



**KINGS**  
**WORLD CUP CLUBS**  
**PARIS 2025**

**OFFICIAL REGULATIONS**



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# 1. GENERAL PROVISIONS

## 1.1 Kings World Cup Clubs

The Kings World Cup Clubs, referred to as "**Competition**", is an international 7-a-side football tournament, which will be held in its second edition in France from the 1<sup>st</sup> to 14<sup>th</sup> of June 2025.

## 1.2 Calendar

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

# 2. COMPETITION FORMAT

## 2.1 Number of teams

The number of teams taking part in the Kings World Cup Clubs has been fixed at thirty-two (32) clubs.

KINGS reserves, at its sole discretion, the right to modify the format of the Competition and the corresponding dates of both the second edition (2025) and subsequent editions, after giving reasonable notice to the teams.

## 2.2 Regular stage

The Competition will be played in a regular phase, followed by the Round of 16 (R16), Quarter-finals (QF), Semi-finals (SF) and the Final (F).

The thirty-two (32) teams will compete for qualification to the knockout phase as follows:

1. Teams will be paired for the **first round (R1)** by drawing of lots as established in the draw procedure, which will be announced in due course.
2. Three phases of play (three matches) will be available to qualify for a place in the knockout stage.
3. The **second round (R2)** will have two sub-phases:
  - a. The winners' sub-phase (1-0), in which the sixteen (16) teams that won their R1 match will be paired to play another match against each other. The teams that win this second match (2-0) will qualify directly to the Round of 16. The teams that lose the match (1-1) will have to play round 3.
  - b. The losers' sub-phase (0-1), in which the sixteen (16) teams that



lost their R1 match will be paired to play another match against each other. The teams that win this second match (1-1) will advance to round 3. The teams that lose this second match (0-2) will be eliminated from the Competition.

4. The **third round (R3)** will be played by the sixteen (16) teams that have won and lost a match (1-1). The eight (8) winning teams will qualify for the Round of 16. The eight (8) losing teams will be eliminated.

The pairings for both R2 and R3 will be determined as follows:

ROUND 1			ROUND 2			ROUND 3
Desimpedidos Goti	A	Zaytouna FC	<b>WINNERS' SUBPHASE</b>			Loser 1 vs. Winner 16
Persas FC	B	La Capital FC	Winner A	1	Winner B	Loser 2 vs. Winner 15
G2 Football Club	C	Ultimate Móstoles	Winner C	2	Winner D	Loser 3 vs. Winner 14
Porcinos FC	D	Miami 7	Winner E	3	Winner F	Loser 4 vs. Winner 13
Boomers	E	Unit3d	Winner G	4	Winner H	Loser 5 vs. Winner 12
Galácticos del Caribe	F	Era Colonia	Winner I	5	Winner J	Loser 6 vs. Winner 11
Gear 7 FC	G	Karasu	Winner K	6	Winner L	Loser 7 vs. Winner 10
FC Zeta	H	Olimpo United	Winner M	7	Winner N	Loser 8 vs. Winner 9
SXB	I	Jijantes FC	Winner O	8	Winner P	
Furia FC	J	Kunisports	<b>LOSERS' SUBPHASE</b>			
Los Troncos FC	K	TRM FC	Loser A	9	Loser B	
XBuyer Team	L	Los Chamos FC	Loser C	10	Loser D	
Fluxo FC	M	Futbolistas Locos FC	Loser E	11	Loser F	
Ultra Chmicha	N	Panam All Starz	Loser G	12	Loser H	
Dendele FC	O	Jynxzi FC	Loser I	13	Loser J	
F2R	P	Murash FC	Loser K	14	Loser L	
			Loser M	15	Loser N	
			Loser O	16	Loser P	

## 2.3 Knockout stage

- The sixteen teams that qualify from the regular stage will contest the round of 16. The eight (8) undefeated teams in the regular stage will be seeded and a draw will determine the pairings with the other eight (8) teams.

Team 1 vs. Team 2 = **Winner 1**



Team 3 vs. Team 4 = <b>Winner 2</b>
Team 5 vs. Team 6 = <b>Winner 3</b>
Team 7 vs. Team 8 = <b>Winner 4</b>
Team 9 vs. Team 10 = <b>Winner 5</b>
Team 11 vs. Team 12 = <b>Winner 6</b>
Team 13 vs. Team 14 = <b>Winner 7</b>
Team 15 vs. Team 16 = <b>Winner 8</b>

*Note: the above configuration does not necessarily represent the chronological order in which the matches will be played.*

- The eight winners of the round of 16 will contest the **quarter-finals** as follows:

<b>Quarter-final 1</b>	Winner 1 vs. Winner 2
<b>Quarter-final 2</b>	Winner 3 vs. Winner 4
<b>Quarter-final 3</b>	Winner 5 vs. Winner 6
<b>Quarter-final 4</b>	Winner 7 vs. Winner 8

*Note: the above configuration does not necessarily represent the chronological order in which the matches will be played.*

- The four winners of the quarter-finals will contest the **semi-finals**.

<b>Semi-final 1</b>	Winner QF1 vs. Winner QF2
<b>Semi-final 2</b>	Winner QF3 vs. Winner QF4

- The two winners of the semi-finals will contest **the final**.

<b>Final</b>	Winner SF1 vs. Winner SF2
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## 3. MATCH REGULATIONS

### 3.1 Duration

Matches will have a duration of forty (40) minutes, divided into two (2) parts of twenty (20) minutes each. 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, In addition to the following cases:

- The clock may be stopped in the event of injury if medical assistance is required. If the player declines medical assistance to avoid wasting time, the referee will require the player to immediately rejoin the game or be treated off the field.
- The clock may be stopped if a VAR or table review takes longer and the referee considers it appropriate.
- The clock will stop during the execution of the Secret Cards, as well as the President Penalty, i.e. once the corresponding button has been





activated, with the exception of when pressed during half-time, the clock will stop at the first stoppage of play, restarting again at the next restart of play.

- At his/her sole discretion, the referee may stop the match time.

It is expressly stated that at the end of any countdown time, the referee shall signal the end by the use of the whistle, irrespective of any graphics and sound effects that have been previously activated.

A three (3) minute break, approximately, will be held between parts.

### **Wasting time**

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

## **3.2 Tie-breaker**

If the match is drawn after regular time, five (5) penalty shootouts will be taken.

A penalty shootout consists of a one-on-one player vs. goalkeeper, where the player starts from the center of the field towards the goal and has 5 seconds to execute it. The penalty will be considered as concluded in the following cases:

- If the ball enters the goal: the penalty is considered successfully completed.
- If the goalkeeper intervenes in the trajectory of the ball, but it continues its course, ending up inside the goal: the penalty is considered successfully completed.
- When the ball touches the goalkeeper, the player who took the penalty is not allowed to touch the ball again under any circumstances. Therefore, the final position of the ball after it touches the goalkeeper will determine if it is a goal or no-goal.
- If the kicker takes his penalty and the ball directly hits the post(s) without being touched by the goalkeeper, the rebound will be valid to continue the play, as long as there is time left in the shootout countdown. Thus, the player may use the rebound as part of the initial shot to try to finish the play. If the ball enters the goal under these circumstances, the goal will be valid.
- Whether or not the ball is touched by the goalkeeper and does not enter the goal, the penalty is considered as missed.
- If the ball leaves the pitch without being touched: the penalty is considered as missed once the ball exits the field of play.

