



ACTIVESG CUP FOOTBALL DECEMBER 2026

Rules and Regulations

1. Objective

- 1.1. Enable individuals from different backgrounds to socialise through team sports.
- 1.2. Provide a platform and opportunity for the masses to compete in a structured environment.
- 1.3. Increased talent pool and development opportunities for young athletes.

2. Organiser

- 2.1. This competition is organised by Sport Singapore.

3. Rules

- 3.1. This prestigious tournament will feature a total of up to 224 teams (8U/10U/12U Mixed & 16U Boys). The competition will be conducted in a structured round-robin and knock-out format.

4. Event Venue and Schedule

- 4.1. The competition schedule (tentative) as follows:

Category	Date	Timing	Competition Stage	Venue
8U Mixed	30 th Nov 2026	8am to 4pm	All Stages	Bedok Stadium
10U Mixed	1 st Dec 2026	8am to 4pm	All Stages	
12U Mixed	2 nd Dec 2026	8am to 4pm	All Stages	
16U Boys	3 rd Dec 2026	8am to 4pm	All Stages	

- 4.2. General Technical Meeting (GTM) will be held online via Microsoft Teams at on <https://go.gov.sg/asgcfbgmtm> **24 Nov 2026 (Tuesday) at 7pm.**



5. Categories & Eligibility

5.1. All participants shall compete in their respective age groups as follows:

S/N	Category	Eligibility
1	8U Mixed	Born in year 2018 and 2019
2	10U Mixed	Born in year 2016 and 2017
3	12U Mixed	Born in year 2014 and 2015
5	16U Boys	Born in year 2010 – 2013

5.2. All participants shall be Singapore Citizens, Singapore Permanent Residents and non-Singapore Citizens residing in Singapore with valid passes as stated below:

- Student Pass;
- Long Term Pass;
- Dependent's Pass;
- Foreign players without a permanent Singapore residential address must present their passport for verification.

5.3. If a participant is found to be registered with more than one (1) team in the same tournament after the registration closing date, the participant will be disqualified from the ActiveSG Cup 2026. No substitution or replacement of such participant(s) will be allowed.

6. Registration

6.1. Registration Fee

Category	Tournament Price (per team)
8U Mixed, 10U Mixed, 12U Mixed	\$50
16U Boys	\$70

6.2. Registration closing date: **16 Nov 2026 (Monday)** or when registration is full, whichever earlier.

6.3. **NO** refunds will be allowed.

6.4. Complete the registration process on <https://go.gov.sg/asgcfbreg> including all team members list and ensure parents signed the Indemnity Form. For enquiries, please email activesgcup@aux.com.sg.

6.5. For ALL Categories, participants must obtain parental/legal guardian consent for their participation in the competition.



6.6. No. of Players Per Team

6.6.1. 8U, 10U and 12U Mixed age group teams will register:

- a) Minimum of five (5) players and maximum of eight (8) players for the competition;
- b) One (1) adult (Team Manager/Coach) who will handle player registrations prior to each match.

6.6.2. 16U Boys age group teams will register:

- c) Minimum of Seven (7) players and maximum of twelve (12) players for the competition;
- d) One (1) adult (Team Manager/Coach) who will handle player registrations prior to each match.

6.7. **No change** to the team list is permitted once Team Roster List edit closed on **27 Nov 2026 (Friday)**.

6.8. All teams are to arrive **60** minutes before the first scheduled match timing.

6.9. Once a participant is registered to a team, he or she is not allowed to represent another team in the competition.

6.10. Registration and Participation Information

6.10.1. Organiser reserves the rights to reject the registration of any player(s) and/ or any team(s) at their own discretion.

6.10.2. All players are required to provide their NRIC, FIN Card, Student Pass, or any valid proof of identity for verification by the competition official.

7. Competition Format

7.1 8U/10U and 12U Mixed shall be a 5 a side tournament with a duration of 10mins per match without interval. 16U Boys shall be a 7 a side tournament with a duration of 12mins per match without interval.

