



**KINGS
WORLD CUP
NATIONS**

OFFICIAL REGULATIONS

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1. GENERAL PROVISIONS

1.1 Kings World Cup Nations

The Kings World Cup Nations, referred to as "**Competition**", is an international 7-a-side football tournament, which will be held in its first edition in Italy from the 1st to 12th of January 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 Nations has been fixed at sixteen (16) national teams.

KINGS reserves, at its sole discretion, the right to modify the format of the Competition and the corresponding dates of both the first 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 quarter-finals (QF), semi-finals (SF) and the final (F).

The sixteen (16) 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 eight (8) 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 QF. The teams that lose the match (1-1) will

have to play round 3.

- b. The losers' sub-phase (0-1), in which the eight (8) 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 eight (8) teams that have won and lost a match (1-1). The four (4) winning teams will qualify for the QF. The four (4) losing teams will be eliminated.

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

ROUND 1			ROUND 2			ROUND 3
Argentina	A	Spain	WINNERS' SUBPHASE			Loser 1 vs. Winner 8
Japan	B	Italy	Winner A	1	Winner B	Loser 2 vs. Winner 7
USA	C	Mexico	Winner C	2	Winner D	Loser 3 vs. Winner 6
Uzbekistan	D	Saudi Arabia	Winner E	3	Winner F	Loser 4 vs. Winner 5
Peru	E	Germany	Winner G	4	Winner H	
Brazil	F	Korea Republic	LOSERS' SUBPHASE			
Türkiye	G	Ukraine	Loser A	5	Loser B	
Colombia	H	Morocco	Loser C	6	Loser D	
			Loser E	7	Loser F	
			Loser G	8	Loser H	

2.3 Knockout stage

- The eight teams that qualify from the regular stage will contest the quarter-finals. The four (4) undefeated teams in the regular stage will be seeded and a draw will determine the pairings with the other four (4) teams.

Team 1 vs. Team 2 = Winner 1
Team 3 vs. Team 4 = Winner 2
Team 5 vs. Team 6 = Winner 3
Team 7 vs. Team 8 = Winner 4

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** as follows:

Semi-final 1	Winner 1 vs. Winner 2
Semi-final 2	Winner 3 vs. Winner 4

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

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

Final	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.

The clock may be stopped in case 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.

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

A three (3) minute break 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 score. Meanwhile, the goalkeeper must start the penalty kick with at least part of one foot on the goal line or behind it but can move off the line once the signal sounds.

The shootouts must be taken in turns.

Each shot must be taken by a different player; before any player can take a second penalty, all selected players (including goalkeepers) must have already taken a shot.

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.

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 either the goalkeeper or the goalpost, 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 and/or the goalpost will determine if it is a goal or no-goal.
- Whether or not the ball is touched by the goalkeeper and does not enter the goal, the penalty is considered as failed.
- If the ball leaves the pitch without being touched: the penalty is considered as failed once the ball exits the field of play.

Additionally, the goalkeeper must start the penalty with at least part of one foot on or behind the goal line and may leave the area when 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.

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, being replaced by another goalkeeper/player.

When the kicker 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 a miss.

If both the goalkeeper and the kicker commit an infraction at the same time, the penalty must be retaken.

The team scoring the greater number of penalty shootouts is the winner. If, after both teams have taken five kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks.

To determine the order of shooting, the referee will conduct a coin toss, and the team that wins the toss will decide whether to take the first or second shot. Additionally, penalties will be taken at the goal designated by the Competition, and players who do not take penalties until their corresponding turn must remain behind the offside line of the opposing field. The goalkeeper of the team taking the shot must remain on the field of play, outside the penalty area, at the intersection of the goal line and the touchline (corner).

Players who finish the match are eligible to take penalties, including those who were off the field due to a yellow card suspension at the end of regular time. Any player who has been sent off or injured during the match will not be eligible.

Each team will be responsible for deciding the order in which they will take their shots. It will not be necessary to inform the referees of the predetermined order. If at the end of the match and before or during the penalty shootouts one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks. Only one goalkeeper may take part in the penalty shootouts unless he is injured or suspended during the shootout.

In the event that a player or goalkeeper is injured during the shootout and, therefore, his team is left with one player less and hasn't excluded any player to equal the number of available players shooting, the opponent must discard one of its players so that both teams are equal. In case they have already discarded a player, they will have to reinstate one of the discarded players.

