

GAME RULES & GUIDELINES for 2026 WKO TOURNAMENT GAME

1. Each game will be **7-a-side and 50 minutes**. Half time will be 20 minutes with 5 minutes break. Team will get **3 points if win, 1 point if draw and zero point if lose**.
2. The following are the **Tiebreakers rules**:
 - a. The first tiebreaker used is **head-to-head record**. If two or more teams are tied on points, the team with the best head-to-head record against the other tied teams will be the winner. This ensures that a team that has beaten the other tied teams is rewarded for their performance.
 - b. If the head-to-head record is also tied, the **goal difference comes into play**. The goal difference is the difference between the goals scored and the goals conceded. The team with the best goal difference will become the winner.
 - c. If the goal difference is also tied, then the **total number of goals scored** by each team comes into play. The team with the most goals scored will be the champion.
3. Matches are played with **7 players** per team.
4. If a team has **fewer than 5 players** to start a game after 5 minutes waiting time, the match is forfeited.
5. In the event of a forfeit, the offending team will be sanctioned with a **3-0 loss, a C\$200 penalty fine, and all applicable referee fees**.
6. Tournament format will be announced at a later date.
7. Players' Registration:
 - a. Teams are limited to a **maximum roster of 20 players** and **must** meet the following age criteria:
 - i. Adult Open: Open to all genders and ages.
 - ii. Adult 45+:
 - Open to all genders born in **1981 or earlier**, determined **solely by birth year**.
 - Teams can have up to **two** all genders born in **1986 or earlier**, determined **solely by birth year** on the pitch and **three** on the roster.
 - iii. Adult 60+:
 - Open to all genders born in **1966 or earlier**, determined **solely by birth year**.
 - Teams can have up to **two** all genders born in **1968 or earlier**, determined **solely by birth year** on the pitch and **three** on the roster.
 - iv. Co-ed 35+:
 - Open to male born in **1991 or earlier**, determined **solely by birth year**.
 - Teams can have up to **two** all genders born in **1996 or earlier**, determined **solely by birth year** on the pitch and **three** on the roster.
 - Open to all female participants with **no age restrictions**.
 - At least **one female player** must remain on the field throughout the match
 - b. Player without formal registration **CANNOT** play on the tournament day, and any team violates the rule will be judged as **lose by 0-3**.
 - c. Team leaders must submit all their players' government-issued identification that include **only photos, names, and year of birth** as below before the tournament days.



- d. To facilitate age verification, team managers must present valid government-issued identification containing a photo, full name, and current address (e.g., a driver's license).

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8. Reporting score: All team leaders should **verify all the results and cards before putting the signature on**. Once the game sheet is signed, no change can be made. Team leaders will then give back their signed team game sheet to the referee. Any referee comment or incident report must be included.
9. Each team listed first in the schedule will be the home team, the away team needs to change jersey color to avoid color conflict ... but negotiable by both teams before game. Jerseys for the whole team must be in same color and must have numbers.
10. A referee will be assigned to all tournament games in order to achieve a fair & clean game, all team leaders and players must obey the rule and respect referee and his judgment. Any in-cooperation, insult, challenge or violence to the referee is prohibited, and will be fine with a Yellow or Red card. **More serious case (e.g. fighting, insult or threaten referee ...etc) will be handled by the committee to look at the report from referee**, and we reserve the right to punish the offender or whole team after the game.
11. The committee reserves the right to suspense the team or player if his serious offense is not being corrected or punishment is not working to the problem. As a result, all deposit is non-refundable.
12. Any team fighting or serious damage to the facility which may cause the organizer to cancel our permit, and our rental is nonrefundable. In such situation, this team is responsible for all our lost, i.e. pay us back all outstanding rental, insurance ...etc.
13. WKO likes to protect our players and promote fair game. So players who deliberately **fight other players or referees, will be charged with a red card and the team he plays will be fined C\$300**. Same team involves again in another fighting incidents, there will be an **incremental of \$100 to each incident**. (e.g. Team involves in the 2nd fighting incident, team is responsible for \$400 and so on). Further punishment for the team and players will be decided by the committee. Team leader and captain should keep good control of their players to avoid any serious offense.
14. When referee presents a Yellow or Red card for a foul player, **fine for red card is C\$150**. Player with 4 yellow or 2 red cards will be extremely cautioned by the committee. Player who gets his/her 3rd red card or 6th yellow cards, will be suspended for the whole tournament. The players with yellow cards will be **substituted out for 2 minutes**.
15. Suspension:
 - **Accumulated 2 yellow cards – suspends the next game** (N.B. yellow cards will not carry to the next tournament except 2 yellow cards in the last game of the current tournament)
 - **Red card – suspends the next 2 games**
 - **Fighting incident – suspends the next 3 games**, same player involves more than one fighting incidents, the player will suspend for the whole tournament.
16. We follow the general soccer rules from FIFA up to year 2026 mainly with our by-laws as follows:
 - We use official **size 4 ball** as game ball.
 - All players must wear shin-pads.
 - Only sport-use goggle is allowed, all other eyeglasses are prohibited for safety purpose.
 - Only plastic, rubber, or molded cleats are allowed—**NO metal cleats**
 - **No off-side**.
 - **No sliding tackle is allowed**, goalie will be an exception to slide but also not tackled in his box only.
 - Opponents must remain a distance of **2 Meters (6 feet)** away from any side or penalty kicks.
 - No commercial banner in the dome or gym.
 - For side ball, we use **throw in**. It means that when you score a side ball without touching anyone, it is not count as a goal. Then game restarts by a goal kick.
 - All **foul kick will be indirect** except the penalty kick and corner kick.
 - Referee only raise up his hand for indirect kick, no need for side ball.
 - When the ball hit the roof, a side ball is given to your opponent at horizontal level.

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- **Unlimited** Player **substitution on the Fly** are allowed for both teams during the game. All substitutes should be taken place in the midfield line beside the multi-level benches; substitute-In player should stand by at the midfield line beforehand. Make sure one player come out from the field before the other go into the game,
- Any screaming or shouting to others to get advantage will be foul as misconduct in the sport field ... or even in the bench.
- No argument to referee during the game day because it is not helpful. All comment or complaint should go to the committee to discuss and follow up the next day.
- Each team must print its own game sheet and hand over to referee before the game.
- Above are some basic rules and guidelines for all team leaders and players. Any idea to improve our games or rule is welcome. We sincerely hope that everyone can enjoy the soccer fun during the tournament.