

THE KINGZ CUP GOLDEN EDITION



RULES
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OFFICIAL RULES — OUTDOOR 8v8 KIDS

Outdoor 8v8 Youth Categories · Golden Edition

These rules establish the official conditions for the outdoor 8v8 youth categories of The Kingz Cup 2026 — Golden Edition. Every player must bring identification to the tournament in case a protest is filed.

IMPORTANT: Every player must bring and keep identification with them throughout the tournament in case a protest is filed.

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 a maximum of 17 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 40 minutes.
- 2.2 Two 20-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 Ball size will be determined according to the category.

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

14.6 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 40 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 AND ELIGIBILITY

Article 21 — Roster

- 21.1 Each team may register a maximum of 17 players.
- 21.2 The official roster must be submitted no later than Friday, October 9, 2026 at 8:00 PM.
- 21.3 Any roster submitted after 8:00 PM will incur a \$100 late-submission fee.
- 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.
- 22.7 Girls may participate one year above their birth year, provided they are properly registered and can verify their date of birth.

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 \$100.
- 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.
- 33.9 Every youth player must bring and keep identification with them throughout the tournament in case a protest concerning identity, age, or eligibility is filed.

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 — FINAL PROVISIONS

Article 35 — Referee Authority

- 35.1 Referee judgment calls are final.
- 35.2 All players, coaches, and representatives must respect the referee crew's decisions.

Article 36 — Matters Not Covered

- 36.1 Any situation not expressly covered by these rules will be resolved by The Kingz Cup Tournament Direction.
- 36.2 The Tournament Direction may take any measures necessary to protect the safety, organization, and integrity of the competition.
- 36.3 Final administrative decisions by the Tournament Direction must be respected by all participating teams.