PENALTY KING 2027

OFFICIAL TOURNAMENT RULES & REGULATIONS

Organiser: KGC Events

Tournament Date: Sunday, 3 January 2027

Venue: Town Square, Our Tampines Hub

PART I — TOURNAMENT RULES & REGULATIONS

1. INTRODUCTION

1.1 Penalty King 2027 (“Tournament”) is a one-day penalty-kick football competition organised by KGC Events (“Organiser”).

1.2 The Tournament is a non-contact football competition based on penalty-kick challenges.

1.3 All teams, players, Team Representatives, Youth Team Managers, officials and participants shall comply with these Official Tournament Rules & Regulations (“Regulations”).

1.4 Registration and participation in the Tournament constitute acceptance of these Regulations and all reasonable instructions issued by KGC Events, the Tournament Director, referees and authorised officials.

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2. CATEGORIES

2.1 The Tournament shall comprise the following categories:

YOUTH

Players aged 17 years and below.

OPEN

Players aged 18 years and above.

MASTERS

Players aged 50 years and above.

2.2 A player's age shall be determined as at 3 January 2027, being the Tournament date.

2.3 KGC Events reserves the right to request proof of age and eligibility at any stage of the Tournament.

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3. GENDER

3.1 The Tournament is open to:

- Men's teams;
- Women's teams; and
- Mixed teams.

3.2 All teams shall compete within their respective age category.

3.3 Unless otherwise announced by KGC Events, there shall be no separate men's, women's or mixed competition brackets.

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4. TEAM COMPOSITION & PLAYER REGISTRATION

4.1 Minimum Registration

Each team must register a minimum of 5 players to be eligible for the Tournament.

4.2 Maximum Registration

Each team may register a maximum of 8 players.

4.3 No Compulsory Players

There are no designated compulsory players within a team's registered squad.

The requirement to register a minimum of 5 players applies solely to the minimum squad size required for registration.

The first 5 players registered do not automatically become compulsory players.

4.4 Match-Day Player Selection

For each match, a team may select any registered and eligible players from its squad.

4.4.1 The players selected for one match do not have to be the same players selected for another match.

4.4.2 Teams may rotate their registered players from match to match.

4.4.3 The Team Captain/Representative shall determine which registered and eligible players are available and selected for each match, subject to these Regulations.

4.5 Registered Player Pool

All players whose registration has been officially confirmed shall form part of the team's registered player pool.

All registered players are equally eligible for selection, subject to their individual eligibility and any disciplinary decision.

4.6 Finalisation of Registered Squad

Once a team's registration has been officially confirmed:

- no additional player may be added;
- no registered player may be removed;
- no registered player may be replaced;
- no player may be transferred into the team; and
- no substitute or replacement player may be introduced into the registered squad.

4.6.1 Selecting different players from the existing registered squad for different matches does not constitute a change to the registered squad and is permitted.

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5. SINGLE-TEAM PLAYER REGISTRATION

5.1 A player may be registered for one team only in Penalty King 2027.

5.2 A player shall not register, participate or play for multiple teams during the Tournament.

5.3 Once a player's registration has been officially confirmed with a team, the player cannot change teams during the Tournament.

5.4 A player may not withdraw from one team and subsequently register or participate for another team during the same Tournament.

5.5 A player whose team has been eliminated from the Tournament shall not subsequently play, participate or be registered for another team.

5.6 This restriction applies regardless of whether the player's original team was eliminated during the Group/Table Stage or Knockout Stage.

5.7 No team may field a player who has previously registered or participated for another team in the Tournament.

5.8 KGC Events may verify a player's registration history at any time.

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6. TEAM CAPTAIN / TEAM REPRESENTATIVE

6.1 Each team shall nominate one Team Captain who shall also serve as the official Team Representative.

6.2 The Team Representative shall be the team's primary contact for KGC Events and Tournament administration.

6.3 Responsibilities include:

- registration matters;

- official communications;

- team administration;

- match-day coordination;

- receiving Tournament instructions;

- representing the team in administrative matters; and

- receiving prize money where applicable.

6.4 The Team Captain may also be a registered player.

6.5 Official communications issued to the Team Representative shall be deemed to have been communicated to the team.

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7. PLAYER ELIGIBILITY & IDENTIFICATION

7.1 Every player must:

- be properly registered;

- meet the applicable age requirement;

- satisfy all Tournament eligibility requirements; and

- comply with the professional and national-team restrictions.