7.1. Preliminary Round

7.1.1. 8U/10U & 12U Mixed teams participating in the competition shall be divided into groups into 8 groups of 8 teams in each in each group. 16U Boys shall be divided into 4 groups of 8 teams.

7.1.2. A draw will be conducted for the purpose of determining the placement of the teams in the groups. All matches in a group are played under the league system whereby each team will play once against each of the other teams in its group (single round-robin).



7.2. Award of Round Points

7.2.1. The following scoring system shall apply:

- a) 3 points for a win
- b) 1 point for a draw
- c) 0 points for a loss

7.3. Ranking of the Teams

7.3.1. The rankings of teams in each group shall be determined as follows:

- a) Greater number of points obtained in all group matches.

7.3.2. If two or more teams are equal based on the above criterion, their place shall be determined as follows:

- a) Goal difference resulting from the group matches between the teams concerned;
- b) Greater number of goals scored in the group matches between the teams concerned;
- c) Head-to-head results between teams concerned;
- d) Goal difference between the two teams concerned;
- e) If all are the same, sudden death penalty will decide the placing.

7.4. The winner shall be the team that scores the greater number of goals in regulation time for each respective sub-category.

7.5. At the conclusion of the Preliminary Round, top four (4) teams in each group shall qualify for the Knockout Stages.

7.6. Knockout Stages

7.6.1. 8U/10U & 12U Mixed Knockout Stages shall consist of Round of 32, Round of 16, Quarter Finals, Semi-Finals, 3rd / 4th placing and Finals.

7.6.2. 16U Boys Knockout Stages shall consist of Round of 16, Quarter Finals, Semi-Finals, 3rd / 4th placing and Finals.



