

PHILIPPINE FOOTBALL CUP 2026

INTERNATIONAL FOOTBALL FESTIVAL

December 18 to 23, 2026

RULES AND REGULATIONS

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A. General Information and Guidelines

1. The tournament will be conducted in accordance with the applicable sections of the FIFA Laws of the Game as laid down by IFAB and published by FIFA, AFC, and Philippine Football Federation (PFF) rules, except as amended herein with specific adaptations for 7-a-side and 9-a-side football.
2. Participating clubs to the PHILIPPINE CUP 2026 are expected to be recognized by their respective FIFA Member Association. Registration is through our tournament website. You will then be granted access to the tournament information including fee payment and team/player registration after you have received written confirmation that your team/s have been accepted.

3. By participating in this competition, all participants, all players, coaches, team officials, parents, and spectators agree to abide by these rules and any sanctions for violating these rules to ensure a fair and safe environment for everyone.
4. The official name of the competition shall be: PHILIPPINE CUP 2026 International Football Tournament
5. The competition shall be managed by the MAXCOM SPORTS MANAGEMENT SERVICES Competitions Committee (hereafter called “the Committee”).
6. The Philippine Football Foundation Inc. (PFFI) Events Department (hereafter called “the Department”) will bear sole responsibility of pre-tournament preparations, who can be reached at maxcomoperations@gmail.com.
7. All matches shall be played at the NEW CLARK CITY (NCC), Capas, Tarlac, Philippines.
8. All clubs, teams, and players must adhere to all necessary health protocols set forth by the Philippine Football Federation.

B. Entry & Obligations

1. Foreign Clubs are expected to notify their respective FIFA Member Association / NOC's of intent to play in the upcoming tournament by providing information to include but not limited to: official team name and team colors.
2. Registration fee is at \$500.00 for 9-a-side teams and \$400.00 for 7-a-side teams.

C. Rosters and Categories

1. There is no limit to the number of players in each team. However, Clubs/teams are limited to only seven (7) substitutes in each match of 7- or 9-a-side and only 14 or 16 medals to the winners. twelve (12) / eighteen (18) players and seven (7) officials including the Coach/Manager for 7-a-side & 9-a-side entries respectively.

2. Coaches/Managers must submit an updated roster at least 24 hours before the scheduled match to ensure correct player information and jersey numbers.
3. Coaches/Managers must verify and sign official match report upon completion of each match.
4. Fourteen (14) / eighteen (18) players registered players and 7 non-playing officials (e.g. manager, coach, and doctor) may be present in the technical area in any one match. These officials must be listed on the official team roster.

D. Player Eligibility

1. Players may participate in a higher age category for the same team, provided they meet the age requirements of the higher category. With the exception of 40up, 50up, 60up, no player may participate in a category where they are over-aged.
2. Players under a category can only play for one club/team and must be listed on their team's official lineup.
3. Players must present any of these documents- Passport, PSA/Birth Certificate/National ID/Any government-issued ID
4. Any player who does not meet the above requirements will be considered ineligible.
5. During the tournament week, the MaxCom Competition Committee will conduct random spot checks in connection with matches. A tournament official will ask the team to line up for a quick team photo before the match. All players listed on the team list must be present in the photo, which will then be compared to the team's digital participant list.

Each team is required to submit a printed match team list before every game and must cooperate during spot checks.

If a team refuses to participate in the photo check or does not cooperate, disciplinary action can be taken by the Competition Committee.

Note: all players must still carry a valid ID throughout the tournament week.

E. Player Ineligibility

1. Players playing in other categories must be listed on the lineup form. Failure to list the player will result in the game being awarded to the opponent and the team being disqualified.
2. 'No 'Accreditation Card', No Play' rule will be enforced.
3. Teams using non-eligible players can be excluded from the tournament.

F. Punctuality / Failure to Appear

1. Default time is 2 minutes. If a team defaults, 2 goals will be awarded to the opposing team. Teams are expected to be at their designated fields 15 minutes before their scheduled matches to avoid defaults.
2. If a team concedes or abandons a match, the game will be forfeited and awarded to the opposing team with a score of 2-0, or the score at the time of stoppage if it is more favorable to the non-conceding team.