7.2 KGC Events may verify:

- identity;

- age;

- registration;

- club affiliation;

- professional status;

- national-team status; and

- other relevant eligibility information.

7.3 KGC Events may request official identification or supporting documentation.

7.4 A player may be refused participation if eligibility cannot be satisfactorily verified.

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8. PROFESSIONAL FOOTBALL RESTRICTIONS

8.1 The following players are not eligible:

a. players currently signed to a professional football contract; or

b. players actively playing for a club competing in the top two tiers of professional football in any country.

8.2 KGC Events may request supporting documentation to determine eligibility.

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9. NATIONAL TEAM RESTRICTIONS

9.1 Current or active senior or youth national team players are not eligible.

9.2 KGC Events may verify national-team status at registration or at any time before or during the Tournament.

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10. ACTIVE STATUS

10.1 For these Regulations, a player may be considered active within the current calendar year if the player has:

- been named in a matchday squad for a professional club or national team;
- been officially registered with a professional football league; or
- trained with a professional club or national team.

10.2 KGC Events reserves the right to assess eligibility based on available official information.

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11. ELIGIBILITY DECLARATION

11.1 The Team Captain/Representative shall declare that all registered players satisfy the applicable eligibility requirements.

11.2 The Team Captain/Representative is responsible for ensuring that information submitted during registration is accurate and complete.

11.3 False, misleading or incomplete declarations may result in sanctions, forfeiture or disqualification.

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12. INELIGIBLE PLAYER & REGISTRATION BREACHES

12.1 If an ineligible, improperly registered or improperly transferred player participates, KGC Events may:

- award the match to the opposing team;
- award a 3–0 result;
- remove the player from the Tournament;
- disqualify the team; and/or
- amend previous results, standings or progression where appropriate.

12.2 A team may also be sanctioned if it knowingly fields a player who is registered to another team or who has already participated for another team.

12.3 Acceptance of registration does not prevent KGC Events from subsequently verifying eligibility.

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13. YOUTH TEAM MANAGER

13.1 Every Youth team must nominate a Youth Team Manager.

13.2 The Youth Team Manager must be at least 21 years old.

13.3 The Manager may be a parent, legal guardian, coach, club official or another responsible adult appointed by the team.

13.4 The Youth Team Manager must be identified during registration.

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14. YOUTH TEAM MANAGER RESPONSIBILITIES

14.1 The Youth Team Manager shall be responsible for reasonable:

- supervision;
- administration;
- team coordination;
- communication;
- discipline; and
- liaison with KGC Events and Tournament officials.

14.2 The Youth Team Manager must be present for every Youth match.

14.3 The Manager shall identify themselves to the referee or Tournament official before the match.

14.4 The Manager shall remain available throughout the match.

14.5 A replacement Youth Team Manager may be appointed, subject to the replacement being at least 21 years old and accepted by KGC Events.

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15. YOUTH PARENT / GUARDIAN CONSENT

15.1 The Youth Team Manager shall declare that reasonable steps have been taken to obtain relevant approval or consent from the parent(s) or legal guardian(s) of each participating minor.

15.2 Such approval should include awareness of:

- participation in the Tournament;
- physical sporting activity;
- potential injury risks;
- Tournament rules;
- waiver and indemnity provisions; and
- supervision arrangements.

15.3 KGC Events may request confirmation or evidence of parental/guardian consent.

15.4 The Youth Team Manager does not become the parent or legal guardian of a participating minor by virtue of the appointment.

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16. REGISTRATION INFORMATION

16.1 Each team shall provide the information requested by KGC Events, including:

- team name;
- category;
- Team Captain/Representative;
- registered player details;
- player eligibility information;
- Youth Team Manager details, where applicable;
- declarations; and
- payment/proof of payment.

16.2 Incomplete or inaccurate registrations may be rejected or returned for clarification.

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17. REGISTRATION PROCESS

17.1 Registration shall be completed through the official registration process designated by KGC Events.

17.2 A team is officially registered only after KGC Events has verified the required information and payment.

17.3 KGC Events reserves the right to reject registrations that do not meet Tournament requirements.

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18. REGISTRATION FEES

Youth

S$350 per team

Open

S$450 per team

Masters

S$450 per team

18.1 Registration fees are non-refundable once registration has been confirmed, unless otherwise determined by KGC Events.

