

THE KINGZ CUP GOLDEN EDITION



RULES
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INDOOR YOUTH CATEGORIES REGULATIONS

These rules establish the official conditions of participation, eligibility, competition, discipline, and safety for the indoor youth categories of The Kingz Cup 2026 — Golden Edition (U-16/U-17 and U-18). They apply only to the indoor youth categories.

We provide all the balls — every game ball is supplied by The Kingz Cup.

CHAPTER I — AUTHORITY

Article 1 — Tournament Direction

- 1.1 The Tournament Direction shall be responsible for administering and coordinating the competition, verifying the eligibility of participants, applying sanctions, and resolving extraordinary situations.
- 1.2 The referee shall have authority over decisions made during the game. All players, coaches, and representatives must respect those decisions.
- 1.3 Registration and participation in The Kingz Cup imply full acceptance of these rules.

CHAPTER II — ROSTER AND ELIGIBILITY

Article 2 — Roster

- 2.1 Every player must be officially registered before participating.
- 2.2 Each team may register a maximum of 17 players.
- 2.3 — Roster Deadline: The official roster must be submitted no later than Friday, October 9, 2026 at 8:00 PM.
- 2.4 — Late Submission: Any team that submits its roster after 8:00 PM on Friday, October 9 must pay a \$100 late fee.
- 2.5 Once a team's first game has started, the roster is closed and no new players may be added.
- 2.6 A player may only participate with one team within the same category.
- 2.7 If a team uses an unregistered or ineligible player, it may receive an administrative loss of 3-0, in addition to any other sanction determined by the Tournament Direction.

Article 3 — Identification, Age and Eligibility

- 3.1 All players must have valid documentation that allows their identity and date of birth to be verified.
- 3.2 Every player must bring and keep identification with them throughout the tournament. The organization may request it before, during, or after a match, especially if a protest concerning identity, age, or eligibility is filed.
- 3.3 — Girls' Rule: Girls may play one (1) year above their birth year. For example, a girl born in 2015 may participate in the 2014 category.
- 3.4 Any girl participating under this rule must be officially registered and meet the identification requirements.
- 3.5 It is strictly prohibited to present false documentation, alter information related to a player's age or identity, or use another person's identity.
- 3.6 If it is determined that a player participated using false documentation, an incorrect identity, or without meeting their category's requirements, they may be expelled from the tournament and their team may receive an administrative loss of 3-0, in addition to further sanctions.
- 3.7 The Tournament Direction has the authority to re-verify any player's identity and eligibility whenever necessary.

CHAPTER III — EQUIPMENT

Article 4 — Uniforms

- 4.1 All players on a team must wear uniforms of the same color, except the goalkeeper.
- 4.2 If both teams' colors are too similar, the visiting team must wear a different uniform.
- 4.3 Shin guards are mandatory.
- 4.4 Earrings, necklaces, bracelets, and other objects that could pose a danger during the game are not allowed.

Article 5 — Balls

- 5.1 The ball size will be determined according to the corresponding age and category.

CHAPTER IV — PRESENTATION AND FORFEIT

Article 6 — Punctuality

- 6.1 All teams must be ready on their field at least 15 minutes before their scheduled time.
- 6.2 There is no grace period.
- 6.3 Late penalties are:
 - * 5 minutes: 1-0.
 - * 10 minutes: 2-0.

* 15 minutes: 3-0 and the game is over.

Article 7 — Forfeit

7.1 A team that does not show up loses the game by an administrative score of 3-0.

7.2 An unexcused absence for a team's second scheduled game may result in disqualification from the tournament.

CHAPTER V — RULES OF PLAY

Article 8 — Players and Substitutions

8.1 The number of players on the field depends on the format for each category.

8.2 Substitutions are free and unlimited.

8.3 A substituted player may later return to the game.

8.4 No substitute may enter the field without the referee's authorization.

Article 9 — Game Length

9.1 All games have a total duration of 40 minutes.

9.2 The referee and/or official timekeeper is responsible for controlling the time.

9.3 The clock may be stopped for injuries, emergencies, or other situations determined by the referee.

CHAPTER VI — CARDS AND DISCIPLINE

All youth categories use a yellow card, a blue card, and a red card.

Article 10 — ■ Yellow Card

10.1 A player who receives a yellow card must leave the field for 5 minutes.

10.2 The sanctioned player may be replaced by another player, so the team can continue with its full number of players.

10.3 The sanctioned player may not return until the full 5 minutes of the sanction have been served.

10.4 Two yellow cards for the same player in the same game result in their ejection.

Article 11 — ■ Blue Card

11.1 A player who receives a blue card must leave the field for 2 minutes.

11.2 During those 2 minutes, the team plays with one player fewer and the sanctioned player may not be substituted.

11.3 If the opposing team scores before the 2 minutes end, the penalty may end and the team may restore its full number of players.

Article 12 — ■ Red Card

12.1 A player who receives a red card is ejected immediately and may not return to the game.

12.2 The team must play with one player fewer for 5 minutes.

12.3 During those 5 minutes, the ejected player may not be substituted.

12.4 Even if the opposing team scores during the penalty, the full 5 minutes must be served.

12.5 After the 5 minutes are served, another player may enter to restore the team's full number of players.

12.6 The ejected player may not return to the game under any circumstance.

12.7 Every red card also carries an automatic one (1) additional game suspension.

12.8 In cases of violent conduct, aggression, fighting, or other serious infractions, the Tournament Direction may extend the suspension or expel the player from the tournament.

12.9 There is no \$200 fine for a red card in the youth categories. The sanction is sporting.

CHAPTER VII — COMPETITION SYSTEM

Article 13 — Group Stage Scoring

13.1 Group stage games may end in a draw.

The scoring is:

* Win: 3 points.

