

THE KINGZ CUP GOLDEN EDITION



8v8 RULES

CROWN STAGE C · HOMETOWN

2026

OFFICIAL RULES — ADULT OUTDOOR 8v8

Crown Stage C · Hometown · Golden Edition

These rules establish the official conditions for the adult outdoor 8v8 categories (Crown Stage C and Hometown) of The Kingz Cup 2026 — Golden Edition. Play follows the 8v8 format; payments, fines and fees follow the Royalty rulebook.

CHAPTER I — MATCH FORMAT

Article 1 — Players

- 1.1 Matches will be played 8 versus 8, including the goalkeeper.
- 1.2 Each team may register up to 17 players. Starting with player 18, a \$200 fee is charged per additional player. No team may exceed 20 registered players.
- 1.3 A minimum of 6 players, including a goalkeeper, is required to start and continue a match.
- 1.4 If a team is reduced to fewer than 6 players, the referee will suspend the match and the Tournament Direction will determine the official result.

Article 2 — Duration

- 2.1 All matches will have a total duration of 30 minutes.
- 2.2 Two 15-minute halves will be played.
- 2.3 There will be a 3-minute halftime break.
- 2.4 The referee will keep the official time.
- 2.5 The referee may add time for injuries, interruptions, deliberate time-wasting, or other significant delays.

Article 3 — Substitutions

- 3.1 Substitutions are free and unlimited.
- 3.2 A substituted player may re-enter the match.
- 3.3 No substitute may enter without the referee's authorization.
- 3.4 Substitutions must be made from the designated area without interfering with play.

CHAPTER II — RULES OF PLAY

Article 4 — Offside

- 4.1 THERE IS NO OFFSIDE in any outdoor 8v8 match.

Article 5 — Throw-ins

- 5.1 Throw-ins will be taken with the hands.
- 5.2 Throw-ins must be taken correctly according to the normal Laws of the Game.

Article 6 — Goalkeeper and Goal Kicks

- 6.1 Goal kicks will be taken from the appropriate area.
- 6.2 The goalkeeper may use their hands only inside their own penalty area.
- 6.3 The goalkeeper may not handle a ball deliberately kicked to them by a teammate.

Article 7 — Free Kicks

- 7.1 Direct and indirect free kicks will be awarded according to the infringement.
- 7.2 Opposing players must remain at least 8 yards from the ball when space permits.
- 7.3 The referee may apply the advantage rule.

Article 8 — Corner Kicks and Penalties

- 8.1 Corner kicks will be taken from the appropriate corner area.
- 8.2 A direct-free-kick offense committed by the defending team inside its own penalty area may result in a penalty kick.

8.3 Penalties will be taken from the designated mark on the 8v8 field.

Article 9 — Sliding and Contact

9.1 Slide tackles are allowed when performed legally.

9.2 Careless, reckless, or excessively forceful slide tackles will be penalized.

9.3 The referee may show a yellow or red card depending on the severity.

9.4 Player safety takes priority.

Article 10 — Handball

10.1 The normal Laws of the Game apply to handball offenses.

10.2 The referee's decision regarding a possible handball is a judgment call.

CHAPTER III — EQUIPMENT

Article 11 — Uniforms

11.1 Players on the same team must wear uniforms of similar colors.

11.2 The goalkeeper must wear a different color.

11.3 If both teams have overly similar colors, the designated visiting team must change uniforms or wear pinnies when directed by the organization.

Article 12 — Player Equipment

12.1 Shin guards are mandatory.

12.2 Earrings, necklaces, bracelets, watches, and any objects that may present a danger are prohibited.

12.3 The referee may prevent a player from participating until an equipment issue is corrected.

12.4 A size 5 ball will be used. The tournament provides all balls.

CHAPTER IV — CARDS AND DISCIPLINE

Article 13 — Yellow Card

13.1 A yellow card is a standard caution.

13.2 The player may continue participating in the match.

13.3 The team remains at full strength.

13.4 Two yellow cards to the same player in the same match result in a red card and ejection.

Article 14 — Red Card

14.1 The player is ejected immediately and may not return to the match.

14.2 The ejected player may not be replaced.

14.3 The team will play one player short for the remainder of the match.

14.4 Every red card carries an automatic suspension of at least one additional match.

14.5 The fine is \$200 for a direct red card or an ejection for two yellow cards, payable before the team's next match.

14.6 Paying does not by itself restore eligibility. The player may participate only after paying in full, serving the suspension, and receiving authorization from the Tournament Direction.

14.7 If an ejected player participates without paying or without authorization, the team loses 3-0 in the group stage and is disqualified in the playoffs.

