

GENESIS FUTBALL CLUB

Genesis Open 8 Rules & Regulations

Fall 2026 Competition

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1. Purpose and Spirit of Genesis Open 8

Genesis Open 8 is a competitive football league and championship organized by Genesis Football Club. The competition is intended to provide quality, competitive football while creating a welcoming environment for players, families, friends, supporters, and the surrounding community.

Competition may be intense, but respect, sportsmanship, discipline, accountability, and community remain fundamental to every Genesis event. Genesis may take strong action when conduct threatens the safety, enjoyment, integrity, or family atmosphere of the competition.

2. Competition Structure

The Fall 2026 competition is expected to operate for approximately 10 weeks beginning on or around September 8, 2026. The season will include a league phase followed by a championship phase. The exact schedule, championship qualification system, bracket structure, trophies, prizes, and awards may depend upon the final number of registered teams and will be announced by Genesis.

Genesis may make reasonable adjustments because of registration numbers, withdrawals, scheduling, weather, field availability, or other circumstances.

3. Team Roster and Player Eligibility

- Maximum 11 registered players per team.
- One match-specific Guest/VIP player may be used in addition to the registered roster.
- A maximum of 8 players per team may be on the field at one time.
- A minimum of 5 eligible players is required to start a match.
- A registered player may only belong to one Genesis Open 8 team.
- Government-issued identification is not required. Approved aliases, commonly used names, or nicknames are permitted.
- Each registered player requires a Genesis roster entry and the applicable participation waiver.
- A player verification photo is optional. If no real photo is uploaded, Genesis will use a neutral default player avatar. A real photo may be added later.

Genesis may electronically check roster records and available player photographs before a match. Genesis has final authority over player eligibility.

4. Guest/VIP Player

Each team may use one Guest/VIP player per match. The Guest/VIP does not need a permanent Genesis profile and may be declared immediately before kickoff.

- The Guest/VIP must not be registered with another Genesis Open 8 team.
- The Guest/VIP must be identified to Genesis and/or the referee before entering the match.
- The applicable participation waiver must be completed.
- The Guest/VIP may change from match to match.

The Guest/VIP slot may not be used to bypass roster or dual-registration rules.

5. Registration and Roster Deadlines

Initial team registration, required payment, and roster information are generally due one week before the competition begins unless Genesis approves an exception.

Normal roster changes may be made during the first two weeks of the competition. After the published roster-change deadline, the roster is locked. Genesis may approve later changes for injury, hardship, team viability, exceptional circumstances, or another reason Genesis considers appropriate.

Player photos may be added or updated after the roster deadline because a photo update does not by itself change roster membership.

6. Number of Players and Continuing a Match

Five eligible players are required to start. Once a match has legally begun, falling below five players does not automatically create a forfeit. The affected team may elect to continue. The referee may still stop a match if continuing becomes unsafe, impossible, or inappropriate because of serious disciplinary circumstances.

7. Match Duration and Late Arrival

Matches consist of two 25-minute running halves with approximately 5 minutes at halftime. The official match clock begins at the scheduled kickoff time.

Game time is forfeit time. The detailed late-arrival procedure below controls how that principle is applied.

Time	Rule
Scheduled kickoff	The match clock begins whether or not both teams are ready.
0-5 minutes late	A team may still become ready, but the clock is already running and the lost playing time is not restored.
At 5 minutes	If one team is ready and the other still has fewer than 5 eligible players, the ready team's captain/manager may grant up to 5 additional minutes.
Grace granted	If the late team becomes ready before the 10-minute mark, the match begins with the ready team leading 1-0. The original match clock continues.
At 10 minutes	If the late team still cannot field 5 eligible players, the match is automatically forfeited 1-0.

Teams are strongly encouraged to arrive early enough for roster checks, changing, warm-up, and preparation.

8. Forfeits and Disciplinary Abandonment

The standard Genesis Open 8 forfeit score is **1-0**.

A forfeit may result from failure to field five players to start, use of an ineligible or dual-registered player, refusal to continue after a disciplinary event, unauthorized abandonment, or another substantial violation determined by Genesis.