Any goalkeeper who is unable to continue before or during the shootout may be replaced by an excluded player to equalize the number of players, but the replaced goalkeeper will no longer be able to participate in the shootout or take any shots. If the goalkeeper has already taken a shot, the substitute may not take another shot until the next penalty 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. In order to keep the first possession, the first touch must always be towards their own half. If not done correctly, possession will be awarded to the opposing team with a goal kick. At the end of each minute, one player from each team will enter the field from the substitution line. Thus, the game will develop as follows:
 - I. **Minute 00:00:** The game will be played 1 on 1 with goalkeeper. The goalkeeper won't be able to touch the ball outside the box. If they do, they will be shown a yellow card and must be substituted by another goalkeeper, being their team penalized with a penalty shootout. Likewise, if a player is cautioned, they must be substituted. Once the penalty time is over, they will be able to re-enter the pitch without substituting any teammate.
 - II. Fouls inside the area will result in a penalty. Fouls outside the area will result in a penalty shootout. If a player restarts the game incorrectly (e.g., touching the ball twice consecutively), possession will be awarded to the other team with a goal-kick. This rule only applies in the 1 vs. 1 scenario with the goalkeeper. Penalties and penalty shootouts will either result in a goal or a goal kick. The defending player must stay behind the opponent's substitution line during the shootout, and during the penalty, they must stay behind the midfield line. Both penalties and penalty shootouts must be played without second plays (Secret Card style) and, in order to restart the game after them, the referee shall signal it by using the whistle.

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.

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 1:00. If a player's suspension ends before the 05:00 minute, they must re-enter the field to continue playing. In the event that another player enters the field instead of the one who was suspended, the referee will caution that player with a yellow card and require them to leave the pitch, giving entrance to the player who should have got back to the field after their sanction time was expired. If the referee doesn't realize about the situation and it is prolonged in time, impacting and modifying the course of the match, the affected team may appeal it at the end of the match.

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-goalkeeper, the goalkeeper must wait until the 05:00 minute mark to re-enter the field and substitute the player-goalkeeper who, once properly dressed in their player's kit, they 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 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 substitution are penalized as specified in that section.

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

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

From 3 vs. 3 to 7 vs. 7, 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 after throwing the Competition Dice.

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 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 or shootout, it will be taken even if the time reaches minute 18 and it has not been taken. If a foul is committed and the players of the team that committed the foul deliberately lose time to avoid taking it, they will be penalized with a yellow card.

At that 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 1 side, the applicable game situation will be 1vs1. The teams must remove the corresponding players from the field of play until the game situation indicated on the dice is fulfilled. By way of clarification, the dice will not have number 6, but the logo of the Competition, meaning the applicable situation will be 1 vs 1 with goalkeeper.

The game situations are as follows:

- One (1) 5 vs 5 situation;
- One (1) 4 vs 4 situation;
- One (1) 3 vs 3 situation;
- One (1) 2 vs 2 situation;
- One (1) 1 vs 1 situation without goalkeeper;
- One (1) 1 vs 1 situation with goalkeeper (logo of the competition side);

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 added time.

The match will be restarted at minute 18 and the first possession will be obtained by a water polo-style kick-off. In this regard, there will be a 20-second countdown for all players to position themselves behind their goal line. The ball will be placed at the center of the field, and when the countdown is over and the traffic lights turn off, the players will start the race towards the ball to gain possession. It is specified that the ball must always be passed backwards and never forwards. In the event that any player passes the ball forward, possession will automatically be awarded to the opposing team, who must restart the play with a goal kick.

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

Additionally, in the event that a player of any team leaves the goal line before the corresponding signal, possession will automatically be awarded to the opposing team. If both teams are ahead of the signal, the referee shall decide who gets first possession. In the case of a minimum time mismatch between the visual and acoustic signals during a countdown, the visual signals shall prevail.

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 exclusion will begin to apply at the start of the second half.

Likewise, during the Competition Dice scenario, deliberate time-wasting will not be allowed (especially in the 2 vs 2 and 3 vs 3 situations). 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) 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) The center circle is shared by both teams.
- d) **Backfield violation:** the ball can be played all over the pitch; however, the attacking player may only pass it to their goalkeeper if they are in their own half.
- e) **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, a penalty shootout will be awarded to the opposing team.

- f) **Playing in a dangerous manner:** Playing in a dangerous manner is 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. If this happens, a penalty shootout will be awarded to the opposing team.
- g) Incorrect goal-kick restarts or kick-offs will mean a change of possession, the game being restarted with a goal kick for the opposing team.
- h) 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.
- i) 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.
- j) In the event that the defending goalkeeper leaves the area without touching the ball and the attacker finishes the play, whether it results in a goal or not, no penalty will be applied to the goalkeeper and a goal, goal kick or throw-in will be awarded depending on how the attaching 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.