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19. TEAM BRIEFING, ELECTRONIC GROUPING & TOURNAMENT FORMAT

19.1 The Team Briefing date, time and venue shall be announced separately by KGC Events.

19.2 Attendance at the Team Briefing is mandatory for all teams.

19.3 Each team must be represented by:

- an authorised representative who is at least 21 years old; or
- for Youth teams, the registered Youth Team Manager.

19.4 The Team Briefing representative shall be deemed authorised to receive information and instructions on behalf of the team.

19.5 Tournament grouping shall be conducted electronically during the Team Briefing.

19.6 The electronic grouping shall determine the team's Group/Table allocation.

19.7 The Tournament shall generally comprise:

GROUP/TABLE STAGE → KNOCKOUT STAGE

19.8 The final number of groups, number of teams progressing and Knockout Stage structure shall depend on the final number of registered teams.

19.9 Final operational procedures shall be communicated by KGC Events.

19.10 Failure to attend the mandatory Team Briefing may result in administrative or disciplinary action, including removal from the Tournament where attendance is considered essential.

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20. TOURNAMENT OFFICIALS

20.1 KGC Events may appoint:

- Tournament Director;
- referees;
- technical officials;
- match officials;
- medical personnel;
- marshals;
- event staff; and
- other officials as required.

20.2 Participants shall comply with reasonable instructions issued by authorised officials.

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21. CONDUCT & SPORTSMANSHIP

21.1 All participants shall conduct themselves with respect and sportsmanship.

21.2 Prohibited conduct includes:

- abusive language;
- threats;
- violence;
- intimidation;
- harassment;
- discrimination;
- serious dissent;
- unsporting conduct;
- property damage;
- refusal to follow reasonable instructions; or
- conduct compromising safety, order or Tournament integrity.

21.3 Abuse, threats or intimidation directed at referees, officials, staff or other participants may result in removal or disqualification.

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22. MEDICAL & SAFETY

22.1 Participation is undertaken with awareness of the ordinary risks associated with sporting activity.

22.2 Participants are responsible for ensuring that they are physically fit to participate.

22.3 Injuries or emergencies must be reported immediately.

22.4 KGC Events may arrange or facilitate first-aid or emergency assistance where available.

22.5 KGC Events may suspend, modify or terminate participation or competition where required for medical or safety reasons.

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23. LIABILITY & WAIVER

23.1 Participants take part at their own risk, subject to applicable law.

23.2 To the fullest extent permitted by law, participants and teams agree to release and hold harmless KGC Events, its directors, employees, officials, volunteers, contractors, representatives, sponsors, venue owners/operators and relevant event personnel from claims arising from participation, except for liabilities that cannot lawfully be excluded.

23.3 Nothing in these Regulations excludes liability arising from negligence, wilful misconduct or unlawful acts or omissions where such liability cannot lawfully be excluded.

23.4 Participants and teams may be responsible for loss or damage caused by their own acts, omissions, misconduct or breach of these Regulations.

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24. INSURANCE

24.1 Participants are responsible for their own personal accident, medical and other insurance arrangements.

24.2 KGC Events does not represent that individual participants are covered by insurance unless expressly stated.

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25. MEDIA & RECORDING

25.1 The Tournament may be photographed, filmed, livestreamed or otherwise recorded.

25.2 By registering and participating, participants acknowledge that their image, likeness, name and/or voice may be captured during the event.

25.3 Recordings may be used by KGC Events and authorised partners for:

- event documentation;
- highlights;
- publicity;
- marketing;
- promotional materials;
- social media;
- websites;
- digital content;
- broadcast/livestream content; and
- future promotion of Penalty King and KGC Events.

25.4 Appropriate consent requirements may apply to minors.

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26. PRIZES

Youth

1st: S$3,000

2nd: S$2,000

3rd: S$1,000

Open

1st: S$4,000

2nd: S$2,000

3rd: S$1,000

Masters

1st: S$4,000

2nd: S$2,000

3rd: S$1,000

26.1 Prize money shall generally be paid to the registered Team Representative unless otherwise determined by KGC Events.