If a team causes a match to be terminated for disciplinary reasons, misconduct may never improve the offending team's competitive position. If the offending team is already losing, Genesis may preserve the actual score at termination. For example, if the offending team is losing 5-0, the result may remain 5-0 rather than becoming a more favorable 1-0 loss.

9. Referee and Genesis Authority

Referee authority on the field

The referee controls the match. The referee has final authority over on-field judgment, including fouls, cards, goals, time, substitutions, equipment, safety, restarts, and whether play may continue. Only the captain should address the referee during active play unless the referee allows otherwise.

Genesis administrative authority

Genesis officials have final administrative authority over eligibility, rosters, standings, forfeits, suspensions, fines, appeals, schedules, competition format, rules interpretation, and unforeseen circumstances. Genesis does not ordinarily re-referee judgment calls made during the match.

10. Start of Play, Substitutions, and Injuries

- Kickoff begins from the center mark after a fair method such as a coin toss determines side/possession.
- The ball may be played in any direction and a goal may be scored directly from kickoff.
- Unlimited substitutions are permitted during stoppages with referee authorization.
- Substitutes must report at or near the halfway line and may not enter until permitted by the referee.
- The referee may delay or refuse substitutions being used primarily to waste time.
- A player with an open wound or active bleeding must leave the field until the issue is properly treated or covered.
- A player suspected of a significant head injury or concussion should be removed for evaluation. Genesis may require appropriate medical clearance before future participation where warranted.

11. Goalkeeper, Offside, and Core Playing Rules

- There is no offside rule.
- A team may designate a goalkeeper, but the goalkeeper receives no special hand privileges.
- The goalkeeper may not intentionally use the hands or arms anywhere on the field.
- There is no special goalkeeper pass-back rule.
- Slide tackling is prohibited.
- Dangerous or reckless play may result in a direct free kick, card, ejection, or additional discipline depending on severity.

12. Free Kicks, Handball, and Penalties

Unless Genesis expressly announces otherwise, all Genesis Open 8 free kicks are direct. The kicking team must wait for the referee's whistle or signal. No fast restart is permitted without referee authorization. Opponents must remain approximately five yards from the ball unless directed otherwise.

Handball decisions are made by the referee based on intent, arm position, distance, protective movement, and the surrounding circumstances.

All Genesis Open 8 penalty kicks are taken from the halfway line into an empty goal. All players must remain behind the kicker until the ball has been struck.

13. Restarts and Scoring

- A goal is awarded only when the entire ball completely crosses the goal line between the posts and beneath the crossbar.
- Corner kicks are direct.
- Goal kicks are direct and are taken from within the designated goal area.
- Throw-ins must be delivered with both hands from behind and over the head with both feet touching the ground at release.
- An improper throw-in results in possession for the opposing team.

14. Match Balls, Uniforms, and Equipment

- Genesis Open 8 generally uses a Size 5 football.
- Each team is expected to provide at least one match-quality ball.
- Genesis may keep backup balls but teams should not depend upon Genesis to supply one.
- First failure to provide a ball may result in an official warning; subsequent failures may result in a team equipment fine.
- Failure to provide a ball does not stop or reset the match clock.
- Teams should wear reasonably matching uniforms or shirts. If colors conflict, the designated home team changes colors or uses appropriate bibs.
- Metal cleats, dangerous jewelry, hard casts, or equipment considered unsafe by the referee are prohibited.
- Soft casts, braces, or protective equipment are subject to referee inspection.

15. Cards and Discipline

Blue Card

May be issued for lower-level misconduct such as foul language, inappropriate profanity, insulting gestures, or minor unsporting conduct. A Blue Card generally results in 2-5 minutes off the field at referee discretion.

Yellow Card

May be issued for dissent, arguing, unsporting behavior, slide tackling, reckless play, intentional trips/pushes/holds, or similar misconduct. A Yellow Card results in a 5-minute penalty, and the team plays short.

Two Yellow Cards

Two Yellow Cards to the same player in one match equal a Red Card. The player is ejected and the team plays one player short for the remainder of the match.