14.8 Fighting, aggression, threats, or violent conduct may result in additional suspensions or expulsion from the tournament.

14.9 THERE IS NO BLUE CARD in outdoor 8v8.

CHAPTER V — GROUP STAGE

Article 15 — Points System

15.1 Group-stage matches may end in a draw.

- Win: 3 points
- Draw: 1 point for each team
- Loss: 0 points

15.2 There are no penalty shootouts to decide tied group-stage matches.

Article 16 — Tiebreakers

When teams are tied on points in a way that affects position or qualification:

1. Head-to-head result
2. Goal difference
3. Goals scored
4. Fewest red cards
5. Fewest yellow cards

16.1 For a tie involving three or more teams, results among the tied teams will be considered first, followed by the remaining criteria.

16.2 If the tie remains and affects qualification, the Tournament Direction will determine the final procedure.

CHAPTER VI — PLAYOFFS AND PENALTIES

Article 17 — Knockout Stage

17.1 No playoff match may end in a draw.

17.2 If the score is tied after 30 minutes, the match proceeds directly to penalties.

17.3 THERE IS NO EXTRA TIME.

Article 18 — Penalty Shootout

18.1 Each team initially takes 5 penalties.

18.2 The first five penalties must be taken by five different players.

18.3 Any registered and eligible player on the official roster may take a penalty.

18.4 The player does not have to have been on the field when the match ended. Players who were on the bench may also participate.

18.5 If the score remains tied after five penalties per team, sudden death follows with one penalty per team.

18.6 Players must rotate before the same player takes another penalty, unless all corresponding eligible players have already participated.

18.7 Any registered and eligible player may act as goalkeeper during the shootout.

18.8 An ejected player or a player serving a suspension is not eligible to participate.

CHAPTER VII — PUNCTUALITY AND FORFEIT

Article 19 — Arrival

19.1 Teams must be ready at their assigned field at least 15 minutes before the scheduled time.

19.2 There is no grace period.

- 5 minutes late: 1-0 score.
- 10 minutes late: 2-0 score.
- 15 minutes late: 3-0 and the match is over.

Article 20 — Forfeit

20.1 A team that does not appear receives an administrative 3-0 loss.

20.2 A forfeit may also be declared if a team does not have the required minimum number of players.

20.3 A second unexcused absence during the tournament may result in the team's disqualification.

CHAPTER VIII — ROSTER, IDENTIFICATION, WRISTBANDS AND ELIGIBILITY

Article 21 — Roster

21.1 Each team may register up to 17 players. Starting with player 18, a \$200 fee is charged per additional player. No team may exceed 20 registered players.

21.2 The official roster must be submitted and registered no later than Friday, October 9, 2026 at 9:00 PM.

21.3 A team that does not complete its registration by that Friday will be subject to a \$300 fine.

21.4 Once the team's first match begins, the roster is closed and no new players may be added.

Article 22 — Identification and Age

22.1 All players must carry their identification with them throughout the tournament.

22.2 The identification must clearly verify the player's identity and date of birth.

22.3 The Kingz Cup Tournament Direction may request any player's identification before, during, or after a match.

22.4 If a player cannot present identification when requested, the player may not participate until their identity and eligibility are verified.

22.5 Each team is responsible for ensuring that every player arrives at the tournament with the required identification.

22.6 Presenting false documents, altering an age, using another person's identification, or fielding an unregistered player may result in player expulsion, an administrative loss, and additional team sanctions.

Article 22A — Wristbands

22A.1 Each player pays \$25 per competition day. The organization provides one official wristband per day to each registered player; it is given to the coach or representative, who is responsible for distributing it.

22A.2 The wristband must be on the wrist before entering the complex and stay on throughout the day. No player may participate without it.

22A.3 Wristbands are personal and non-transferable. Lending or exchanging them is prohibited.

22A.4 To replace a lost wristband, the player must present valid official ID, pay \$25, and return the old wristband when possible.

CHAPTER IX — COACHES, BENCHES AND SPECTATORS

Article 23 — Technical Area

23.1 Only registered players and authorized coaching staff may remain in the technical area.

23.2 Substitutes and coaches must remain in their assigned area.

23.3 No one may enter the field without the referee's authorization.

Article 24 — Coach Ejection

24.1 An ejected coach must leave the technical area immediately.

24.2 The match will not continue or resume until the coach has completely left the coaching area.

24.3 The ejected coach may not remain near the bench or continue giving instructions, directly or indirectly.

24.4 Refusal to leave the area may result in additional sanctions.

Article 25 — Spectators

25.1 Spectators must remain in designated areas.

25.2 No spectator may enter the field or technical area without authorization.

25.3 Threats, fighting, throwing objects, field invasion, or serious interference may result in removal from the complex and additional sanctions.

