, possession awarded to opposing team via same restart

3. Injury protocols

During ramp-up: Game not restarted until player substituted or re-enters with referee approval

- If player leaves for treatment intending to return, team plays short until return
- During 1v1 with goalkeeper, referee's discretion whether to wait for player return

General play: Medical assistance may stop clock if required and player accepts treatment

15. INTERPRETATION OF RULES



For any circumstance not expressly covered in these Rules of the Game, the match referee shall interpret according to their best judgement, guided by the spirit of the game and traditional football (IFAB) principles.

DEFINITIONS GLOSSARY

Backfield violation: Once a player in possession exits their own half, they cannot pass or dribble back into it (black to black area)

Cage system: Overhead ball delivery mechanism located above center of pitch for match starts and period transitions

Competition dice: Six-sided dice rolled at minute 20 to determine playing format until minute 23 (3v3, 2v2, or 1v1 with goalkeeper)

Double goal phase: Final phase starting at minute 17 where all goals count as two goals until the break of the match

Grey zone: Area of changing lanes and center circle that defines own half boundaries for backfield violation

LED timing system: Electronic countdown display used for penalty shootouts (5-second limit)

Match ball phase: Phase of the match which ends in either a penalty shootout (tie-breaker format) during a tie or a win for the leading team by scoring one further goal or a win for the trailing team by scoring more goals than the opponent without reply in the overall scoreline

Offside line: Horizontal line marked at front of each penalty area, defining offside boundary

Passive play: Deliberate time-wasting that triggers 10-second warning from referee

President penalty: Special penalty taken by team president (when physically present)

Ramp-up phase: First 5 minutes of match with progressive player format (1v1 to 7v7)

Secret cards: Special tactical cards activated during match for various effects (Double goal, sanction, penalty, etc.)

Star player: Designated player whose next goal counts double when wearing special armband

Substitution lanes: Designated midfield areas where all player substitutions must occur

Technical area: Bench area with specific boundaries that staff cannot cross during play

Traffic lights: Visual signal system used during cage kick-offs to indicate start of play

VAR: Video Assistant Referee system for reviewing specific incidents

Joker: Secret card allowing team to choose any other card or steal opponent's unrevealed card