8. Rules & Regulations / Laws of the Game

8.1. Law 1 – Field of play

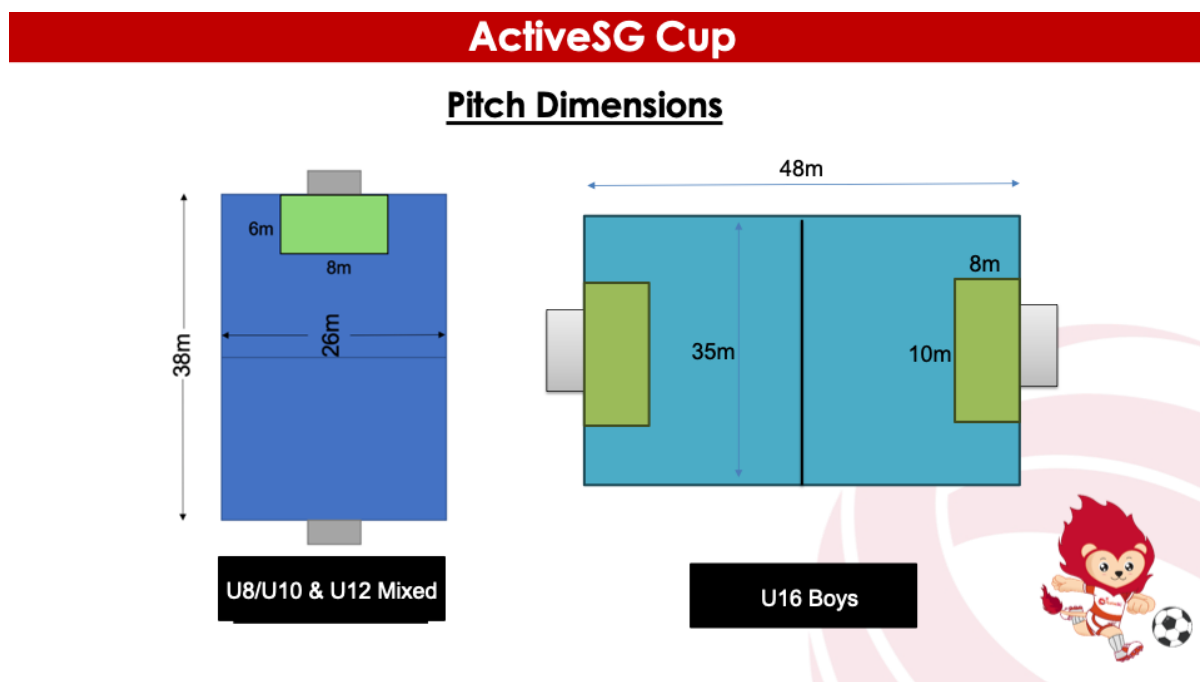
8.1.1. Field Markings

- a) The field of play must be rectangular with the two touch lines being longer than the two goal lines. The field of play will be marked with tape or any other suitable means. These lines belong to the areas of which they are boundaries of.

8.1.2. Only the lines indicated in Law 1 are to be marked on the field of play.

- a) The two longer boundary lines are touchlines
- b) The two shorter lines are goal-lines
- c) The centre mark is at the midpoint of the field of play
- d) All lines must be of the same width, which must not be more than 12cm (5inches).

8.1.3. Pitch Dimensions (Up to maximum as shown below)



8.1.4. Goal Post Dimensions

- a) The height of the goal will be 2 meters and the width 3 meters for 8U/10U & 12U Mixed. 5 meters by 2 meters for 16U Boys.

8.2. Law 2 – The Ball

8.2.1. Size 4 footballs will be used for 8U/10U/12U Mixed groups categories.

8.2.2. Size 5 footballs will be used for 16U Boys category.



8.3. Law 3 – The Players

8.3.1. Participants

- a) For All Age Groups Categories - Each team can field a maximum of 5 players per match with a maximum of 3 substitute players. A minimum of 3 players on the field of play to start or restart the match.

8.3.2. Substitutions

- a) Teams are allowed rolling substitutions with no maximum limit. To replace a player with a substitute, please observe the following conditions:
- b) The referee must be informed before any substitution is made;
- c) The player being substituted receives the referee's permission to leave the field of play, unless already off the field, and must leave by the nearest point on the boundary line unless the referee indicates that the player may leave directly and immediately at the halfway line or another point (e.g. For safety/security or injury);
- d) The player being substituted must go immediately to the technical area or dressing room and takes no further part in the match;
- e) If a player who is substituted refuses to leave, play continues;
- f) The substitute only enters:
 - i. During a stoppage in play
 - ii. At the halfway point
 - iii. After the player being replaced has left
 - iv. After receiving a signal from the referee
- g) The substitution is completed when a substitute enters the field of play from that moment, the replaced player becomes a substituted player, and the substitute becomes a player and can take any restart;
- h) All substituted players and substitutes are subject to the referee's authority whether they are playing.

8.3.3. Changing the goalkeeper

- a) Any of the players may change places with the goalkeeper if:
 - i. The referee is informed before the change is made.
 - ii. The change is made during a stoppage in play.



8.4. Law 4 - Players' Equipment

8.4.1. Safety

- a) A player must not use equipment or wear anything that is dangerous;
- b) All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed;
- c) Using tape to cover jewellery is not permitted;
- d) The players must be inspected before the start of the match and during substitution before they enter the field of play. If a player is wearing or using unauthorized/dangerous equipment or jewellery the referee must order the player to:
 - i. Remove the item;
 - ii. Leave the field of play at the next stoppage if the player is unable or unwilling to comply;
 - iii. A player who refuses to comply or wears the item again must be cautioned.

8.4.2. Compulsory Equipment

- a) The compulsory equipment of a player comprises the following separate items:
 - i. A shirt with sleeves
 - ii. Shorts
 - iii. Socks (up to knee level)
 - iv. Shin guards – these must be made of a suitable material to provide reasonable protection and covered by the socks
 - v. Appropriate footwear

- 8.4.3. A player whose footwear or shin guard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.