26.2 KGC Events may require identification and payment details before releasing prize money.

26.3 Applicable tax or statutory reporting obligations shall be the responsibility of the recipient where applicable.

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27. DISQUALIFICATION

27.1 KGC Events may disqualify a team or individual for:

- use of an ineligible player;
- use of an unregistered player;
- player registration with multiple teams;
- player movement between teams during the Tournament;
- use of a player who has already participated for another team;
- use of a player whose original team has already been eliminated;
- false or misleading registration information;
- serious Youth Team Manager breaches;
- lack of required parental/guardian consent;
- serious misconduct;
- violence or threats;
- match manipulation;

- repeated competition-rule breaches;

- conduct compromising Tournament integrity or safety; or

- other serious breaches of these Regulations.

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28. WITHDRAWAL & NON-ATTENDANCE

28.1 Teams wishing to withdraw should notify KGC Events as soon as possible.

28.2 Registration fees may be non-refundable once registration is confirmed.

28.3 Failure to attend a scheduled match may result in a walkover.

28.4 Repeated non-attendance may result in withdrawal or disqualification.

28.5 KGC Events may reallocate places or modify the Tournament format where necessary.

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29. WEATHER & UNFORESEEN CIRCUMSTANCES

29.1 KGC Events may delay, suspend, reschedule, modify or cancel matches or the Tournament due to:

- adverse weather;

- lightning;

- unsafe conditions;

- venue restrictions;

- public safety concerns;

- government or authority directives;

- technical issues;

- emergencies; or

- force majeure.

29.2 Safety shall take priority.

29.3 KGC Events shall communicate material changes as reasonably practicable.

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30. PERSONAL BELONGINGS

30.1 Participants are responsible for their own belongings.

30.2 KGC Events, venue operators and event personnel shall not be responsible for loss, theft or damage except where liability is required by law.

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31. VENUE REGULATIONS

31.1 All participants must comply with the rules and regulations of Our Tampines Hub and the designated event area.

31.2 Participants must observe applicable requirements concerning:

- prohibited items;
- smoking;
- alcohol;
- cleanliness;
- damage to property;
- spectator areas;
- parking; and
- emergency procedures.

31.3 Persons who breach venue regulations may be removed from the event area.

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32. PROTESTS & APPEALS

32.1 Any administrative protest should be raised by the Team Captain/Representative or Youth Team Manager with the Tournament Director or designated Organiser representative.

32.2 Participants shall not directly confront referees or officials regarding decisions during competition.

32.3 Appeals must be submitted through the process and within the timeframe prescribed by KGC Events.

32.4 KGC Events' determination on Tournament administration and application of these Regulations shall be final, subject to applicable law.

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33. ORGANISER'S RIGHTS

33.1 KGC Events reserves the right to:

- accept or reject registrations;
- verify player eligibility;
- request supporting documents;
- amend operational procedures;
- modify the competition format;
- refuse participation;
- remove individuals;
- disqualify teams;
- postpone, suspend or cancel matches;
- make reasonable decisions concerning safety and fairness; and
- issue material Tournament updates or amendments.

PART II — OFFICIAL COMPETITION RULES

34. MINIMUM PLAYERS FOR EACH MATCH

34.1 A team must have at least 3 registered and eligible players available at the scheduled start of a match.

34.2 If fewer than 3 registered and eligible players are available, the team shall forfeit the match.

34.3 The opposing team shall receive a 3–0 walkover.

34.4 No unregistered player may be introduced to satisfy the minimum-player requirement.

34.5 The number of registered and eligible players available at the start of the match shall determine the applicable kicking sequence under Point 36.

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35. GOALKEEPER DESIGNATION

35.1 Each team shall designate one registered and eligible player as goalkeeper before every match.

35.2 The goalkeeper must be identified to the referee before the penalty competition begins.

35.3 The goalkeeper may also be one of the team's nominated kickers.

35.4 Alternatively, a team may designate a separate goalkeeper who does not take a penalty kick.

35.5 The goalkeeper remains part of the team's available eligible player pool.

35.6 Goalkeeper designation does not increase or reduce the number of kicks applicable to the team.

35.7 A goalkeeper may be replaced once during a match due to injury, subject to the referee accepting the injury.

35.8 The replacement goalkeeper must be a registered and eligible player.

35.9 An injured goalkeeper who has been replaced shall not return to participate in the remainder of that match.

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36. NUMBER OF KICKS & KICKING SEQUENCE

36.1 The same kicking sequence applies to both the Group/Table Stage and Knockout Stage.

36.2 The applicable sequence is determined by the number of registered and eligible players available at the start of the match.

5–8 Eligible Players

5 kicks:

1 → 2 → 3 → 4 → 5

No player repeats during the initial five kicks.