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

- Players will be able to move within their own half, within the substitution lanes and also within the entire center circle. Therefore, the space of the substitution lanes and the central space will be shared; and they will be able to compete for the ball in that area.
- In case a player invades the opponent's area, the following will apply:
 - If a player invades the opposing half while in control of the ball in an action which does not have direct interference on the opposing player, the action will be sanctioned with a goal kick for the team whose half of the field has been invaded, and at the referee's discretion, the offending player may be cautioned or sent off.
 - If a player invades the opposing half, with or without having the control of the ball, and directly interferes on the opponent's action, the action will be sanctioned with a penalty shootout, and at the referee's discretion, the offending player may be cautioned or sent off.
 - If a player invades the opposing half without having the ball under control, this invasion will not be penalized unless it directly interferes on the opponent's play.
- If there is a foul in the area where the ball can be contested (substitution lane and center circle), a penalty shootout will be taken. In this case, teams will be allowed to give entrance to the goalkeeper to defend this action, having the right to stop the ball with their hands. After the penalty shootout, the referee will restart the time once the shooter has returned to the area of play where they can participate (own half, substitution lane and center circle).
- Players may be substituted; however, if the substitution is not correctly executed (through their substitution lane), the referee may sanction such action with a yellow card, and the play will be restarted with a goal kick to the non offending team.
- Players can't stop shots with their hands (including goalkeepers if they are the ones playing the 1 vs 1); In the event that a handball infraction is committed, it will be resolved as follows:
 - If a handball occurs inside the penalty area that stops a shot heading towards the goal, it will be sanctioned with a red card and a standard penalty kick, allowing a goalkeeper (acting as such with their hands) exclusively for that action.

- If a handball occurs inside the area, but in any action other than avoiding a shot on goal, a penalty kick will be called, allowing a goalkeeper (acting as such with their hands) exclusively for that action.
- If a handball occurs outside the area, stopping a shot that is going towards the goal, it will be penalized with a red card and shootout for the other team .
- If a handball occurs outside the area, but in any action other than preventing a shot on goal, it will be penalized by giving possession to the other team.

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

- f) If the ball goes out of the pitch, even if it stops, possession will belong to the team that occupies the half where the ball went out (or hit the roof, drone, cage, etc.). Possession will be restarted in any case with a goal kick, with the ball completely stopped.

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

- g) Every time a goal is scored, the opposing team must restart from the center of the pitch (either forward or backward), and the opposing player cannot invade the center circle until the player puts the ball in play.
- h) Time-wasting will not be allowed; therefore, each team will have ten (10) seconds for each shot. If the player runs out of time, possession will be awarded to the opposing team.
The referee, at his sole discretion, may sanction those players who, in his judgment, are wasting time.

Likewise, if during the course of half-time, the referee deems necessary to caution a player with a yellow or red card, they may proceed in two ways:

- If the player was participating in the game, the team will start the second half with one player less, with the corresponding penalty time.
- If the player was not participating, they will still be cautioned and will not be allowed to enter until the end of his sanction (in the case of a yellow card) or must leave the field of play (in the case of a red card).

3. The **second half** will start at minute 20:00 and will be played 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 38, Secret Weapons described in section 3.3.1 m) may be activated.

4. **Double Goal:** From the 37:50 minute of the second half, a ten-second countdown will start, which, once finalized, will 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, e.g., 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 38 and it is a penalty kick, president penalty or a shootout, these will still be executed even if the time reaches minute 38 and they have not yet been executed. If a foul is committed and the players of the team that committed it deliberately waste time to avoid taking it, they will be sanctioned with a yellow card.

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

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

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 Weapons, 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 Weapon consists of a penalty kick, penalty shootout or president penalty, it can be executed during the stoppage of minute 38.

Lastly, if the match is drawn at minute 38, there will be a golden goal until the end of the match, therefore the ball will be golden.

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.

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.

In the case of a cage kick-off, there will be a 20-second countdown during which the players of each team can 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 each half.

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

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

- b) **Center kick:** All center kicks (except for the initial cage kick-off or the water polo kick at minutes 18 and 38) 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.

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) **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 Weapon, must be authorized by the referee.

- j) **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, unless the goalkeeper's offense is severe, in which case the referee will decide on the action.

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

- k) Coach and staff instructions:** Coaches and other staff members may give instructions to players during the 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 the head coach, and occasionally the assistant coach to assist the coach or give tactical instructions, or press the Secret Weapon/President Penalty button, or in the event that a player must start the corresponding warm-up exercise. Exceptionally, the team's *community manager* may stand up for a short period of time in case he has to capture any audiovisual elements.

Teams are obliged to inform, along with the players' call, the members that will be called (according to the following paragraph) and those who will be present on the bench during that matchday.

Teams may call, per match, a maximum of 18 people (including players and staff), with the following breakdown:

- a. Up to 13 players (starters and substitutes).
- b. Up to 5 staff members. Within the staff, the head coach may permanently remain standing, and the assistant coach, community manager and mascot may occasionally stand up on time to perform their corresponding functions. Likewise, all staff members except the head coach and the mascot must carry the corresponding accreditation to be on the bench.