8.5. Law 5 – The Referee

- 8.5.1. Each match is controlled by a referee who has full authority to enforce the laws of the game as stipulated in the regulations.



8.6. Law 6 – Duration of Play

8.6.1. Periods of play

- a) 10 mins per match with no interval.

8.6.2. Abandoned Match

- a) An abandoned match is replayed unless the competition rules or organisers determine otherwise;
- b) If the match has commenced and more than 50% of the match has been played, the match will be considered as completed, and all facts (goals, cautions, expulsions, etc.) connected to the match will be deemed as final.

8.7. Law 7 – Start and Restart of Play

- a) A kick-off is taken at the centre of the playing area to start the game and to restart after a goal has been scored;
- b) Opponents must be 5 metres away from the ball and in their own half of the field;
- c) The ball is in play once it is kicked and moves;
- d) A goal can be scored directly from a kick-off.

8.7.1. A dropped ball is a method of restarting play, if the referee stops play for reasons not covered in Law 11.

8.7.2. Dropped Ball Procedure:

- a) The ball is dropped for one player of the team that last touched the ball at the position where the ball was when play was stopped;
- b) All other players (of both teams) must remain at least 5 metres from the ball until it is in play;
- c) The ball is in play when it touches the ground;
- d) The ball is dropped again if it:
 - i. touches a player before it touches the ground;
 - ii. leaves the field of play after it touches the ground, without touching a player;
- e) If a dropped ball enters the goal without touching at least two players play is restarted with:
 - i. A goal kick if it enters the opponents' goal;
 - ii. A corner kick if it enters the team's goal.



8.8. Law 8 – Ball In and Out of Play

8.8.1. The goal line and touchlines are part of the field of play. The ball must be entirely over these lines to be out of play.

- a) If an attacker is the last player to touch the ball over the goal line, a goal kick is given;
- b) If a defender is the last player to touch the ball over the goal line, a corner kick is given;
- c) If a player touches the ball over the touchline, a throw-in is given to the opposing team.

8.9. Law 9 – Determining The Outcome of a Match

8.9.1. Goal Scored

- a) A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.
- b) If the goalkeeper throws the ball directly into the opponents' goal, a goal kick is awarded.

8.9.2. Winning Team

- a) The team scoring the greater number of goals is the winner at the end of the entire duration of the match.
- b) If both teams are unable to score any goals or score an equal number of goals at the end of the match, the match is drawn.

8.9.3. Knock Out Stages

- a) In an event of a draw, no extra time shall be played. The match will be decided by a sudden death penalty kick.
- b) All players shall remain at the centre of the field for the duration of the penalty kick.

8.10. Law 10 – Offside

8.10.1. There are no offsides in this tournament.

8.11. Law 11 – Fouls and Misconducts

8.11.1. Free kicks are awarded when a foul is committed similar to football. All free kicks awarded will be direct free kicks, unless determined by the referee such as a back pass.



- 8.11.2. When a foul is committed, the referee at his / her own discretion has the right to issue the player who committed the foul the following:
- a) Verbal warning
 - b) Yellow card (two of which will result in a red card) (temporary dismissals for 1mins)
 - c) Red card (the player will be sent off and can no longer partake in the match)
- 8.11.3. A substitute player can replace the red carded player after the temporary dismissal period.
- 8.11.4. The match will be stopped and considered concluded if a team has two (2) of their players sent off and they have less than the minimum number of players on the field of play. The score of 3-0 (unless the current score is of greater advantage to the non-offending team), and points will be awarded to the opposing team.
- 8.11.5. Cards will not be carried forward to the following match but any disorderly or violent conduct by any player, coach, parent, or guardian will subject him/her to further actions (immediately) if deemed necessary by the tournament's Organiser.

8.12. Law 12 – Free Kicks

- 8.12.1. For all free kicks, defending players must be 5 meters from the ball. A goal is awarded if a direct free kick is kicked directly into the opponent's goal.
- 8.12.2. Offences and sanctions
- a) If, or when, a free kick is taken, an attacking team player is less than 1m (1 yd) from a 'wall' formed by defending players, the free kick is retaken.