Any player who has been sent off during the match will not be able to participate in the shootouts. On the other hand, warnings and yellow cards given to players



and staff members during the match will not be taken into consideration in the shootouts.

### **Procedure**

#### *Before penalty shootout start*

- The referee tosses a coin, and the team who wins the toss decides whether to take the first or second kick. Additionally, penalties will be taken at the goal designated by the Competition.
- It is expressly stated that shootouts may be taken by available players who finish the match. For these purposes, a player who is off the field at the end of regular time due to a yellow card sanction shall also be counted as an available player. Any player who has been sent off shall not be available.
- Each team is responsible for deciding the takers (five per team) and the order in which they will take the shootouts. It is not necessary to inform the referees of the takers and the fixed order.
- Both goalkeepers may take part in the penalty shootout, and may be exchanged between shootouts if the team considers it appropriate.

#### *Execution of the penalty shootout*

- Only authorised players to take part in the penalty shootout, the Head Coach and referees may remain on the field of play. All other staff must remain on their benches.
- All authorised players to take part in the penalty shootout, except the taker and the goalkeeper of each team, must remain behind the offside line of the opposing half.
- The goalkeeper of the team taking the kick must remain on the field of play outside the penalty area at the intersection of the goal line and the touch line (corner).

Each team shall execute five kicks in accordance with the conditions detailed below:

- The shootouts must be taken in turns.
- Each of the five kicks must be taken by a different player.
- If, before both teams have taken their five shootouts, one team has scored more goals than the other team could score with their remaining shots, the shootout will end.
- If, after both teams have taken their five kicks, the score is still tied, shootouts will continue to be taken in the "sudden death" format, i.e. until one team has scored one goal more than the other after taking the same number of kicks.



- The first shootout of the "sudden death" will be taken by one of the team's available goalkeepers.
- In the event of a tie after the first "sudden death" shootout, the teams may decide which players will perform the next shootout, being possible to repeat the same taker until the end of the shootout.
- The goalkeeper must start the penalty shootout with at least part of one foot on the goal line or behind it, but can move off the line once the corresponding sound signal is given.
- If the goalkeeper commits an infraction and, as a result, the penalty must be retaken, the goalkeeper will be warned for the first infraction and cautioned for any subsequent infraction, requiring substitution (see procedure below in *Substitutions and cautions during the penalty shootout*). If the goalkeeper fouls the player or handles the ball outside the area within the 5-second penalty shootout time, the referee will award a standard penalty kick to be taken immediately after. Additionally, the goalkeeper will receive a yellow card and must leave the shootout (see procedure below in *Substitutions and cautions during the penalty shootout*).

#### **Possible scenarios:**

- During the five shootout penalty kicks of the shootout: In the event that the referee has called a standard penalty kick and the taker is injured during the shootout, the team may exchange that player for another one who has not yet participated in the shootout. In addition, such player, if there are still shootouts to be taken from the initial five kicks, may not take any of them. Likewise, the injured player may no longer participate in the shootout.
- Once initiated the "sudden death" format: In the event that the referee has called a standard penalty kick and the goalkeeper was injured during the shootout, the team may exchange the goalkeeper by any other player eligible to participate in the shootout. In addition, such player may continue to take shootouts if the shootout continues running. Likewise, the injured goalkeeper may no longer participate in the shootout.
- When it is the kicker who initiates the action before the countdown ends, the referees should not interrupt the game; they should wait for the shot to finish, and if it results in a goal, it will be recorded as missed.
- If both the goalkeeper and the kicker commit an infraction at the same time, the shootout must be retaken.





### Substitutions and cautions during the shootout

- If a goalkeeper is cautioned, he must be replaced by a substitute goalkeeper, in the first instance, or by a player in a goalkeeping role if no substitute goalkeeper is available or both have been cautioned.
- If a player is cautioned with a yellow card, he may still take part in the shootout. If he receives a red card, he must leave the field of play and may no longer take part in the shootout.

## 3.3 Match configuration

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

- a. The match will start with a cage kick-off + water polo kick-off, starting with a 1 vs. 1, with goalkeeper. Players will begin racing for the ball once the countdown is over and the traffic lights turn off. If not correctly done, possession will be awarded to the opposing team with a center kick. At the end of each minute, one player from each team will enter the field from the substitution line. Thus, the game will develop as follows:
  - I. **Minute 00:00:** The game will be played 1 on 1 with goalkeeper. The procedure during the ramp up will be the following:
    - a) The goalkeeper **may leave the penalty area** to act as a field player. It is mandatory to start the match with 1 goalkeeper on the field (to be maintained throughout the escalation).
    - b) **Throw-in.** The defender must remain in his own half (without being allowed to occupy the grey zone of the changing lanes and center circle) until the ball is received by the attacking player.

If the defender invades the zone before the ball is received, an indirect free kick is awarded from the point where the receiving player received the ball.
    - c) **Corner kick.** The corner kick is taken in the standard manner. The defender must respect the established distance on the field of play before the attacking team receives the ball.
    - d) There is **backfield violation**, i.e. once the player in possession of the ball has passed out of his own half, he may not pass back the ball if in his own half, nor may he drive the ball back into his own half. The own half is considered to be the area of the goal that is being defended bounded by the grey area of the changing lanes and the centre circle.
      - a. **Exception:** At the throw-in, the backfield violation does not apply.



- e) There is **offside**.
- f) **Fouls and sanctions.** The standard 7vs7 rules shall apply as far as fouls and disciplinary sanctions are concerned.
  - a. Fouls will be sanctioned with a yellow or red card, depending on the seriousness of the foul.
  - b. Interpretative criteria for obvious goalscoring opportunities, aggressive tackles, etc. will be followed.
  - c. Free kicks may be direct or indirect, as indicated in the rules.
  - d. There is **back passing**, i.e. an outfield player won't deliberately be able to pass back the ball to the goalkeeper with their foot so that the goalkeeper touches or catches 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 regards, they may back pass the ball with any other part of the body.

In case of infringement of the above, an indirect free kick inside the penalty area at the point where the infringement occurred will be awarded to the opposing team.

- e. **Playing in a dangerous manner.** Playing in a dangerous manner in any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury. Acrobatic volleys (i.e. bicycle kicks or scissor kicks) are allowed, provided they do not cause any danger to the opponent.

In case of infringement of the above, an indirect free kick at the place where the offence occurred will be awarded to opposing team. In that sense, a dangerous play is without contact, otherwise it will be a direct free kick.

- g) There is **passive play**. During the ramping up scenario (specially in the cases of 1vs1 with goalkeeper, 2vs2 and 3vs3), deliberate time-wasting will not be permitted. In the event of the referee noticing that a team is deliberately wasting time, they may raise their arm as a signal 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, possession will be awarded to the opposing team, restarting the game with a goal kick.

It is expressly stated that, if a team finishes their play within the team-second period, and they regain possession (as a result of a clearing, rebound, save by the goalkeeper, etc.), that team will start the attack again without having the passive play active, unless the referee considers that the team is deliberately wasting time again.