G. Team Misconduct

1. Disciplinary measures may be imposed on clubs where a team fails to conduct itself properly. In particular:
 - a. A fine may be imposed where the referee sanctions at least five members of the same team during a match (caution or expulsion);
 - b. Consumption of alcohol by Players and Staff is strictly prohibited immediately before the match and during the match. Furthermore, alcoholic beverages are prohibited in the technical area.
 - c. All Participating Players agree to:
 - i. Respect the spirit of fair play, non-violence, and the authority of the Match Officials;
 - ii. Have read, understood and signed Zero Tolerance Policy (online); and Code of Conduct
 - iii. Behave accordingly; and

iv. Refrain from doping.

d. Anti-Doping:

i. Doping is prohibited. The AFC Anti-Doping Regulations, the PFF Disciplinary Code, and all relevant PFF directives in relations to anti-doping are applicable to the Competition.

ii. The PFF shall inform each member association by means of a circular of the doping control procedure for the Competition.

iii. The PFF Medical Committee shall be responsible for the approval of the WADA Accredited laboratory which shall carry out the analysis of all doping samples.

2. Any team or coach found using one (1) ineligible player (e.g., over-aged, except for the ‘veterans’, not listed on the official lineup) will result in both the player and coach being removed from the tournament.
3. All games in which the ineligible player participated will be forfeited and awarded to the opposing team, either based on the score or with a default score of 0-1 in case of a draw.
4. The coach and player involved may also be banned from the rest of the tournament.
5. Fielding two (2) or more ineligible players will result in the automatic disqualification of the team from the entire category for the duration of the tournament.

H. Mode and Match Regulations of the Tournament

1. The tournament begins with a ‘**Classification Round**’. Teams are divided into groups of four (4) or five (5) where all teams play each other once. Following that, top half of the teams will belong to Division 1 & bottom half will belong to Division 2, a “**Knock-Out**” round.
2. **The Number of Players** (Substitutions)
 - a. There will be ‘Unlimited Substitution’ Opportunities.
 - b. Re-Entry is allowed.
3. **The Players Equipment**

- a. As much as possible, all teams must have light & dark jerseys. With the exception of the goalkeeper, all players on a team must wear identical jerseys, same color shorts and same color socks. A variation in color shades for shorts and socks is acceptable. No pockets in shorts allowed.
- b. Identical is defined as referring to design and color. All sponsor logos and patches must be properly applied per manufacturers' recommendations. Long sleeve jerseys can be considered identical to short sleeve jerseys. All players must wear a unique jersey number listed on the official roster and cannot be duplicated. Numbers may not be taped or written onto the jersey.
- c. A field player substituting a goalkeeper must wear a number different than the goalkeeper he is replacing. It may be a different number than his field player jersey as long as no other player on the roster has the same number.
- d. If – in the opinion of the referee – there is a uniform conflict, the home team must use a different-colored jersey. A uniform set of bibs may be used as an alternative.
- e. With the exception of a Medical Alert necklace/bracelet, players may not wear jewelry of any kind. This includes watches, fashion bracelets, rubber bands, necklaces, etc.
- f. Players may not participate in a match if they are wearing a hard, unyielding cast or splint – even if padded.
- g. Players may wear undergarments (e.g. compression shorts) of a different color than the sleeve or shorts as long as it is a solid color and the referee deems it not to be a conflict. It is recommended that all teammates wear same color.
- h. The Tournament Manager TM will be the authority to determine whether players are in compliance with the above rules. If no TM is present, the referee will make the determination.
- i. Any player found in violation of Sections F1 & F2 will be considered an ineligible player.

4. Fouls & Misconduct

- a. A player or team official who is sent off – after receiving two cautions in the same match or shown a straight red card – shall not play in the next match of the competition.
- b. Players and team officials sent-off must leave immediately and may come no closer than 30 yards from the perimeter of the field of play.
- c. Direct Red Card for violent conduct (e.g., direct punch, whether it hits or not) will result in ejection and eventual suspension from all remaining matches

N.B. *For Categories 2014 & lower (younger) and Category 40 & above, violent charge from behind and slide tackle is dis-allowed for players' safety.*

