MIAMI SCORES
CUP 2026
Presented By:
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TOURNAMENT RULES

All games shall be played in accordance with FIFA Laws,
except as specifically modified by these rules.

Players on the Field, Rosters, and Eligibility:

- Games will be 20 minutes long with official time being kept by the official on the field.
- All games are 7 vs. 7 (6 field players and a goalkeeper).
- To meet the tournament requirements, each 7v7 team must consist of at least two **non-male** players at all times on the field (can include goalkeeper). Teams not meeting those requirements will play down.
- A team must have 5 players physically present at game time or a forfeit will be called; the scorekeeper's watch is the official time in establishing a forfeit.
- A team roster must consist of a minimum of 8 players

Each player on a team roster MUST sign a player waiver; a player will not be allowed to participate otherwise.

Participating teams will be required to wear the team jerseys provided to them by Miami SCORES during all tournament games.

There will be **no** offside.

A size 5 ball will be provided for each game.

Slide tackles are illegal; this also extends to goalkeepers who attempt to save the ball outside their area. This rule will be strictly enforced, first with a warning, and then with a yellow card.

Start of play: The home team will kick off the match. After a goal has been scored the game shall be restarted with a kickoff at the center of the field. A goal can be scored directly from a kickoff and from anywhere on the field.

Game Length:

- 20 minutes (running time held by ref). No half-time.
- Referees may use their discretion regarding added time if they feel as though a team is deliberately time-wasting.

Putting the ball back into play:

- Corner kicks, goal kicks and throw-ins will be the same as in regular, full-size games.

Free Kicks:

- Opposing players must give 7 yards on all sides from the point where the ball is to be kicked.

Penalty Kicks:

- If a player of the defending team commits an infraction deemed a foul within their penalty area, they shall be penalized by a penalty kick.
- At the moment of the kick, all players, with the exception of the goalkeeper and player taking the kick, must be outside the area.

- The goalkeeper may move their feet prior to the ball being kicked, but must remain on the goal line.
- The player taking the kick must kick the ball forward; they may not play the ball a second time until it has been touched by another player.

Corner Kicks:

- Players of the opposing team may not encroach within 7 yards of the ball until it is in play. The player taking the kick shall not play the ball a second time until it has been touched or played by another player.
- A goal may be scored directly from a corner kick.

Player Ejections:

- Team captains are responsible for the actions of their teammates, coaches and spectators and should be the only player who addresses the referee.
- Anyone who uses profanity, displays poor commitment to Fair Play, instigates and/or fights with another participant will be ejected. Anyone ejected must leave the field area immediately; any further harassment from an ejected player/coach may result in a forfeit.
- An ejected player will not be allowed to play in their team's next game (including any playoff games).
- A player receiving TWO yellow cards (within the same game) will be ejected but will not have to sit out the following game.
- Another player may replace an ejected player after the time penalty has elapsed (see official decisions for more information on penalty times).
- Any player receiving a YELLOW card will be required to make a $25 donation in support of Fair Play to Miami SCORES
- Any player receiving a RED card will be required to make a $50 donation in support of Fair Play to Miami SCORES
- A player shall be ejected from the playing field, if, in the opinion of the referee they:
    - are guilty of serious foul play
    - are guilty of violent conduct
    - use foul or abusive language
    - are guilty of persisting in misconduct after being cautioned
- Games delayed by more than five minutes due to player altercations will be abandoned

Official decisions:

- Once ejected, the player concerned may not re-enter the game, nor may they sit on the substitutes bench. They may only be replaced by a different player 5 minutes after the ejection occurred, regardless of whether a goal has been scored before the 5 minutes have elapsed. The 5 minutes relates directly towards running time.
- If a yellow card is awarded by the referee, that player is required to leave the playing field, but there is no time penalty awarded to the team and they do not play down a player. That player is eligible to re-enter the game after 2 minutes.

Substitutions:

The number of "on the fly" substitutions made during a match are unlimited, except in the case of a goalkeeper who can only be replaced when the ball is not in play. A player who has been replaced may return to the field as a substitute for another player. A substitution "on the fly" is one that is made when the ball is still in play, and for which the following conditions shall be observed:

- The player leaving the field shall do so from the designated player entrance by their bench.