- II. If an unintentional mistake is made in putting the ball into play, the referee will stop the game and ask the team that made the mistake to properly restart the game. If it happens again, possession will be awarded to the opposing team, restarting the game with a goal kick.
- III. In the event of injury, the game won't be restarted until the player is substituted or re-enters the field of play with the referee's approval. If the player leaves the field to receive treatment, with the intention of not leaving the game, their team will play with one player less until their return. During the 1 on 1 with goalkeeper, it will be at the referee's discretion whether or not to wait for the player to return to the field of play.
- IV. If a goalkeeper is cautioned with a yellow card, he must be replaced by a substitute goalkeeper or, if no other goalkeeper is available, by another player playing the role of goalkeeper. Similarly, if a player is cautioned with a yellow card, he must be replaced. When the sanction time has expired, the goalkeeper must wait until the 05:00 minute mark to re-enter the field of play while the player shall re-enter the field without involving the substitution of a teammate (*see breakdown in the next point*).
- V. All yellow or red card offenses committed during this minute will not result in playing with one less player. Sanctions and player exclusions will apply from minute 01:00.

Scenarios:

- i. **Player.** If an outfield player is cautioned with a yellow card during the first five minutes and the player's suspension ends before the 05:00 minute mark, he must re-enter the field to continue playing. If another player, different to the one who had been sanctioned, does so, the referee will caution that player with a yellow card and will oblige him to leave the field of play and bring on the player who should have returned to the field after his sanction time has expired. If the referee was not aware of this situation and it continues over time, changing the course of the match, the affected team may appeal it at the end of the match.
- ii. **Goalkeeper.** If a goalkeeper is shown a yellow card during the first five minutes, they must wait until the 05:00 minute mark to re-enter the field, as two goalkeepers cannot be on the field at the same time and no substitutions are allowed. Only in the event of the substitute who is guarding the goal being injured and, if the sanction time is over, the goalkeeper will be able to return the field of play before the 05:00 minute mark. In that case, they will be able to substitute the injured goalkeeper who was guarding the goal and that goalkeeper won't be able to participate again in the match.

If a goalkeeper receives a yellow card and is replaced by a player playing the



role of goalkeeper, the goalkeeper must wait until the 05:00 minute mark to re-enter the field and substitute the player-goalskeeper who, once properly dressed in their player's kit, may re-enter the field as a regular player. Likewise, the player who left the field to make way for the goalkeeper-player, may re-enter the field during one of the entry turns of players (minutes 2, 3, 4 or 5) or from minute 05:00 ahead and when the coach deems it appropriate.

If a player enters the field of play before time during the first five minutes of the match, they will receive a yellow card if the referee considers that they are participating in the game. If the referee considers that the player has not participated in the game, the play shall be stopped and an indirect free kick will be awarded in the substitutes' lane against the team that has infringed the rule. The player will be made to exit and re-enter the field properly. It is expressly stated that in the 1 vs. 1 with goalkeeper, improper substitutions are penalized as specified in that section.

Sanctions apply from 3 against 3 onwards, and that team will play with one less player.

- VI. **Minute 01:00:** A 3 vs. 3 will be played, with the goalkeeper being allowed to leave the area.
- VII. **Minute 2:00:** A 4 vs. 4 will be played.
- VIII. **Minute 3:00:** A 5 vs. 5 will be played.
- IX. **Minute 4:00:** a 6 vs. 6 will be played.
- X. 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, same rules apply as in the Competition's Dice.

- b. During the first five minutes of the game, player substitutions are not allowed except in the situations described in the previous section (a). After every minute (1, 2, 3, 4 and 5), a player from each team will enter through the substitution lane. In the event of an injury, if the player leaves the field of play and is substituted, they will not be able to participate in the match again. However, if a team does not want to substitute the injured player, they 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, they will be sent off. If the referee does not notice this situation and it continues over the time, modifying the course of the match, the match may be contested, and the offending team may lose the points for improper player 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 returns to his place in goal (the sanction is over), the player can participate in the match as a player.





- d. During the first five minutes, the clock will run without interruptions, except in the cases of VAR, referee's table, penalty, penalty shootout, injury or card, in which case the timekeeper will stop the time. At their sole discretion, referees may also decide to stop the match timer if time is being lost due to a foul or any other action.
  - e. If at the beginning of the match a team has two or more players serving sanctions (minutes of play with less players due to a sanction), the situation will be solved as follows:
    - I. At minute 05:00 of the match, in the first play stoppage, referees will stop the time and the game to indicate the team with sanctioned player(s) to get a number of players equal to those serving sanctions out of the field of play. Once the player(s) are out, the game will be restarted from where the last play was stopped, and the penalty timer will start running. Player(s) may re-enter the field as their sanctions expire.
2. **Competition Dice:** At the 17:50 minute mark of the first half, a ten-second countdown will begin, which once completed will end the possession in play at that moment, and the game will restart from minute 18:00.

If the attacking team takes a shot in the last seconds of the countdown (before reaching minute 18), the final whistle will not be blown (to be followed by the start of the Competition's Dice) until the shot has reached its finish. The action shall be deemed to be over when the danger has passed, i.e. an attacking player intervened in the play by affecting the trajectory of the ball, the ball left the pitch, the opposing team recovered possession, etc., and even if time was already over. Likewise, if there is a set play before minute 18 and it is a penalty kick, president penalty, shootout or a direct free kick, it will be taken even if the time reaches minute 18 and it has not been taken. In that sense, 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 and the direct free kick will be taken anyway, giving the attacking team the option to take it by directly shooting towards the goal with no chance for a second play, and conceding the goal. If the ball ends up rebounding to a defending player, goalkeeper or the goalposts. Any rebound by an attacking player or clearance that ends up with the ball being touched for another attacking player will mean the finish of the corresponding period, not conceding the goal by any means.

At that exact moment (i.e. at minute 18), a competition representative will throw the dice with six different sides, and the one that remains visible will determine which game situation will be played. As an example, if the dice lands on the king's side (or sponsor, alternatively), the applicable game situation will be 1vs1 with goalkeeper. The teams must remove the corresponding players from the field of play until the game situation indicated on the dice is fulfilled.

The game situations are as follows:

- Two (2) 3 vs 3 situations;
- Two (2) 2 vs 2 situations;
- Two (2) 1 vs 1 with goalkeeper situations (king's face, or sponsor alternatively).

After the dice is rolled, and the game situation is revealed, the coaches of each team





must immediately and without delay remove the corresponding players before the referee restarts the game.

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

The match will be restarted at minute 18 and the first possession will be obtained by a cage kick-off. In this regard, there will be a 20-second countdown for all players to position 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 drop, resulting in the first possession of the dice.

During the Competition Dice scenario, teams will not be required to play with a goalkeeper, except in the 1 vs. 1 situation with goalkeeper.

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

During the Competition Dice scenario, any temporary exclusions (yellow and red cards) that were active at that moment will be inactive. The time of exclusions will be restarted at the beginning of the second half.

If a yellow or a red card is shown during the time of execution of the Competition Dice, these exclusions will be applied, thus, if at that moment there was a 3 vs 3, this will become a 3 vs 2. If the exclusion time does not expire in the first half, it will continue at the start of the second half.

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

If a team has only two players and receives a yellow or red card, the corresponding time suspension will begin to apply at the start of the second half.

Likewise, during the Competition Dice scenario, deliberate time-wasting will not be allowed. In the event that the referee considers that a team is deliberately wasting time, they may raise their arm as a signal 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, possession will be awarded to the opposing team, restarting the game with a goal kick.