6. Age Categories and Format:

a. Age Groups

CATEGORY		
B & G 7: born in 2019 or later	Mixed Boys & Girls	7-a-side
B & G 8: born in 2018 or later	Mixed Boys & Girls	7-a-side
B & G 9: born in 2017 or later	Mixed Boys & Girls	7-a-side
B & G 10: born in 2016 or later	Mixed Boys & Girls	7-a-side
B & G 11: born in 2015 or later	Mixed Boys & Girls	7-a-side
B & G 12: born in 2014 or later	Mixed Boys & Girls	7-a-side

CATEGORY		
B 13: born in 2013 or later	Boys	9-a-side
B 14: born in 2012 or later	Boys	9-a-side
B 15: born in 2011 or later	Boys	9-a-side
B 16: born in 2010 or later	Boys	9-a-side
B 18: born in 2008 or later	Boys	9-a-side
M40: Men's 40 up	Men	9-a-side
M50: Men's 50 up	Men	9-a-side
M60: Men's 60 up	Men	7-a-side

b. Format

1. Playing Period

Age Category

Classification Stage and Knock-out to Championship

- BG 7, BG 8, BG 9, BG 10, BG 11, BG 12

2 X 15 min

2 X 20 min (Division 1)

2 X 15 min (Division 2)

- B 13, B 14, B 15, B 16 / B 18 / M 40, M 50, M 60

2 X 20 min

2 X 25 min (Division 1)

2 X 20 min (Division 2)

2. A minimum of 5 / 7 players is required to start and finish a game Re. 7- / 9-a-side games.
3. The offside rule is not applied for 7-a-side games.
4. Back pass to the goalkeeper, using hands to pick-up the ball is not allowed; a free kick will be awarded to the opposing team.
5. Goalkeepers are not allowed to volley or drop-kick the ball for 7-a-side games.
6. No goal will be allowed directly from a 'kick-off', 'goalkeeper throw', 'throw-in', or 'goal kick' unless touched by another player for 5-a-side and 7-a-side games.
7. All matches will be played on a single-round format and teams will be classified into two (2) divisions at the end of the single round.
 - The next set of games will be the Knock-Out stage to determine the top 4 teams in each Division, i.e., Division 1 or Division 2.
 - Champions, 1st, 2nd, and 3rd Runners-Up winners will receive Trophies and Medals in both Divisions.
8. Depending on the number of entries per Category, the format will be set to ensure that clubs/teams will play a minimum of 5 matches each.
9. The Ball In and Out of Play
Restart of Play when the ball goes out of bounds will follow the usual Throw-In and Corner Kick rules.

N.B. **The Committee reserves the right to make changes to the format if the need arises**

1. Match Suspension & Termination

1. If a referee stops a match for reasons of- but not limited to- safety (e.g. bad weather), serious infringement of the Laws of the Game (e.g. broken leg), and interference by spectators, the following procedures must be followed

- a. The match is stopped and suspended for up to 15 minutes to allow conditions to improve. If conditions do not improve sufficiently to restart the match after the 15 minutes, the referee shall terminate the match.
 - b. Matches may be delayed or rescheduled based on the assessment of the organizers.
 - c. If a match is terminated after the halftime whistle, the result shall be considered final.
 - d. No appeals may be made against decisions stated in this section.
2. Teams will be informed promptly of any changes in match schedules due to unforeseen circumstances.

J. Match Point Distribution & Tie Breaker:

WIN= 3 POINTS DRAW= 1 POINT LOSS= 0 POINT

1. Team Ranking After Classification Round

After the classification round, teams within each bracket will be ranked Top Half will move to Division 1 and Bottom Half will move to Division 2, based on the points accumulated by the team.

2. Tiebreaker Rules

In case of ties after the round-robin stage, the following criteria will be applied in order to break the tie:

- a. Goal Difference
- b. Goals For
- c. Goals Against
- d. Caution Cards Difference among Teams/Clubs.
- e. Head-to-Head Result (Winner over the other team).
- f. Sudden Death Penalty Shootout.

*NOTE: If still tied after a sudden death penalty shootout, the tie will be broken by a **toss of the coin.***

3. Tiebreaker in Semifinals and Finals

If there is a tie in the semifinals or championship game, the tiebreaker will be a penalty shootout with the following format:

- a. Each team will have three (3) kickers initially.
- b. If still tied, teams will proceed to sudden death with one (1) kicker each.
- c. If the tie persists, a toss of the coin will determine the winner.
- d. Only 7/9 players from each team can participate in the penalty shootout.