8.13. Law 13 – The Penalty Kick

- 8.13.1. A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13.
- 8.13.2. A goal may be scored directly from a penalty kick.



8.13.3. Procedure

- a) The ball must be stationary on the penalty mark and the goalposts, crossbar and goal net must not be moving;
- b) The player taking the penalty kick must be clearly identified;
- c) The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, without touching the goalposts, crossbar, or goal net, until the ball has been kicked;
- d) The players other than the kicker and goalkeeper must be:
 - i. At least 6m (6.56 yds) from the penalty mark
 - ii. Behind the penalty mark
 - iii. Inside the field of play
 - iv. Outside the penalty area
- e) After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken;
- f) The player taking the penalty kick must kick the ball forward; backheeling is permitted provided the ball moves forward;
- g) When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, the goal line;
- h) The ball is in play when it is kicked and clearly moves;
- i) The kicker must not play the ball again until it has touched another player;
- j) The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence;
- k) Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time. When additional time is allowed, the penalty kick is completed when, after the kick has been taken, the ball stops moving, goes out of play, is played by any player (including the kicker) other than the defending goalkeeper, or the referee stops play for an offence by the kicker or the kicker's team. If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken.

8.14. Law 14 – Throw-in

8.14.1. 8U/10U Mixed will be kick in.

8.14.2. 12U Mixed and 16U Boys will be throw-in.

8.14.3. Goals cannot be scored directly from a kick in or throw-in.



8.15. Law 15 – Goal Kick

- a) A goal kick is awarded when the whole of the ball crosses over the goal line, last played by the opposing player, and a goal was not scored.
- b) A player of the defending team kicks the ball from any point just outside the penalty area.
- c) The ball is in play when it is kicked and clearly moves.
- d) All opponents must be outside of the penalty area of the team taking the goal kick.
- e) The goal kick is retaken if the opponents do not comply with the above.
- f) A goal may be scored directly from a goal kick, but only against the opposing team.
- g) During the match, when Goalkeeper catches the ball, the goalkeeper can only Throw, Roll or Place the ball down and kick. No drop kick from Goalkeeper.

8.16. Law 16 – Corner Kick

- 8.16.1. A corner kick is awarded when the whole of the ball crosses over the goal line, last played by the defending player, and a goal was not scored. The opposing players must remain at least 5 meters from the ball until it is in play.
- 8.16.2. The kicker may not touch the ball again until it has touched another player. If he/she does, a direct free kick is awarded against them.
- 8.16.3. A goal may be scored directly from a corner kick, but only against the opposing team.

9. **Grace Period**

- 9.1. A one-minute (1 minute) grace period is allowed. The Organisers may at their discretion extend the grace period if they think the extension of grace period is justifiable (i.e., in special cases when delay may be caused by traffic jams, floods etc.). Teams must abide by the decision of the Organisers.



10. Walkover and Withdrawal

- 10.1. A team that fails to turn up with the minimum number of three (3) players (for 8U/10U and 12U Mixed) and minimum of five (5) players (for 16U Boys) after one (1) minute of the scheduled kick-off time will be deemed to have given a walkover. The team receiving the walkover shall be awarded three (3) goals and three (3) points.
- 10.2. If a team withdraws during the competition, all their remaining fixtures shall be deemed walkovers with three (3) goals and three (3) points awarded to their opponents.

11. Postponement

- 11.1. The Organisers are at their discretion to decide to postpone a match if they think that the venue is unfit for play, or for any other valid reasons for which it deems a postponement is in order. Teams must abide by the decision of the Organisers.