It is expressly stated that if a team completes their play within the ten-second period, and they regain possession (as a result of a clearing, rebound, save by the goalkeeper, etc.), the team will restart the attack without the warn of passivity, unless the referee considers that the team is deliberately waisting time again.

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

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



during the duration of this situation will be served during the second half.

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

- c) There is **backfield violation**. *(see breakdown in point 3.3. Match configuration, section I. d.) Backfield)*

- d) **Back Passing**. *(see breakdown in point 3.3. Match configuration, section I. f.) Fouls and sanctions, subsection d. Back passing)*

In the event of an infringement, a penalty shootout will be awarded to the opposing team.

- e) **Playing in a dangerous manner**. *(see breakdown in point 3.3. Match configuration, section I. f.) Fouls and sanctions, subsection e. Playing in a dangerous manner)*

In the event of dangerous play, a penalty shootout will be awarded to the opposing team.

- f) Incorrect restarts of the game, either by an incorrect goal-kick or kick-offs, the referee will stop the game and will ask the team that made the mistake to properly restart the game. If it happens again, it will mean a change of possession, the game being restarted with a goal kick for the opposing team.

- g) If the ball leaves the pitch, possession will be awarded to the team that did not touch the ball before it left the pitch. In any case, possession will be restarted with a goal kick, with the ball completely stopped.

- h) If there is a foul anywhere on the field (except inside the penalty area), a penalty shootout will be taken. At the time of the kick, the goalkeeper must be with at least part of one foot on or behind the goal line, following the same criteria as previously indicated *(see section 3.2 – Tie-breaker)*. The defending player must remain behind the offside line of the opposing field.

- i) Penalties and penalty shootouts that are taken shall end in a goal or a goal kick. The defending player must be behind the opponent's substitution lane during the shootout. During the penalty, the defending player must be behind the halfway line. Both penalty and penalty shootout kicks are played without second plays (Secret Card style) and, restart of the game shall be indicated by the referee with the use of the whistle.

- j) In the event that the defending goalkeeper leaves the box without touching the ball and the attacker finishes the play, whether it results in a goal or not, no sanction will be applied to the goalkeeper, with the resulting goal kick or centre kick depending on how the attacking action ends.

- k) If substitutions are not correctly executed, or if a player enters the field without prior authorization of the referee, the violation will be solved as follows:



- If the player incorrectly entering the field is from the attacking team: the referee will stop the game and award the possession to the opposing team, restarting it with a goal kick.
  - If the player incorrectly entering the field is from the defending team and interferes in the play (or on the opponent): they will be cautioned and the game will be restarted with a penalty shootout for the attacking team.
  - If the player incorrectly entering the field is from the defending team and does not interfere in the play (or on the opponent): the game will continue without sanctions.
3. The **second half** will start at minute 20:00 and will be played 7 vs 7 (as long as there are no accumulated sanctions from the first half). The second half will start with a 'Cage kick-off'. From the beginning of the half-time and until minute 37:59, Secret Cards described in section 3.3.1 n) 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 end the possession that is currently in play, and the game will be restarted from minute 38. If teams are not drawn before reaching the last two minutes of the match (until minute 38), goals will count double until the end of the match.

If the attacking team takes a shot in the last seconds of the countdown (before reaching minute 38), the final whistle will not be blown (to subsequently initiate the Double Goal) until the shot reaches its finish. The action shall be deemed as finished when the danger has ended, i.e. an attacking player intervenes in the play by affecting the trajectory of the ball, the ball leaves the field of play, the opposing team regain possession, etc., and even if time is already over. Likewise, if there is a set play before minute 18 and it is a penalty kick, president penalty, shootout or a direct free kick, it will be taken even if the time reaches minute 18 and it has not been taken. In that sense, 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 and the direct free kick will be taken anyway, giving the attacking team the option to take it by directly shooting towards the goal with no chance for a second play, and conceding the goal. If the ball ends up rebounding to a defending player, goalkeeper or the goalposts. Any rebound by an attacking player or clearance that ends up with the ball being touched for another attacking player will mean the finish of the corresponding period, not conceding the goal by any means.

The match will be restarted at minute 38 with a cage kick-off. In this regard, there will be a 20-second countdown for all players to position 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 drop, resulting in the first possession of the golden goal / double goal.

It is expressly stated that the game clock 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 sanction will be applied to



that team by permanently playing with one player less until the end of the match.

Secret Cards, regardless of when they are activated and how much time is left for their activation, will end their effect at minute 38. Notwithstanding the above, as previously indicated, if the Secret Card consists of a penalty or penalty shootout kick, it may be taken at the stoppage of minute 38, provided that the Card is activated before the end of the 10-second countdown and up to the 37:59 minute.

Lastly, if the match is drawn at minute 38, there will be a golden goal until the end of the match, the game being played with the corresponding ball.

If, at the end of the match, the two teams are drawn, the game will proceed in accordance with the tie-breaker rules indicated in section 3.2 above (tie-breaker).

### 3.3.1. General rules

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

- a. The match will begin with a **cage kick + waterpolo kick**, starting with a 1 vs 1 with goalkeeper. The players shall start the race from the goal line to contest the ball once the countdown is over and the traffic lights turn off. If this is not done correctly, possession will be awarded to the opposing team with a centre kick. The player may go forwards or backwards.
- b. To start the second half, as well as in the 18th and 38th minute, first possession will be awarded with a **cage kick-off**. There will be a 20-second countdown, where the players of each team can position themselves wherever they consider appropriate on the pitch (even in the opponent's half). Once the countdown is over, the cage will open and the ball will drop, resulting in the first possession.

In case the cage does not work properly, the ball will be thrown from the sidelines (if possible from the stands) by a person determined by the organisation.

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

- b) **Center kick:** All center kicks may be taken in such a way that the ball may be moved towards the opposing half or back to their own half.
- c) **Throw-in:** All throw-ins during matches shall be executed by throwing the ball with both hands from behind and over the head from the point where it left the field of play, in accordance with traditional football rules.
- d) **Corner kick:** All corner kicks during matches shall be executed with the foot, in accordance with traditional football rules.
- e) **Restart of the game:** The game, if stopped, will be restarted when the ball begins to move, not at the referee's whistle. Likewise, during play, if the ball hits the roof, drone, cage, etc. or passes between the ceiling beams, even without changing its trajectory, both situations will be resolved by stopping the game and awarding a throw-in to the team that did not touch the ball last.





- f) **Back Passing:** A field player won't deliberately be able to back pass the ball to the goalkeeper with their foot so that the goalkeeper touches or catches 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 regard, they may back 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 spot where the goalkeeper touched or caught the ball, with the exception of the 1 vs 1 with goalkeeper during the dice, where a penalty shootout shall be awarded.