4. Sudden Death Penalty in Case of Flooding or Force Majeure

If the match cannot continue due to flooding or lack of visibility or force majeure, teams will proceed directly to a sudden death penalty shootout:

- a. Each team is allowed three (3) kickers.
- b. If still tied, one (1) best kicker per team will proceed.
- c. If the tie remains, the result will be decided by a coin toss.

K. Code of Conduct for Coaches, Players, and Spectators

1. Coaches' Responsibilities:

- a. Coaches must ensure that all players are aware of and comply with the tournament rules.
- b. Coaches are expected to lead by example, promoting positive behavior and respect towards referees, opponents, and all participants.

2. Spectator Guidelines:

o Spectators are encouraged to cheer positively and respect all players and officials. ***Any disruptive behavior, including abusive language, will result in removal from the venue.***

3. Pitch Access Restrictions

- No parents, fans, or club officials are allowed to enter the pitch during matches.

L. Violence by Players, Officials, Parents, or Supporters

1. Violent Conduct and Discipline

- a. Any player, team official, parent, or supporter involved in undisciplined behavior, such as unauthorized entry onto the field (except active players), interference with the referee's

decision or violent conduct, will be disciplined according to the guidelines set by the Philippine Football Federation by the Discipline Committee.

- b. Any form of physical or verbal abuse towards officials, opponents, or spectators will not be tolerated. Disciplinary actions will be taken against individuals or teams who violate this code of conduct.
- c. ***Violent conduct by parents, officials, or outsiders will result in a Red Card being awarded to their team.***

M. Protest Procedures

1. Protests on Player Eligibility

Protests regarding the eligibility of players participating in the festival must be submitted to the Tournament Committee or Tournament Director immediately after final player registration and no later than the second game in which the questioned player participates. LRN may be used for proof of age.

2. Protests During Quarterfinals, Semifinals, and Finals

- Protests lodged during the semifinals or championship game regarding player eligibility must be accompanied by a payment of \$100 to the assigned Technical Committee Official (TCO) or Tournament Commissioner (TC). The protest must include complete evidence to support the claim. If the protest is unsuccessful, the fee will be retained by the TCO or TC and is non-refundable.

3. Referee Decisions

- a. No protest will be entertained regarding referee decisions. However, teams may submit reports on referee performance for review.
- b. Videos taken during games will not be accepted as evidence during the tournament.

N. Tournament Commissioner and Organizing Committee Authority

- o The Tournament Director and Organizing Committee reserve the right to make final decisions on matters affecting the tournament.

O. Awards and Recognition:

1. Trophies and Medals:

- a. Trophies will be awarded to the champion, and runners-up in each category and division.
- b. Medals will be given to all players in the teams of each category and division.
- c. Special Awards:
 - i. Individual awards for, Best Goalkeeper, Best Striker and MVP will be presented in each category and division based on overall performance throughout the tournament.

P. Safety and Medical Procedures:

1. Medical Assistance:

- a. A designated medical team will be on standby throughout the festival. Teams are encouraged to have basic first-aid kits with them.
- b. In case of serious injuries, play will be stopped immediately, and the injured player will be attended to by the medical team.

Q. Compliance with Venue Regulations

1. Venue Maintenance:

- a. Teams and spectators must ensure that the venue remains clean at all times.

- b. Garbage bins are provided, and all are encouraged to use them to maintain the area.

2. Prohibited Activities:

- a. Smoking, alcohol consumption, and any other prohibited activities are not allowed within the Playing field area.
- b. Violation of these rules will lead to immediate action by the organizers.

3. Parking and Access:

- Vehicles should be parked in designated areas only. The organizing committee is not responsible for any loss or damage to vehicles parked improperly.

R. *Insurance / Liability*

1. Make sure that all your players are insured both on and off the playing field. MaxCom does not carry any group insurance protecting participants in case of injury, illness, theft, or damage to property.
2. The tournament organization and its management will not be held liable or responsible for any damage or injury to any player or parent during the tournament.

S. *Matters Not Provided For*

- The **Committee** shall rule on any matters not provided for in this document.

Reviewed and Noted by:



RAMON FERRER MANUEL

Tournament Commissioner