- The player entering the field shall not enter the field until the player leaving the field has completely passed over the touchline. The entering player must remain off the playing field until the exiting player leaves the field.
- A substitute shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
- A goalkeeper may change places with any other player, provided that in each case the referee has given permission and that the change is made during a stoppage in play.
- If during a fly substitution the new player enters the field before the replaced player has exited, the referee will stop the game. The substitute player will be sent back to the bench, cautioned, and the game will restart with an indirect free kick to be taken by the opposing team from the spot where the ball was situated when the game was stopped. If inside the penalty area the kick will be taken from the spot on the penalty area box line nearest to the position of the ball before play was stopped.

Tie Games:
All preliminary games that end with a tie will remain as such, with each team receiving 1 point.

During the playoffs, a tie at the end of regulation will proceed directly to PENALTY KICKS.

- The referee shall determine at which goal all of the kicks will be taken.
- The referee will toss a coin to determine who kicks first.
- Three (3) kicks will be taken alternately by each team, by choosing amongst those seven (7) players including the goalkeeper. In the event that either team finishes the game with less than 7 players, a substitute player will be chosen to bring up the number of players taking the penalty kicks to seven (7). Teams are allowed to make substitutions from the players that were on the field at the final whistle for penalty kicks, but there still must be two non-male players on the field within the 7 players.
- If, after both teams have taken three (3) kicks, both sides have scored the same number of goals or haven't scored any goals, the taking of the penalty kicks shall continue with additional players who have not kicked, until such time as both have taken an equal number of kicks and one team has scored a goal more than the other.
- Any additional penalty kicks will be taken by the remaining players on the field, including the goalkeeper. If the score remains tied after all 7 players have taken a kick, the players mentioned above shall continue in the same order.
- While the penalty shoot-out is in progress, all players shall be on the playing field, on the opposite half to that where the penalty kicks are being taken. The scorekeeper will control this area of the field and the players who are positioned here.

Goalkeeping Restrictions:
The following infractions shall cause the referee to stop play and award a free kick (this is NOT a penalty shot, however, and is an indirect kick):

- Hand to hand – a goalkeeper, having had control of the ball in their hands and having released it from their hands to be played either by himself or a teammate, shall not handle the ball again until it has been touched or played by an opponent or a teammate. Anything herein to the contrary notwithstanding, this infraction will result in an indirect kick from the spot of the infraction.
- Passback – on any occasion when a player deliberately kicks the ball to their own goalkeeper, the goalkeeper is **NOT** permitted to touch it with their hands.
- Seven second distribution – a goalkeeper, with possession of the ball within the penalty box, must distribute the ball outside of the penalty box to another player within 7 seconds of gaining possession. Possession shall be defined as control with hand.

- Punting: There is no punting. Goalkeepers can only distribute using their hands or by playing the ball on the ground.
- There are no other restrictions on goalkeeper distribution when the ball is in their hands

Player Equipment:
No player may wear anything that could injure another player or themselves (jewelry). Either cleats or turf shoes are recommended, but metal studs are strictly prohibited. **Shin guards are mandatory.**

Group Stage Tie-Breaker Rules:
The ranking of each team in each group will be determined as follows:
1) greatest number of points obtained in all group matches;
2) head-to-head results;
3) goal difference in all group matches (maximum differential of 6 per game);
4) least number of goals allowed in all group matches;
5) least number of yellow/red cards accumulated in all group matches (1 point per yellow, 2 points per red)
6) number of shut-outs
7) Total Value of Funds Raised on the SCORES Cup MightyCause page

If two or more teams are equal on the basis of the above criteria, their rankings will be determined by a drawing of lots by the Tournament Director

How will playoffs work?
Our goal is for every company to have the absolute best experience possible and play as many evenly matched games as possible with teams around their skill level.

As a result, our playoff format may be slightly different than what you have seen in other tournaments, and is designed to maximize the number of teams able to make playoffs within the field space available.

Competitive Division:
- Since all teams play 4 group stage matches, there is no knockout round, but rather the top 2 teams go directly to the final

Intermediate Division:
- Top 2 Teams in each Group advance to the Upper Playoffs (Poetry Cup)
- Bottom 2 Teams in each Group advance to the Lower Playoffs (Service Cup)

Recreational Division:
- Top 2 Teams in each Group advance to the Upper Playoffs (Challenge Cup)
- Next 8 teams based on overall points (regardless of Group) advance to the Lower Playoffs (Friendship Cup)
- Lowest Ranked 17th and 18th Place teams based on overall points (regardless of Group) are eliminated