* Draw: 1 point for each team.

* Loss: 0 points.

13.2 There are no shootouts to resolve ties during the group stage.

Article 14 — Tiebreakers

14.1 When teams are tied on points in a way that affects position or qualification, the following criteria apply in order:

1. Head-to-head result.

2. Goal difference.

3. Goals scored.

4. Fewest red cards.

5. Fewest yellow cards.

14.2 If three or more teams are tied on points, the results among the tied teams are taken into account first. If the tie continues, the remaining criteria apply in order.

14.3 If after applying all criteria a tie that determines who qualifies remains, the Tournament Direction will determine the final tiebreaker procedure.

CHAPTER VIII — PLAYOFFS

Article 15 — Ties and Shootouts

15.1 No playoff game may end in a draw.

15.2 If the score is tied at the end of the 40 regulation minutes, the game goes directly to shootouts.

15.3 There is no extra time.

15.4 Each team takes 3 initial shootouts.

15.5 Any registered and eligible player on the official roster may take a shootout, whether or not they were on the field at the end of the game.

15.6 If the tie continues after the three attempts, sudden death follows — one attempt per team until there is a winner.

15.7 The team that loses the shootout is eliminated from the competition.

CHAPTER IX — CONDUCT, BENCHES AND SAFETY

Article 16 — Fights and Violent Conduct

16.1 There is zero tolerance for fights, aggression, and acts of violence on or off the field.

16.2 Players involved may be ejected, suspended, or disqualified from the tournament depending on the severity of the situation.

16.3 No player, coach, substitute, or spectator may enter the field to take part in or intervene in a fight.

16.4 A group fight may result in the team's disqualification.

16.5 Any physical aggression or serious threat against a referee, player, coach, official, security member, staff, or organization member is a serious infraction and may result in expulsion from the tournament.

16.6 If fans or companions interfere with the game, the referee may stop the match until the situation is under control.

16.7 If the necessary safety conditions cannot be restored, the game may be suspended or terminated.

Article 17 — Coaches, Benches and Fans

17.1 Coaches must maintain appropriate conduct and respect players, referees, opponents, and tournament staff.

17.2 Only registered players and authorized technical staff may remain in the bench or technical area.

17.3 Substitutes and technical staff must remain within their team's assigned area and may not enter the field without authorization.

17.4 Each team must work with the organization to maintain appropriate conduct among its fans and companions.

17.5 Threats, field invasion, throwing objects, aggression, or serious interference may result in expulsion from the competition area and additional sanctions.

17.6 — Red Card for Coaches: A coach who receives a red card must immediately leave the technical and coaching area.

17.7 The game will not continue or resume until the ejected coach has completely left the coaching area.

17.8 The ejected coach may not remain near the technical area or continue giving instructions, directly or indirectly, to the team during the game.

17.9 If the coach refuses to leave the area after receiving the red card, the Tournament Direction may apply additional sanctions to the coach and/or the team.

CHAPTER X — SUSPENDED OR ABANDONED GAMES

Article 18 — Suspension or Termination of a Game

18.1 The referee and/or Tournament Direction may stop, suspend, or terminate a game due to fights, aggression, field invasion, threats, unsafe conditions, emergencies, severe weather, or any other extraordinary situation.

18.2 If a game is temporarily suspended, the Tournament Direction will determine whether the game continues, resumes later, is rescheduled, or is ended.

18.3 If a game cannot continue because of a team's conduct — its players, technical staff, or fans — the Tournament Direction may declare an administrative loss for the responsible team.

18.4 If both teams directly contribute to a serious situation that prevents the game from continuing, sanctions may be applied to both teams, including disqualification when applicable.

18.5 The Tournament Direction has the final decision on the administrative result of any suspended or abandoned game.

CHAPTER XI — INDOOR-SPECIFIC RULES

Article 19 — Indoor Format

- 19.1 For categories played in the indoor format, the specific indoor rules established by The Kingz Cup apply.
- 19.2 The indoor-specific provisions on the playing surface, restarts, contact, sliding, and other situations particular to this format must be respected by all participants.
- 19.3 The yellow, blue, and red card discipline system established in these rules applies to the youth indoor categories.

CHAPTER XII — PROTESTS

Article 20 — Protests

- 20.1 Protests may be filed only at the official office or area designated by The Kingz Cup.
- 20.2 Protests filed directly on the field will not be accepted.
- 20.3 Protests must be submitted within a maximum of 5 minutes after the game ends.
- 20.4 The cost to file a protest is \$100.
- 20.5 Protests may cover regulatory, administrative, or player-eligibility matters.
- 20.6 Referee judgment calls made during the game cannot be changed through a later protest.

CHAPTER XIII — SAFETY AND FINAL PROVISIONS

Article 21 — Safety

- 21.1 Bringing weapons or objects used as weapons into the venue is prohibited.
- 21.2 All players, coaches, representatives, and spectators must obey the instructions of referees, officials, security, and tournament staff.
- 21.3 The Tournament Direction may take any measure necessary to protect the safety of players, coaches, referees, staff, and spectators.

Article 22 — Unforeseen Matters

- 22.1 Any sporting, disciplinary, administrative, operational, or safety situation not expressly covered by these rules will be resolved by the Tournament Direction and Organizing Committee of The Kingz Cup.
- 22.2 The decision made is final for competition purposes and must be respected by all participating teams.

Article 23 — Team Replacement

- 23.1 A registered team may be replaced by another team up to 12 hours before the start of the tournament. After that deadline, no team replacements will be accepted.