4 Eligible Players

5 kicks:

1 → 2 → 3 → 4 → 1

The first kicker takes the fifth kick.

3 Eligible Players

4 kicks:

1 → 2 → 3 → 1

The first kicker takes the fourth kick.

Fewer Than 3 Eligible Players

3–0 walkover.

36.3 The number of kicks is determined by the number of eligible players available at the start of that particular match.

36.4 A team may select any registered and eligible players from its squad.

36.5 Selected players may be different from those selected in the team's previous match.

36.6 No unregistered player may be added on match day to alter the applicable kicking sequence.

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37. FULL COMPLETION OF SCHEDULED KICKS — GROUP/TABLE STAGE

37.1 There shall be no early winner during a Group/Table Stage match.

37.2 Both teams must complete the full number of scheduled kicks applicable under Point 36, regardless of the score during the sequence.

37.3 A team shall not be declared the winner before all scheduled kicks have been completed.

37.4 The final score after all scheduled kicks shall be recorded as the official Group/Table Stage result.

37.5 The total number of goals scored and conceded in each Group/Table Stage match shall count towards the team's overall Group/Table Stage statistics.

37.6 These statistics shall be used in determining the final Group/Table standings and applicable tiebreakers.

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38. KICKER NOMINATION

38.1 The Team Captain/Representative shall identify the nominated kickers to the referee before the match.

38.2 Kicker selection may be made from any registered and eligible players available for that match.

38.3 Kicker selection does not have to remain the same from match to match.

38.4 Once the kicking order has been confirmed, changes shall only be permitted in exceptional circumstances and with referee approval.

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39. KICKING ORDER

39.1 Penalty kicks shall be taken in an alternating ABAB sequence.

39.2 Team A shall take its kick, followed by Team B, continuing alternately.

39.3 The sequence shall continue until the applicable number of scheduled kicks under Point 36 has been completed by both teams.

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40. NO EARLY VICTORY — GROUP/TABLE STAGE

40.1 There shall be no early victory in a Group/Table Stage match.

40.2 Even if the score becomes mathematically decisive before all scheduled kicks have been taken, both teams shall continue until the full applicable number of kicks under Point 36 has been completed.

40.3 This requirement ensures that all goals scored and conceded are properly recorded for the Group/Table Stage standings and tiebreakers.

40.4 After all scheduled kicks have been completed, the final score shall determine the match result.

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41. COIN TOSS

41.1 A coin toss shall be conducted before every match.

41.2 The winner of the coin toss shall choose whether their team kicks first or second.

41.3 The decision shall be final.

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42. PENALTY-KICK PROCEDURE

42.1 Penalty kicks shall generally follow the applicable Laws of the Game, subject to these Tournament-specific Regulations.

42.2 The referee shall control the penalty procedure.

42.3 An attempt is completed when:

- a goal is scored;

- the goalkeeper saves the ball;

- the kick misses;

- the ball strikes the post or crossbar and does not enter;

- the ball leaves the designated playing area; or

- the referee determines that the attempt has concluded.

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43. RUN-UP

43.1 The kicker shall use a smooth and continuous run-up.

43.2 Deliberate stopping, pausing or deceptive movement immediately before striking the ball for the purpose of unfairly deceiving the goalkeeper may be penalised at the referee's discretion.

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44. NO REBOUNDS

44.1 No rebound or follow-up attempt shall be permitted.

44.2 A ball saved by the goalkeeper, striking the post or otherwise rebounding into play shall not be available for a second attempt.

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45. GROUP/TABLE STAGE STANDINGS & TIEBREAKERS

45.1 Group/Table Stage points shall be awarded as follows:

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

45.2 A draw is permitted during the Group/Table Stage.

45.3 No sudden death shall apply during the Group/Table Stage as part of the normal match result.

45.4 Teams Tied on Points

In the event that two or more teams are on the same number of points after having played all their scheduled Group/Table Stage matches, the following tiebreakers shall apply in the exact sequence stated to determine the final standings and which teams progress to the next round of competition:

Tiebreaker 1 — Head-to-Head Points

The number of points earned in matches played only between the tied teams.

The team with the higher number of Head-to-Head Points shall be placed higher.

Tiebreaker 2 — Head-to-Head Goal Difference

The difference between goals scored and goals conceded in matches played between the tied teams.

The team with the higher Head-to-Head Goal Difference shall be placed higher.