Therefore, teams must have 18 people on the roster. In this sense, all people who are not called up for the match must go to the stands.

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.

l) 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. 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 Weapon, 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 Weapon has been solved.

In the event that a player receives a yellow card while on the bench, such player shall serve the suspension without being able to participate during the sanction period.

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 that

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 second yellow card for the accumulation of cards, meaning only the first card will count for the accumulation of cards. In case of a yellow card and a direct red card, the yellow card will not be annulled in any case.

It is expressly stated that if a player has two yellow cards in the last regular matchday (Last chance) and receives another one in that matchday, they will serve the sanction in the next match (quarter-finals). 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.

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. 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 Weapon, 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 Weapon 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.

- III. Disciplinary sanctions to the bench:** Cautions or sending-offs to bench members or substitute players will not affect the number of players on the field for the offending team.
- 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.

- m) Secret Weapons:** 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 Weapons. 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 Weapon button, the referee must wait for the game to stop before going to check the card in order to apply it. If the other team has not been able to press the button before the game stops and does so once the referee goes to check the category of the card, the referee may check both cards (in chronological order of pressing) and the second one will only apply if it is a Wild Card, to be applied as a theft card to the opponent. If the second card none of the aforementioned, it will not be applied until the next stoppage of the game. Likewise, if the Secret Weapon button is pressed during a countdown, this card will be checked by the referee at the next ball exit. Therefore, it will be executed in the following restart of the game.

Activation and operation of Secret Weapons

Each bench will have a button which can be activated by the coach or team representative as from the start of half-time until reaching minute 38.

Once the button is activated, the use of the corresponding Secret Weapon will not be automatic. In this regard, **they will only be used on the ball has stopped**. However, if the button is pressed during half-time, the Secret Weapons will be deployed 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 minute 38:00.

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 goalkeeper.

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, whether he is one of the 7 players participating in the match or is on the bench.

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 Weapon, 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 (see section 3.2. Tie-breaker). 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 Weapons' 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.
- n) **President penalty:** Each National Team is required to take the President Penalty in each match. The following procedure shall be followed:
- a. The President penalty has to be taken during the match, except in the first 5 minutes, the dice and the double/golden goal time. Each team shall press the President penalty button and the President will be able to 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. In the event that one or none of the teams activate the President penalty before the 38th minute, President Penalty will be lost.

Possible scenarios:

- The team must decide and communicate if the President is attending the match and which of them will take the penalty, if more than one. Teams with more than one President will be able to decide until the very moment to change the President who is taking the Penalty.
 - If one or none of the Presidents of each team is present at the venue or is unfit to take the penalty, one of their players will take a Penalty Shootout.
 - Any requested Penalty Shootout by a team can be changed to a President Penalty until the very moment to take it during the game.
- b. The deadline for notifying the competition department competicion@kingsleague.pro and the content department redaccion@kosmosholding.com of the attendance of the president/s to take the President Penalty will be the same day of competition until 12:00h.
 - 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.
- o) 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 in accordance with the following rules:
 - **Regular Squad:** All teams will be composed of a maximum of 13 players, who shall be chosen by each staff team according to each player's nationality. Players with country's residence permit and/or registered themselves for more than five (5) years will also be eligible.

Teams will be composed of draft and/or wild card players, which must be previously authorized by the Competition.

Teams must confirm their roster by Wednesday, December 18th at 12:59h.
 - **Substitutions:** no substitutions will be allowed after the previously stated deadline. Therefore, if a player is injured during the Kings World Cup Nations, they cannot be replaced by another player.
 - **Coach:** Each team shall have one (1) coach, who may be removed and replaced by another coach before December 1st and by a member of his own staff after this date and during the competition.
- **Remuneration:** the Regular Squad shall be remunerated by the Competition (the "**Remuneration**").
- 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 1 vs 1 with goalkeeper). In this case, no player of the team playing without a goalkeeper may touch the ball with their hands. It is expressly stated that, in the event of starting the game without goalkeeper, the goalkeeper may not be introduced until minute 05:00. 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 competicion@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.

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 4th 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 Italy.

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

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

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

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

Sanction

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

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

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

- 3) **Very Serious 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 shall be sanctioned with: a minimum of (i) a three (3) minute sanction in the following match; and (ii) a three (3) matches suspension.

In this regard, and for clarification purposes, if the extra-sporting infraction is

committed by a Team President, the applicable sanction would be a three (3) minute sanction in the following match for a player of the corresponding Team.

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

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

In addition, the Competition and the Disciplinary Committee may, among other measures, sanction the Team with a fine of one (1) minute for a player in the following match: in the following cases (but not limited to): (i) not arriving at the time marked for the start of the match; (ii) 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 competicion@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.