CHAPTER X — SAFETY AND CONDUCT

Article 26 — Fighting and Violence

- 26.1 There is zero tolerance for fighting, aggression, and violent conduct.
- 26.2 No player, coach, substitute, or spectator may enter the field to participate in a fight.
- 26.3 A group fight may result in the team's disqualification.
- 26.4 Serious aggression or threats against referees, players, coaches, security, tournament staff, or officials may result in expulsion from the tournament.

Article 27 — Language and Conduct

- 27.1 Serious insults, threats, discriminatory language, or abusive conduct may result in a yellow card, red card, removal from the complex, or additional sanctions.

Article 28 — Injuries

- 28.1 The referee may stop the match immediately when a serious injury is suspected.
- 28.2 The safety and care of the injured player take priority over continuing the match.

CHAPTER XI — TIME, WEATHER AND SUSPENSIONS

Article 29 — Time-Wasting

- 29.1 Deliberate or repeated time-wasting may result in a warning or yellow card.
- 29.2 This also applies to a goalkeeper who deliberately delays a restart.

Article 30 — Outside Interference

- 30.1 If another ball, spectator, animal, object, or other outside interference directly affects play, the referee may stop the match and order the appropriate restart.

Article 31 — Weather and Emergencies

- 31.1 Safety takes priority over the tournament schedule.
- 31.2 The referee or Tournament Direction may immediately suspend a match because of lightning, storms, dangerous field conditions, or another emergency.
- 31.3 The Tournament Direction will determine whether the match is resumed, rescheduled, or ended.

Article 32 — Suspended or Abandoned Match

- 32.1 A match may be suspended or ended because of fighting, field invasion, threats, unsafe conditions, or other extraordinary circumstances.
- 32.2 If a team, its coaching staff, or its supporters are responsible for preventing the match from continuing, the team may receive an administrative loss.
- 32.3 The Tournament Direction will determine the official result.

CHAPTER XII — PROTESTS

Article 33 — Protests

- 33.1 All protests must be filed only at the official office or area designated by The Kingz Cup.
- 33.2 Protests filed directly on the field will not be accepted.
- 33.3 A protest must be filed within a maximum of 5 minutes after the match ends.
- 33.4 The cost to file a protest is \$250, paid when it is filed.
- 33.5 Protests may concern only:
 - Application of the rules.
 - Administrative matters.
 - A player's eligibility, identity, or age.
- 33.6 Referee judgment calls, including fouls, cards, goals, handballs, and contact, may not be protested.

33.7 The Kingz Cup Tournament Direction will review the protest and available documentation or evidence.

33.8 The Tournament Direction's decision is final for competition purposes.

CHAPTER XIII — TEAM WITHDRAWAL AND REPLACEMENT

Article 34 — Team Replacement

34.1 If a team withdraws, cancels its participation, or reports that it cannot compete, The Kingz Cup Tournament Direction may replace it with another team.

34.2 The Tournament Direction has the right to make a replacement up to 12 hours before the tournament officially begins.

34.3 The replacement team may take the withdrawn team's place in the corresponding category.

34.4 The Tournament Direction may make necessary adjustments to the schedule, groups, and matchups because of the replacement.

34.5 Teams must accept necessary changes resulting from a withdrawal or replacement.

34.6 Any withdrawal during the final 12 hours before the tournament will be treated as an extraordinary situation and resolved by the Tournament Direction.

34.7 After the 12-hour deadline before the tournament officially begins, no team replacements will be accepted.

CHAPTER XIV — REFEREE FEES AND PRIZES

Article 35 — Referee Fees

35.1 Each team pays in full at check-in the referee fees for all of its group-stage matches.

- Category C: \$120 per team, per match.
- Hometown Category: \$100 per team, per match.

Article 36 — Cash Prizes

- Category C: Champion \$5,000 · Runner-up \$2,000 · Total \$7,000
- Hometown Category: Champion \$3,000 · Runner-up \$500 · Total \$3,500

36.1 Prizes are awarded according to the Tournament Direction's official procedure.

CHAPTER XV — FINAL PROVISIONS

Article 37 — Referee Authority

37.1 Referee judgment calls are final.

37.2 All players, coaches, and representatives must respect the referee crew's decisions.

Article 38 — Matters Not Covered

38.1 Any situation not expressly covered by these rules will be resolved by The Kingz Cup Tournament Direction.

38.2 The Tournament Direction may take any measures necessary to protect the safety, organization, and integrity of the competition.

38.3 Final administrative decisions by the Tournament Direction must be respected by all participating teams.