Tiebreaker 3 — Head-to-Head Goals Scored

The total number of goals scored in matches played between the tied teams.

The team with the higher number of Head-to-Head Goals Scored shall be placed higher.

Tiebreaker 4 — Sudden-Death Penalty Shootout

If the teams remain tied after all three Head-to-Head tiebreakers, a sudden-death-only penalty shootout shall be conducted to determine the final ranking.

45.5 For the tiebreaker shootout, each team shall select 3 kickers.

45.6 The kicking sequence shall be:

1 → 2 → 3

45.7 Each team shall take one kick in alternating ABAB order.

45.8 The three selected kickers shall continue to rotate in the same sequence:

1 → 2 → 3 → 1 → 2 → 3 → 1 → 2 → 3 → ...

45.9 The shootout shall continue until, in the same round, one team scores and the other team misses.

45.10 The team that scores while the opposing team misses in the corresponding round shall be placed higher in the Group/Table standings.

45.11 The tiebreaker shootout is solely for determining Group/Table ranking and progression. It does not alter the goals scored, goals conceded or goal difference recorded from the completed Group/Table Stage matches.

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46. KNOCKOUT STAGE — TIED SCORES

46.1 The Knockout Stage shall use the same applicable kicking sequence set out in Point 36.

46.2 Both teams shall complete the applicable number of scheduled kicks under Point 36.

46.3 If one team has scored more goals after both teams have completed the applicable kicks, that team shall win.

46.4 If the score is tied after both teams have completed the applicable kicks, the match shall proceed to sudden death.

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47. KNOCKOUT STAGE — SUDDEN DEATH

47.1 Sudden death applies only during the Knockout Stage.

47.2 Sudden death begins after both teams have completed the applicable scheduled kicks under Point 36 and the score remains tied.

47.3 During sudden death, players shall continue to rotate through the team's available registered and eligible players.

47.4 The rotation is not restricted to the players who took the initial scheduled kicks.

Team with 5–8 Available Players

The kicking rotation shall continue:

1 → 2 → 3 → 4 → 5 → 1 → 2 → 3 → 4 → 5 → 1 → 2 → 3 → 4 → 5 → ...

Team with 4 Available Players

The kicking rotation shall continue:

1 → 2 → 3 → 4 → 1 → 2 → 3 → 4 → 1 → 2 → 3 → 4 → ...

Team with 3 Available Players

The kicking rotation shall continue:

1 → 2 → 3 → 1 → 2 → 3 → 1 → 2 → 3 → 1 → 2 → 3 → ...

47.5 Teams shall continue taking one kick each per round in alternating ABAB order.

47.6 There is no limit to the number of sudden-death rounds.

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48. SUDDEN DEATH WINNER — KNOCKOUT STAGE

48.1 If both teams score in a sudden-death round, the next round shall be played.

48.2 If both teams miss in a sudden-death round, the next round shall be played.

48.3 Sudden death continues until, in the same round:

- one team scores; and
- the other team misses.

48.4 The team that scores while its opponent misses in the corresponding round shall be declared the winner.

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49. WALKOVERS

49.1 A team with fewer than 3 registered and eligible players available at the scheduled start of its match shall forfeit the match.

49.2 The opposing team shall receive a 3–0 walkover.

49.3 Walkovers may also be awarded for serious breaches, disqualification or failure to comply with Tournament requirements.

49.4 A walkover result shall be recorded in the Group/Table standings in accordance with the Tournament's official competition administration.

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50. YOUTH TEAM MANAGER — MATCH DAY

50.1 The registered Youth Team Manager must be present for every Youth match.

50.2 The Manager shall identify themselves to the referee or Tournament official.

50.3 The Manager shall remain available throughout the match and assist with reasonable administrative, safety and communication matters.

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51. REFEREE AUTHORITY

51.1 The referee shall control the match and penalty procedure.

51.2 Referee decisions made during competition shall be respected.

51.3 Participants shall not threaten, intimidate, abuse or improperly confront referees or Tournament officials.

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52. MATCH-DAY COMPLIANCE

52.1 Teams must report and be ready at the time and location instructed by KGC Events.

52.2 Failure to comply may result in delay, walkover, disciplinary action or disqualification.

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53. COMPETITION INTEGRITY

53.1 Match manipulation, deliberate underperformance, fraudulent registration, use of ineligible players or attempts to circumvent these Regulations are prohibited.