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) **Uniforms:** in the celebration of a goal, players may take off their shirt or cover their face with it, as long as it does not show any offensive message that could violate the competition's values, which could lead to a sanction. In case this is not respected, players will be sanctioned with a yellow card.
- i) **Warm-up.** From minute 05:00 and coinciding with the end of the **first five minutes**, each team may only have three **(3) players warming up**, with their respective bibs, in the area designated for this purpose, being the physical trainer able to stand in the area to give instructions to the players who are warming up. If the players were not warming up and remain standing in the warm-up area, the referee shall instruct them to leave the area and sit back down on the bench.
- j) **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 designated substitution lanes located in the midfield, and the players entering the pitch must hand over a bib to the players they are 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 entering the field of play without prior authorization of the referee, such action will be solved as follows:

- If the player incorrectly entering the pitch is from the attacking team: the referee will stop the game and award possession to the defending team, restarting with an indirect free kick in the substitution lane.
- If the player incorrectly entering the pitch is from the defending team and interferes in the play (or in the opponent): the player will be cautioned, and the game will be restarted with an indirect free kick in the substitution lane area.
- If the player incorrectly entering the pitch is from the defending team and does not interfere in the play (or in the opponent): play will continue.

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





**k) Penalty Kicks:** during regular time, that is, for the duration of the match, these will consist of a standard kick from the penalty mark. The players not taking the penalty must stand outside the penalty area and the semicircle where the penalty kick is taken. Below are different scenarios and their corresponding resolutions:

- a. If an attacker crosses the previously mentioned limits before the execution of the penalty:
  - i. If the action ends in a goal, the penalty must be retaken.
  - ii. If the action does not end in a goal and the attacker interferes in the action, the referee will stop the game and restart it with an indirect free kick for the defending team.
- b. If a defender enters the area before permitted or if the goalkeeper advances before permitted (see goalkeeper placement below):
  - i. If the action ends in a goal, it will be valid.
  - ii. If the action does not end in a goal, the penalty must be retaken.
- c. If both a defender and an attacker enter the area before permitted, the penalty must be retaken.
- d. If both the goalkeeper and the kicker commit an offense simultaneously, the game will be restarted with an indirect free kick for the goalkeeper's team.
- e. In the event that the kicker commits an infraction (ball hit backwards, illegal feint, etc.), the play will be restarted with an indirect free kick for the defending team.

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

**l) Coach and staff instructions:** Coaches and other staff members 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 for one member of the staff to give tactical instructions or press the Secret Card/President Penalty button. Additionally, the physical trainer may stand in the warm-up area to give instructions to the players who are warming up in the corresponding area, and the *Community Manager* may stand up for a short period of time in case he needs to capture any audiovisual elements.

Teams may call, per match, a maximum of 19 people (including players and staff), with the following breakdown:

- a. Up to 13 players (starters and substitutes).
- b. Up to 6 staff members. Within the staff, one of them may permanently remain standing, and the Community Manager and the mascot will be able to stand up in a timely manner to perform their respective functions. Likewise, all staff members except the head coach and the mascot must carry the corresponding accreditation to be on the bench, which is personal and non-transferable.
- c. The mascot will be an additional member who shall not count as one of the 6 staff members, and who shall be allowed to stand as long as he/she is performing his/her duties.



All team members who are not part of the aforementioned 19 must remain in the area designated by the organization.

In the event that the criteria indicated in this point are not met, the referee may caution or sent off from the benches whoever fails to comply with these criteria. Likewise, the competition may sanction such non-compliance as indicated in Annex I.

#### **m) Cautions**

- I. **Yellow Card:** In the event that a player is sanctioned with a yellow card, such player must leave the field of play for two (2) minutes and may then re-enter the field. If the game situation is a 1vs1 with goalkeeper or 2vs2 in the dice, such player will be able to stay on the pitch and start serving the sanction at the beginning of the second half. 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 sanction, 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 of any injury, application of VAR, application of the referee's table, president penalty kick or use of a Secret Card, in which case time will be stopped, and will be restarted once the situation of injury, VAR, the referee's table, president penalty kick or Secret Card has been solved.

Likewise, if a player receives two yellow cards in the same match, the player will be sent off upon receiving the second yellow card and will not be able to play again, and the sanction applied to their team will be the corresponding to a red card, that is, a five-minute penalty with one player less. In addition, such double yellow card, and consequent red card, will result in a one-match suspension.

Additionally, 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 yellow cards for the accumulation of cards, meaning the yellow card count will remain the same as before the start of the corresponding match. In the event of a yellow card and a direct red card, the yellow card will not be annulled in any case, and will count towards the accumulations of yellow cards.

It is expressly stated that if a player has two yellow cards in the last regular matchday (Last chance) and receives another one in that matchday, they will serve the sanction in the next match (Round of 16). If they did not receive any yellow card on the last matchday, which results in accumulation, the yellow card record will be cleared before the start of the knockout stage.

Accumulation for the knockout stage will not be taken into account.

Additionally, the accumulation of yellow cards of a player at the end of his team's participation in the competition will not be taken into account for the next edition of the competition.



Finally, any player who is sanctioned with a yellow card must always wait within their technical area, and won't be able to leave it at any time until the end of the corresponding sanction time.

In this regard, if the sanctioned player does not respect these limits or re-enters the field of play before serving the sanction period or without the referee's authorization, they 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 sanctioned with a direct red card or a double yellow card, that player must leave the field of play and won't be able to re-enter the match, being such player suspended with a minimum of one match. If 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 counting from the start of the second half. Once this period has expired, 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 it will be running time, except in cases of any injury, application of VAR, application of referee's table, president penalty kick or activation of a Secret Card, in which case time will be stopped, and will be restarted once the situation of injury, VAR, referee's table, president penalty kick or Secret Card has been solved.

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

It is expressly stated that the suspension for a red card, whether for a double yellow or direct, will apply between the regular and the knockout phase, as well as for the next edition of the competition.

- III. Disciplinary sanctions to the bench:** Cautions or sending-offs to bench members will not affect the number of players on the field for the offending team. However, those affecting substitute players will do so:
- A substitute player who is cautioned must serve the sanction not being eligible to play during the sanction time (2 minutes), and the team must remove a player from the field of play during said time.
  - A substitute player who is sent-off must leave the field of play and will not be able to re-enter the match, and the team must remove a player from the field of play for 5 minutes.

- IV. Compliance with the sanction:** any member of the team (player or staff) who is sent-off must leave the field, and therefore won't be able to stay in the bench area. They will also not be able to be in the broadcast booth.

In addition to the above, any sanction issued by the Competition Committee will be served as of the following matchday of the infraction committed. Any individual serving a sanction will not be allowed on the pitch at any time, nor in the vicinity of the pitch. They may only be allowed in the outdoor warm-up area, changing rooms and stands.



Exceptionally, depending on the severity of the sanction and after approval by the Competition Committee, a member of a team serving a sanction may be allowed to be present in the streaming booth with its President. It is expressly stated that during the match, the sanctioned individual will not be allowed to communicate directly with the team. If so, this will be referred to the Competition Committee, which may impose a penalty.

- **Transfer of Sanctions:**

International Competitions: Suspensions, whether due to a red card or by decision of the Competition Committee, will affect the next edition of the competition and, potentially, the domestic league, subject to the severity of the infraction.

- n) **Secret Cards:** Before the start of each match, the coach (or representative, depends on each case) of each team shall select a card containing one of the following Secret Cards. The stack of cards will consist of ten (10) cards, with two (2) Double Goal Cards, two (2) Sanction Cards, two (2) Penalty Shootout Cards, two (2) Star Player Cards, one (1) Penalty Card and one (1) Wild Card.

When a team presses the Secret Card button, except during halftime, 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 and both will be applied at the same time in chronological order of press.

