

KLSFC Mini World Cup Tournament Rules

(Last revised 7/7/2026)

1. Tournament Format

The tournament format will be selected based on final player numbers.

Option A uses four teams with no pools. Each team plays the other teams in a round robin. The top two teams after the round robin play in the Grand Final.

Option B uses six teams split into two pools of three. Each team plays the other teams in its pool. The winner of Pool A and the winner of Pool B play in the Grand Final.

Two format options will be prepared, depending on final player numbers.

Format	Teams	Structure	Round robin / pool match length	Grand Final length
Option A	4 teams	No pools; all teams in one round robin	15 minutes	20 minutes
Option B	6 teams	2 pools of 3	15 minutes	20 minutes

There will be 5 minutes between games.

Substitutions occur within the allotted match time and do not add extra time.

2. Team Quotas

Teams should be balanced using the following target age-group quotas, based on current registered junior player numbers.

Age bracket	Registered players	Target share
U5-U6	11	8.5%
U7-U9	27	20.9%
U10-U12	49	38.0%
U13-U15	42	32.6%
Total	129	100%

These are team formation targets, not strict requirements.

The Competition Manager may adjust teams on the day to account for absences, late arrivals, uneven numbers, player confidence, ability balance, safety, or practical needs.

For a 4-team format, a typical team profile could be:

Age bracket	Approx. players per team
U5-U6	2-3
U7-U9	6-7
U10-U12	12-13
U13-U15	10-11

For a 6-team format, a typical team profile could be:

Age bracket	Approx. players per team
U5-U6	1-2
U7-U9	4-5
U10-U12	8-9
U13-U15	7

Final structure of teams will be determined based on final registration numbers

3. Match Rules

All age groups allocated to a team participate on the same field at the same time (mixed-age teams).

Matches are played as either:

- 5v5 on the Midi fields; or
- 7v7 on the Midi fields.

The final squad size and match format will be determined by total numbers of registered players. Other field formats will be considered and adopted if necessary based on registration numbers.

Squads can contain more players than the on-field number.

Substitutions are unlimited and rolling.

Teams should rotate players fairly, with particular care to ensure younger players are not left out or exposed for long periods.

Teams do not change sides during round robin or pool matches and there will be no halftime.

4. Scoring

Round robin and pool games use standard scoring.

Result	Points
Win	3
Draw	1
Loss	0

Field Marshals or Match Supervisors record the score at the end of each match and report it to the Competition Manager or score table immediately.

Scores should be confirmed quickly.

The referee or match supervisor's recorded result is final unless there is an obvious administrative error.

5. Ladder / Pool Ranking

Ladder or pool positions are decided in the following order:

1. Points
2. Goal difference
3. Goals scored
4. Head-to-head result
5. Fair play / organiser decision

For Option A, the top two teams on the ladder advance to the Grand Final.

For Option B, the winner of each pool advances to the Grand Final.

6. One-Sided Game Balancing

If a team leads by 4 goals, the trailing team may use one adult balancing player. This player can either be a team coach or a nominated representative from O35.

The adult balancing player replaces a team member on the field. The adult balancing player is not an additional player, and the team must still keep to the required on-field number for the match format.

The adult balancing player:

- must play a defensive/distribution role;
- should help the team keep shape, regain control, and distribute the ball;

- must not intentionally shoot;
- may enter the field only while the goal difference is -4 or more;
- must exit the game once the goal difference has been reduced to -1.

If an adult unintentionally scores, the goal may stand if the referee or match supervisor determines that the goal was unintentional. The decision of referee or match supervisor is final.

Each team may have a maximum of one adult balancing player on the field at any time.

7. Referee / Match Supervisor Authority

The referee or match supervisor has final authority during the game, including decisions about:

- goals;
- fouls or unsafe play;
- whether an adult balancing player is being used appropriately;
- whether a goal by an adult balancing player was intentional;
- player safety;
- any need to pause or adjust a match.

8. Spirit of the Event

The tournament is competitive but social.

The aim is to give players a fun Mini World Cup experience while keeping the games safe, inclusive, and balanced.

Coaches, managers, adults, and older players are expected to support younger players and help maintain the spirit of the event.

Appendix A: Basic Run Time Schedule

Games are scheduled to start at 2:00 pm.

The Grand Final should finish by 4:00 pm.

There will be 5 minutes between games.

Option A: 4 Teams, No Pools

Four teams play a full round robin. The top two teams on the ladder advance to the Grand Final.

Time	Field 1	Field 2	Notes
2:00 pm-2:15 pm	Team 1 v Team 2	Team 3 v Team 4	Round robin game 1
2:15 pm-2:20 pm	Changeover	Changeover	Scores reported to score table
2:20 pm-2:35 pm	Team 1 v Team 3	Team 2 v Team 4	Round robin game 2
2:35 pm-2:40 pm	Changeover	Changeover	Scores reported to score table
2:40 pm-2:55 pm	Team 1 v Team 4	Team 2 v Team 3	Round robin game 3
2:55 pm-3:05 pm	Finals setup	Finals setup	Confirm ladder and Grand Final teams
3:05 pm-3:25 pm	Grand Final: 1st v 2nd	Optional 3rd v 4th game	Grand Final to decide winner
3:25 pm-4:00 pm	Buffer / presentation setup	Buffer / optional informal play	Allows for delays, score confirmation, and transition to presentation

Option B: 6 Teams, Two Pools of Three

Six teams are split into Pool A and Pool B. Each team plays the other teams in its pool. The winner of each pool advances to the Grand Final.

Time	Field 1	Field 2	Notes
2:00 pm-2:15 pm	Pool A: A1 v A2	Pool B: B1 v B2	Pool game 1
2:15 pm-2:20 pm	Changeover	Changeover	Scores reported to score table
2:20 pm-2:35 pm	Pool A: A1 v A3	Pool B: B1 v B3	Pool game 2
2:35 pm-2:40 pm	Changeover	Changeover	Scores reported to score table
2:40 pm-2:55 pm	Pool A: A2 v A3	Pool B: B2 v B3	Pool game 3
2:55 pm-3:05 pm	Finals setup	Finals setup	Confirm pool winners and Grand Final teams
3:05 pm-3:25 pm	Grand Final: Pool A winner	Optional friendly / playoff	Grand Final to decide

Time	Field 1	Field 2	Notes
	v Pool B winner		winner
3:25 pm-4:00 pm	Buffer / presentation setup	Buffer / optional informal play	Allows for delays, score confirmation, and transition to presentation