53.2 A player may not participate for multiple teams.

53.3 A player may not change teams after registration.

53.4 A player whose team has been eliminated may not subsequently participate for another team.

53.5 KGC Events may investigate suspected breaches and impose appropriate sanctions.

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54. APPLICATION OF RULES

54.1 These Regulations shall be read as a complete set of Tournament rules.

54.2 Where an operational matter is not expressly covered, KGC Events and/or the Tournament Director may make a reasonable determination consistent with:

- the purpose of the Tournament;
- player safety;
- fairness;
- sporting integrity; and
- orderly event operations.

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55. ACCEPTANCE OF REGULATIONS

By registering a team, the Team Captain/Representative confirms that the team:

- has read and understood these Regulations;

- has provided accurate registration information;

- has registered the required minimum of 5 players;

- understands that a maximum of 8 players may be registered;

- understands that there are no designated compulsory players;

- understands that any registered and eligible player may be selected for any match;

- understands that different players may be selected from match to match;

- understands that a player may only be registered to one team;

- understands that a player cannot change teams during the Tournament;

- understands that a player cannot play for another team after their original team has been eliminated;

- accepts the goalkeeper requirements;

- accepts the applicable kicking sequence under Point 36;

- understands that all scheduled Group/Table Stage kicks must be completed;

- accepts the Group/Table Stage points system;

- accepts the Head-to-Head tiebreaker system;

- accepts the three-kicker Group/Table tiebreaker shootout;

- accepts that sudden death applies only to tied Knockout Stage matches and Group/Table tiebreaker shootouts;

- accepts the Knockout Stage sudden-death player rotation system;

- accepts the coin-toss procedure;

- accepts the 3–0 walkover provision;

- accepts the mandatory Team Briefing and electronic grouping;

- agrees to comply with referee and Organiser instructions; and

- agrees to uphold fair play, respect and sportsmanship.

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56. FINAL DECLARATION

Penalty King 2027 is built around:

FAIR PLAY • RESPECT • SAFETY • SPORTSMANSHIP

KGC Events reserves the right to make reasonable decisions necessary to ensure the Tournament is conducted safely, fairly and in an orderly manner.

QUICK REFERENCE — TEAM & PLAYER REGISTRATION

Item| Rule

Minimum registered players| 5

Maximum registered players| 8

Designated compulsory players| None

Match-day selection| Any registered & eligible players

Same players required every match?| No

Minimum players to start| 3

Fewer than 3| 3–0 walkover

Player registered to multiple teams| Not permitted

Player changing teams| Not permitted

Eliminated player joining another team| Not permitted

QUICK REFERENCE — MATCH FORMAT

Stage| Scheduled Kicks| If Tied

Group/Table| Based on Point 36| Draw

Knockout| Based on Point 36| Sudden Death

Group Tiebreaker| 3 selected kickers| Sudden Death

QUICK REFERENCE — NUMBER OF KICKS

Eligible Players Available| Scheduled Kicks| Sequence

5–8| 5| 1 → 2 → 3 → 4 → 5

4| 5| 1 → 2 → 3 → 4 → 1

3| 4| 1 → 2 → 3 → 1

Fewer than 3| —| 3–0 Walkover

GROUP/TABLE STAGE

Every team completes its full scheduled sequence.

No early winner.

The final score is recorded after all scheduled kicks.

Points

Win = 3 points

Draw = 1 point

Loss = 0 points

Tiebreakers

If teams finish level on points:

1. Head-to-Head Points

↓

2. Head-to-Head Goal Difference

↓

3. Head-to-Head Goals Scored

↓

4. Three-Kicker Sudden-Death Shootout

Group Tiebreaker Shootout

1 → 2 → 3 → repeat

Continue until one team scores and the other misses in the same round.

KNOCKOUT STAGE

Teams complete the applicable scheduled kicks under Point 36.

If one team leads → that team wins.

If tied → Sudden Death.

Sudden Death Rotation

5–8 players:

1 → 2 → 3 → 4 → 5 → repeat

4 players:

1 → 2 → 3 → 4 → repeat

3 players:

1 → 2 → 3 → repeat

Continue until one team scores and the other misses in the same round.

PRIZE SUMMARY

YOUTH

🥇 S$3,000

🥈 S$2,000

🥉 S$1,000

OPEN

🥇 S$4,000

🥈 S$2,000

🥉 S$1,000

MASTERS

🥇 S$4,000

🥈 S$2,000

🥉 S$1,000