In the event of the second card being a Wild Card, it can only be used as a theft card to the opponent's one only if it has not yet been revealed before pressing the button.

Likewise, if the Secret Card button is pressed during a countdown, this card will be checked by the referee at the next ball exit. Therefore, it will be executed in the following restart of the game.

#### **Activation and operation of Secret Cards**

Each bench will have a button which can be activated by the coach or team representative as from the start of half-time until minute 37:59.

Once the button is activated, and except when it is pressed during halftime, the use of the corresponding Secret Card will not be automatic. In this regard, **they will only be used once the ball has stopped.**

However, if the button is pressed during halftime, **the Secret Cards will be executed before the start of the second half.**

The activation of the Secret Weapon will be considered valid at the moment when the sound and/or visual signal is activated, regardless the voluntary nature of the act, as long as it has been pressed between the half-time period and until minute 37:59.

At the moment of taking a penalty, a president penalty or a penalty shootout, if either one of the two teams decide to activate one of the buttons with the





possible intention of being prejudicial to the opposing team (shooter or goalkeeper), the referee must caution the individual who activated the button, and the penalty, president penalty or shootout must be repeated if it benefits the offender.

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

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

Likewise, if during the application of the double goal card, the attacker hits the ball towards the opponent's goal in the 3:59 minute of the duration of the card, same criteria as in the countdown of minutes 18 and 38 of the present Regulations will apply.

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

2. **Sanction Card:** the team that has this card will be able to sanction for four (4) minutes a player of their choice from the opposing team. In no case may the chosen player be the opposing goalkeepers.

In the event that a team shows this card, and the opposing team, immediately after, releases its card, consisting of a penalty or penalty shootout, if the team holding the sanction card chooses the player who is subsequently chosen to take the penalty, such player will not be allowed to take the penalty.

When the card is activated, either during the half-time break or during the second half and up to the 38:00 minute-mark, the team that has activated the card may select and sanction any player who is currently in the squad, with the exception of their goalkeepers. If the sanction card is applied to a player on the bench, the team must remove a player from the field of play, playing with one less player.

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

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

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

At the moment of the kick, the goalkeeper must have at least part of one foot on or behind the goal line, applying the same criteria as indicated above in case of non-compliance with this condition (see 3.2 – *Tie-breaker*).

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

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

**Other scenarios:**





- In the event that a penalty is awarded in favour of the team that activated the penalty card, immediately after such activation, the team will consecutively take two penalties, first taking the one of the Secret Card, and then the one corresponding to the one called in accordance with the rules.
- In the event that a penalty is awarded, in the play just after the activation of the card, against the team that activated the penalty card, the penalty of the team who activated the card will be taken first, and subsequently, the penalty which was called in accordance with the rules of the game will be taken.

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

If the player taking the penalty moves forward before the 3-second countdown, the action will be invalidated, that is, the shootout will be annulled. The goalkeeper must start the penalty 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 3.2. – *Tie-breaker*).

Likewise, if the goalkeeper fouls the player or touches the ball with their hands outside the area, within the time limit for the penalty kick, the referee will call a standard penalty kick, which will be taken immediately after. In addition, a yellow card will be shown and the goalkeeper must leave their position and be replaced by another goalkeeper during the corresponding penalty time. As for the player, the standard penalty must be taken by the same player who took the shootout, and can only be substituted due to injury, without being able to re-enter the game.

In the event that regular time is over, but the card was activated before the time expired, 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 a star armband which will indicate that he is the Star Player. From the moment he wears the armband until minute 38, if the Star Player scores a goal, it will count as 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. **Wild Card:** the team that obtains this card, at any time they deem appropriate and according to the activation and operation of Secret Cards' rules, may activate any of the other available cards (Double Goal Card, Sanction Card, Penalty Card, Penalty shootout Card, Star Player Card). In addition, they can use the Wild Card to steal the opposing team's card.

- o) **President penalty:** The presidents of the Competition may decide to take a president's penalty. If they opt for such a penalty, the following procedure must be followed:

- a. If a president decide to take a President penalty, except in the first 5 minutes, the dice and the double goal/golde goal time (which must be activated up to minute 37:59), they may press the President penalty



button and enter the field to take the penalty. Once the button is pressed and the game is stopped, the time will be stopped for them to take the penalty kick.

**Possible scenarios:**

- i. Only the presidents who are physically present at the match may take the initiative to activate the button and take the president penalty, as long as it is activated before the 37:59 minute mark; otherwise, it will be lost.
  - a. Once pressed, the opposing team (whether or not its president is physically on the field) will have the right to reply, either by awarding a penalty by its president or by awarding a shootout by one of its players.
  - b. If the team with the right to reply does not activate the button within the established timeframe, it will be automatically activated at the 38th minute and must be executed during the same stoppage.
- ii. If there are no presidents present on the field, neither team may activate the president penalty.

**Restriction:**

- i. If a president is called up to participate in a matchday as a player:
  - a. The team may only take the initiative and press the president's penalty button first if it has another president present at the match, who will be responsible for taking the penalty.
  - b. If the opposing team has pressed the button, the team will have the right to reply, and the president who is called up as a player may only opt for a shootout.

**Dress code:**

- ii. The president may only take the Penalty President kick if wearing the official jersey of the team or, alternatively, unbranded clothing. If these requirements are not met, the competition reserves the right to cancel the execution of the President Penalty, with no possibility of appeal.
- b. Presidents may agree that the President penalty will be a penalty shootout.
- c. It is expressly stated that the value of the President penalties scored will always be one goal regardless of the cards activated at that time.
- d. Prior to the execution of the President penalty, the opposing goalkeeper may communicate with the President without getting any sanction, as long as his words or gestures are not considered punishable by the



referee.

- p) Likewise, it is also agreed that all circumstances or situations in the game that have not expressly been foreseen in the present rules of the game will be interpreted, according to their best judgement, by the match referee.

### 3.3.2. Rescheduling of matches due to force majeure

In the event of an unexpected 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 communicated (if possible) and squad from the original matchday.

## 4. TEAMS CONFIGURATION

### 4.1 Squads

- **Composition:** all teams must have a maximum of thirteen (13) players\*, composed of Draft and Wild Card players, in accordance with the following rules:

- **Regular Squad:** All teams will be composed of a maximum of 10 draft players\*, who shall be chosen in the corresponding drafts (in accordance with the provisions of clause 4.6 below). These players will be under the same conditions than in their respective national league.

**\* For the teams belonging to Leagues that, during the split, have worked with a fork of 9 to 11 draft players, they will maintain the same amount of draft players (no increasing nor decreasing). In any case, the maximum number of staff members will be of 6 people.**

- **Wild Card 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.

Wild Card players may only play with one team for the entire competition. However, Teams will be allowed to substitute their Wild Card players\*\* after Round 2 and before the knockout stage (**during the 7th-9th window**) and they will be activated into 24-48 hours. This change can only be made during this specific period and the new Wild Card player must not have participated in the competition with any other team. Additionally, the team must cover and manage the travel costs for the new player as well as the accommodation costs for the substituted player if he remains for additional days. Just one replacement will be allowed for each Wild Card player during the above mentioned window.

Teams must confirm their roster by Tuesday, May 20th at 23:59h.

- **Substitutions:** no substitutions will be allowed after the previously stated deadline. Therefore, if a player is injured during the Kings World Cup Clubs, they cannot be replaced by another player.