12. Suspension

- 12.1. A player suspended by any one of the following bodies is barred from participating in the competition for the period of suspension
- a) Sport Singapore;
 - b) Football Association of Singapore (FAS)

13. Disqualification

- 13.1. A team will be disqualified if they commit any of the following:
- a) Fielding over/under aged player
 - b) Fielding unregistered player
 - c) Team/player who caused a match to be abandoned.
- 13.2. All results involving the team which has been disqualified will be considered null and void.
- 13.3. The Organiser will plan the fixtures according to the number of teams upon the closing of registration. No change is allowed once the fixture has been arranged.



14. Health & Safety

14.1. Players who are feeling unwell will not be allowed to attend the event.

15. Supporters

15.1. Only Team Manager/Coach are allowed to accompany each team onto the field of play. Supporters are to remain on the stands.

16. Awards

16.1. Sportsmanship Excellence award may be presented to team/teams.

16.2. Medals will be awarded to the top 4 teams of this tournament in each category with minimum participation of 5 teams.

16.3. Award presentations will be held at the end of the day for each competition date.

17. Protest & Appeal

17.1. A protest is an immediate action to contest the result or conduct of a match. An appeal may only relate to administrative or regulatory matters.

17.1.1. Protests

17.1.1.1. Protests must be raised on-site to the Chief Official/ Referee immediately during/ at the end of the match. Score sheet must be acknowledged by the Team Official.

17.1.1.2. The Chief Official/ Referee shall render a decision on the spot. Teams must continue with scheduled matches regardless of the outcome.

17.1.1.3. Decisions made by the Chief Official/ Referees are final and are not subject to review by video or other recordings, or other sources. The Chief Official/ Referees shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and to interpret the intent and purpose thereof.



17.1.2. Appeal

- 17.1.2.1. Any appeal shall be submitted through the Team's Officials only. Appeals submitted directly by individuals will not be accepted.
- 17.1.2.2. An appeal may only relate to administrative or regulatory matters. Appeals relating to Technical Officials' decisions on the field of play, including decisions on facts connected with play, shall not be entertained.
- 17.1.2.3. Any team intending to lodge an appeal shall notify the Organiser within one (1) day after the event ended. A full written appeal, together with clear reasons and supporting evidence, shall be submitted to the Organiser within the same timeframe, together with an appeal fee of One Hundred Dollars (SGD\$100), nonrefundable.
- 17.1.2.4. Upon receipt of a valid appeal, the Appeals Committee shall review all relevant reports and information and determine the outcome. Where necessary, relevant bodies may be consulted. Failure to comply with the above submission requirements shall render the appeal invalid and it shall not be entertained.
- 17.1.2.5. All decisions of the Appeals Committee shall be final and binding, no further correspondence shall be entertained.

18. Safeguarding

18.1. All Coaches, Players and Team Officials agree to:

- 18.1.1. Maintain an environment free from abuse and harassment, and shall be responsible for knowing the prevailing SportSG Safe Sport Policy, SportSG Safe Sport Policy and behaviours which constitute Misconduct under the Safe Sport Unified Code;
- 18.1.2. Submit to the resolution process for any alleged breach of the Safe Sport Unified Code, which have been delegated by SportSG to the designated investigative or disciplinary bodies under the Safe Sport Programme.



18.2. Any person who witnesses, experiences, or becomes aware of Misconduct under the Safe Sport Unified Code should report it to any of the following channels:

18.2.1. SportSG appointed Safeguarding Officer(s);

18.2.2. Safe Sport Commission Singapore [online reporting form](#).

19. Competition Jurisdiction

19.1. The Organiser holds the right to decide on any issues that may arise that are not stated in the General Regulations.

19.2. The Organiser has the right to alter the scheduled time and dates of the tournament if necessary. Participating teams will be informed of the changes as soon as possible.

19.3. It is the responsibility of participating teams to read through the Rules and Regulations thoroughly.

19.4. It is the responsibility of the players, Teachers-in-charge, Team Managers, Head Coaches, Assistant Coaches, to take note of the fixture after the preliminary rounds to avoid unnecessary walkover.

19.5. All decisions made by the Organiser are final.

19.6. While reasonable precautions will be taken, the organisers, its servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this competition.