However, If after submitting the list and previous to the start of the competition, 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 [competition.global@kingsleague.pro](mailto:competition.global@kingsleague.pro) by the deadline of May 26th. Replacements will not be allowed from the 26th of May onwards.

***\*\*Substitutions won't be possible if the replacement player do not have the documents required to travel to Paris (in terms of passport an visa).***

- a. In the case of a draft 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). In case of force majeure, teams will be able to get players from the reserve pool of any of our leagues, but having always preference the teams from where the Reserve Player belongs to.
- b. In the case of a Wild Card player, teams will be able to bring a draft player from eliminated teams by signing the international transfer agreement from May 23rd to May 25th (transfer window) or by a non draft 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.

- **Staff:** A maximum of 6 people. Each team must have one (1) Team Manager, who will be the link with the Competition before and during the tournament. The rest of the staff (5) is up to the team organization, although we recommend covering it with the following roles: Head Coach, Assistant Coach, Physical Conditioning Coach, Physiotherapist and Community Manager.
- 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.

## 4.2 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 (except during the ramp up and the 1 vs 1 with goalkeeper of the dice). In this case, no player of the team playing without a goalkeeper may touch the ball with their hands. If a team does not have any goalkeeper (injury or suspension), then one of its players will be allowed to wear the goalkeeper's jersey and perform that role.

- Each team must announce to the Competition the starting line-up at least one hour before the start of the official match notifying it at [competition.global@kingsleague.pro](mailto:competition.global@kingsleague.pro)

## 4.3 Uniform protocol

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. If they do not so, this 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 an injury or a 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 may enter wearing the jersey of the starting goalkeeper).

The corresponding jersey numbers must 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, they will not be allowed to participate in the competition. If the issue is resolved prior to the start of the second half, they will be allowed to join and participate in the match.

## 4.4 Code of conduct

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

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 appropriate personal conduct and lifestyle habits. This includes, among other





incompatibilities, violations that are considered serious and culpable offenses, such as incurring in doping or consuming 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 maintain on the field (and off it) a correct attitude towards the referee, public, other athletes, coaches, technical staff, 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 is prohibited for the team to intentionally lose or deliberately play badly in order to adulterate the result of the match. In case there is suspicion that this has occurred, the Competition will review and analyse the case, and may take disciplinary measures it deems appropriate.

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

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

No player or team staff personnel may enter the field of play without the permission of the referees.

## **4.5 Expulsion of a team**

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

## **4.6 Draft player**

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.

## **4.7 Player leaving the Competition**

In the event that a draft player wishes to leave the discipline of his team, terminating his participation relationship with the Competition, such player may not be hired by any team in the Competition, not even as Wild Card.



## 5. REFEREES TEAM

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

- i. The match will be controlled by six (6) referees, who will have full authority to enforce the rules of the game during the match. One referee will be the main referee, one will be the table referee, one will be the VAR referee, one will be the 4<sup>th</sup> official and two additional assistants, assisting the referee in controlling the match with offences when they have a clearer view than the referee.
- ii. Decisions made by the referee will be taken according to their best judgment in accordance with the rules of the game, the Regulations and the spirit of the game. The referee has the discretion to make such decisions they deem appropriate within the framework of the rules of the game.
- iii. Referee's decisions on game-related facts, including the outcome of the match, are final.
- iv. The referee table may intervene 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 penalties, President penalties or penalty shootouts) and in cases of aggression.
  - o In the event of an error in identification or in the application of the Regulations.
  - o When the referee, after consulting VAR, still has doubts.
  - o In case there is an error with the match timers.
- v. The referee may take disciplinary actions against players, coaches, or any staff members who commit cautionable or sending-off offenses.

In the event of showing yellow cards to any player on the bench, the sanction will still apply, and the player must remain on the bench for the duration of the sanction.

Likewise, in the event of showing a red card to a coach, player, or any other team staff member on the bench, the sanctioned person must leave the bench area and go to the locker room or the stands.
- vi. The referee shall stop, temporarily or definitively suspend the match for any infringement of the rules of the game or external interference, like:
  - o An object thrown by a spectator hits a member of the refereeing team, a player or a team staff member; the referee may allow the match to continue, or stop it, temporarily or definitively suspend it, depending on the severity of the incident.
  - o The referee may suspend the match due to force majeure reasons (crowd incidents, invasions, terrorism, etc.).



### **Video – Assistant Referee (VAR)**

- i. Each match will have the Video-Assistant Referee (VAR) system, which the VAR referee will have live access to match broadcast images and will be able to assist the referee in the event of an error, which can only be related to:
  - a. **Goal / No goal**
    - o The ball completely crosses the goal line;
    - o The ball is out of play prior to the goal;
    - o There is offside in the last possession of the goal play;
    - o There is a foul in the last possession of the scoring play;
    - o A review may be requested for offenses 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 is committed outside the area.
    - o No penalty is called on a play that is a penalty, or a foul is called outside the area when it is inside the area.
    - o If the ball is out of play 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 offence committed from the last dropped ball until play is stopped again;
    - o If there is a previous foul on the last possession of the penalty play.
  - c. **Direct 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 offense committed from the last stoppage of play until play is stopped again.
  - d. **Mistaken identity**
    - o The VAR intervenes to clarify mistaken identity errors in case of



yellow and red cards.

- ii. In a VAR review (for the abovementioned reasons), the referee may change their decision of a player's sanction (yellow or red card), either increasing or reducing this sanction. For example, if the referee shows a red card and in the review it is determined that the offense was a yellow card, they may change the decision. Likewise, if the referee has not sanctioned the player and after review, they deem appropriate to show a yellow card, it may then be applied.
- iii. The final decision on the play will always be made by the VAR referee, and in case he/she cannot take a decision due to lack of clarity, main referee will be called to review the action, having the final word on the resolution.
- iv. 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 by the VAR and the referee's table.
- v. It is expressly stated that once the referee is called by the VAR and must review a play on the VAR screen, he/she must make the VAR signal.
- vi. Players, coaches or staff members on the bench may not surround the referee or attempt to influence their decision. Consequently, neither players, coaches nor staff on the bench may under any circumstances cross the line delimited as the technical area.

Likewise, field players are not allowed to surround the referee while reviewing a play and won't be able to enter the substitution lanes, and they may be cautioned if they do so.

At their sole discretion, the referee may sanction any behaviour that violated the terms of this point.

- vii. 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 mistaken identity.
  - o For any infraction that may occur during the taking of a penalty kick, President penalty or penalty shootout. For example, if the player touches the ball to initiate the penalty shootout before the LED screen turns green, or in case there is a foul of the goalkeeper on the player.

## 6. DISCIPLINARY CODE

The non permitted behaviour by the Competition, as well as the applicable sanctions, are attached as **Annex I** to this Regulations.





## **7. MEDICAL PROTOCOL**

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

## **8. GENERAL**

### **8.1 Rules**

Regulatory aspects not described in these rules will be judged according to international football regulations.

### **8.2 Right of modification**

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

### **8.3 Acceptance of the document**

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



## ANNEX I - DISCIPLINARY CODE

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

In this regard, 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 will also review, at the request of the affected club, 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 this Regulations, the Competition will sanction, among others:

- Entering, leaving or re-entering the field of play without 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 time-wasting.
- Committing any technical misconduct.
- Simulation of a foul.
- Using rough or dangerous play.
- Any other actions or omissions that the Competition or the Disciplinary Committee deems 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, as well as the possible transfer of such sanction to other competitions, 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 gestures, showing disrespect or using 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 accumulation of different actions that are not sufficiently serious as a minor infraction may be considered, as a whole, as a minor infraction.

### **Sanction**

Minor infractions, if the offender is a player or staff member, will be subject to a one (1) match suspension.

In case of being committed by a President of a team, they will be sanctioned with one (1) minute penalty with one player less from minute 05:00 in the following match.

- 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, if the offender is a player or staff member, will be subject to a two (2) matches suspension.

In the case of a team President, they will be sanctioned with two (2) minutes penalty with one player less from minute 05:00 in the following match.

- 3) **Very Serious Infractions:** it 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 room, 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, if the offender is a player or staff member, will be subject to a minimum of three (3) matches suspension.

If committed by a team President, they will be sanctioned with a minimum of three (3) minutes penalty with one player less from minute 05:00 in the following match.

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) submitting the line-up after the deadline without justified cause; (iii) incorrectly submitting the line-up; (iv) abusive use of the line-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 preparing the match documentation (such as the starting 7 or the post-match review of the line-up sheet).

Without prejudice to the aforementioned, Teams may report to the Competition Committee any extra-sporting attitudes of any member of the rival Teams.

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

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

The report must be submitted in writing to [competition.global@kingsleague.pro](mailto:competition.global@kingsleague.pro), before the following nine (9) hours after the end of the corresponding matchday. Any report received after this deadline will not be admitted by the Competition Committee.

Once the report is received within the aforementioned period, the Competition Committee shall analyse and evaluate the report and, if deemed appropriate, shall impose sanctions.

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





## ANNEX II – Zero tolerance protocol against discrimination and violence in the Kings League

In order to guarantee a safe and respectful environment for everyone, **all participants and attendees**—including players, referees, coaching staff, club presidents, event staff, and fans—are **encouraged and expected to report any incident** of inappropriate behavior they witness or experience during Kings League events. **In addition, all those listed above are required to maintain a respectful and exemplary attitude at all times with regard to discrimination and violence, both on and off the pitch.** Reports can be made directly to the nearest security personnel, match officials, or through the official communication channels provided by the league. The Kings League takes all reports seriously and will immediately activate the **Zero Tolerance Protocol Against Discrimination and Violence** to address the situation and apply the appropriate measures.

### Types of Unacceptable Conduct Covered by the Protocol

- **Racism:** Any offensive behavior, gesture, chant, or comment based on race, skin color, or ethnic origin.
- **Xenophobia:** Hostility or discrimination based on nationality or origin.
- **Sexism and Misogyny:** Offensive behavior, chants, or actions targeting someone because of their gender or sexual identity.
- **LGBTQ+ Phobia:** Homophobic, transphobic, or any anti-LGBTQ+ behavior, including chants or gestures.
- **Physical or Verbal Violence:** Threats, insults, or physical aggression directed at players, referees, staff, or fans.
- **Any Other Behavior That Violates the Principles of Respect, Safety, and Fair Play:** Any action or behavior not explicitly listed above, but that goes against the values of respect, dignity, inclusion, and safety promoted by the Kings League.

### **Three-Step Procedure**

1. **Stop the Match:** The referee will immediately stop the game and request a public announcement via the stadium speakers, calling for the inappropriate behavior to stop immediately.
2. **Temporarily Suspend the Match:** If the behavior continues after the announcement, the referee will suspend the match, and players, staff, and referees will leave the field until the organization ensures corrective measures have been taken.
3. **Abandon the Match:** If the behavior persists despite the measures, the referee may officially abandon the match, applying the corresponding disciplinary consequences.



## Procedure

1. **Stop the Match:** The referee will immediately stop the game and request a public announcement, calling for the inappropriate behavior to stop immediately.
2. **Temporarily Suspend the Match:** If the behavior continues after the announcement, the referee will suspend the match, and players, staff, and referees will leave the field until the organization ensures corrective measures have been taken.
3. **Abandon the Match:** If the behavior persists despite the measures, the referee may officially abandon the match, applying the corresponding disciplinary consequences.
4. **Reinforcement of Security:** The Kings League and its organizing team will reinforce security measures around the competition and match officials, both on-site and online, to protect the integrity of the competition and ensure the safety and well-being of all participants.

## Additional Measures

- **Disciplinary Sanctions:** The Kings League will impose financial and sporting penalties on clubs and identified spectators according to the competition's disciplinary regulations.
- **Financial Penalties:** Clubs may face fines of up to **€50,000** for inappropriate incidents involving their players, staff, or fans.
- **Identification and Expulsion of Offenders:** The organization reserves the right to identify and **impose temporary or permanent bans** on any individual involved in discriminatory, violent, or inappropriate behavior, **whether occurring in-person or online**, regardless of their role in the competition.
- **Mandatory Commitment from All Teams:** All clubs participating in the Kings League must **formally endorse this protocol and implement it within their internal codes of conduct and operational guidelines**, ensuring its effective enforcement at all levels, **including players, staff, collaborators, and digital representatives, across all official Kings League competitions and events.**

This protocol applies to **all official Kings League events**, including World Cups, regular season, playoffs, Finals, and any special events.

## Additional Measures

- **Disciplinary Sanctions:** The Kings League will apply financial, sporting, and access-related sanctions to **any club, player, staff member, or spectator found to have engaged in** any of the unacceptable behaviors **outlined** in this protocol, in **strict** accordance with the league's disciplinary regulations.



- **Financial Penalties:** Clubs may be subject fines for incidents involving racism, xenophobia, sexism, LGBTQ+ phobia, ableism, religious intolerance, body shaming, physical or verbal violence, political extremism, sexual harassment, cyberbullying, or any other conduct **deemed to compromise the principles of dignity, respect, and safety.**
- **Identification and Expulsion of Offenders:** The organization reserves the right to identify, remove, and **impose temporary or permanent bans on** any individual involved in discriminatory, violent, or inappropriate behavior—**whether occurring in person or through digital platforms**—regardless of their role or affiliation with the competition.
- **Mandatory Commitment from All Teams:** All clubs participating in the Kings League must **formally adopt this protocol and incorporate it into their internal policies, codes of conduct, and team regulations.** Clubs are also responsible for **promoting awareness, monitoring compliance, and ensuring the protocol is effectively enforced across all players, staff, collaborators, and digital representatives, at every official Kings League event or activation.**
- **Rehabilitation and Education:** In certain cases, and at the discretion of the league, individuals involved in non-severe incidents may be required to complete educational programs, sensitivity training, or community service initiatives as a condition for continued participation in Kings League activities.
- **Whistleblower Protection:** All reports made in good faith through official channels will be treated confidentially. The Kings League strictly prohibits any form of retaliation against individuals who report violations of this protocol.
- **Public Accountability:** The Kings League will periodically publish anonymized reports on the enforcement of this protocol, including disciplinary actions taken, to promote transparency and foster a culture of accountability and inclusion.
- **Alignment of Partners:** All clubs, sponsors, and affiliated partners are expected to uphold the values and obligations established in this protocol. Repeated or serious breaches by partners may result in the termination of agreements or exclusion from Kings League activities.