Red Card

May be issued for fighting, threats, violent conduct, serious referee abuse, excessively dangerous play, repeated serious misconduct, two Yellow Cards, or another offense deemed sufficiently serious. The player is immediately ejected and additional discipline is determined by Genesis.

16. Card Accumulation, Fines, and Suspension Conversion

- 5 accumulated team Yellow Cards triggers the applicable team fine.
- 7 accumulated team Blue Cards triggers the applicable team fine.
- After Genesis records the applicable threshold fine as satisfied, that active accumulation counter resets to zero.
- Historical card records remain even after the active counter resets.

A suspension is **not automatically purchasable**. A player or team may request that Genesis allow a monetary penalty to replace or reduce a suspension. Genesis may approve a conversion, maintain or increase a suspension, impose both a fine and suspension, declare an offense non-convertible, or impose a ban.

Fighting, assaultive conduct, credible threats, deliberate dangerous conduct, severe referee abuse, repeated serious misconduct, or other grave behavior may be considered too serious for monetary conversion.

17. Team Accountability and Family/Community Environment

Teams are responsible for the conduct of their players, substitutes, managers, coaches, team representatives, and supporters reasonably associated with the team.

Genesis Open 8 is intended to be a family and community event. Families, children, friends, supporters, and community members are welcome. Threats, fighting, harassment, referee abuse, field intrusion, or conduct creating an unsafe or hostile environment may result in individual and team discipline.

18. Standings and Goal Differential

Result	Points
Win	3
Draw	1
Loss	0

Actual goals scored and conceded remain part of the official record. For standings tiebreak purposes, Genesis may cap single-match goal-differential credit at a maximum of +5 / -5 to discourage unnecessary score-running. The actual final score is still recorded.

19. Tiebreakers

For two teams tied on points, Genesis generally applies:

1. Head-to-head result
2. Total wins
3. Tiebreak goal differential
4. Goals scored
5. Fewest goals conceded
6. Fewest forfeits
7. Better disciplinary/fair-play record
8. Genesis-administered playoff/shootout when practical

9. Random draw or coin toss if necessary

For three or more tied teams, Genesis may create a mini-table using only matches among the tied teams and compare points, wins, goal differential, and goals scored before returning to the overall criteria.

20. Championship Matches

The exact championship structure will be published after Genesis knows the final number of participating teams. Genesis may use a Top-2 Final, Top-4 Semifinal/Final structure, or another announced format.

If an elimination or championship match is tied after regulation, Genesis may use one 5-minute sudden-death period with 6 players per side. If still tied, a shootout follows. Unless Genesis announces otherwise before the championship, shootout attempts follow the Genesis penalty format: from the halfway line into an empty goal.

21. Match Reports, Appeals, and Reviews

The referee and/or Genesis officials record the official result, cards, ejections, significant incidents, forfeits, and other competition information. A captain or manager may be asked to confirm the score after the match.

Referee judgment calls are final and are not appealable. Administrative or disciplinary matters such as player eligibility, roster disputes, incorrect application of a written rule, fines, suspensions, or administrative scoring errors may be submitted to Genesis for review, generally within 24 hours unless another deadline is announced.

An appeal does not automatically restore eligibility. Genesis must expressly authorize participation.

22. Weather, Cancellations, and Rescheduling

Games are intended to be played rain or shine unless conditions are unsafe or unsuitable. Genesis and the referee may delay, suspend, shorten, reschedule, cancel, resume, replay, or otherwise resolve matches based on conditions and fairness.

For lightning or dangerous storm activity, Genesis generally uses an initial delay of approximately 20 minutes. The delay does not guarantee an automatic return to play and may be extended whenever conditions remain unsafe. Teams must follow the referee and Genesis officials and should not leave until officially released.

A canceled or suspended game may be resumed later the same day, completed on another date, replayed, shortened, declared complete when appropriate, or otherwise resolved by Genesis.

23. Park, Field, and Cleanup Rules

Illegal drugs, alcohol, glass containers, dangerous items, and conduct prohibited by park rules are not permitted in the playing area. Teams and supporters must use trash receptacles, clean sidelines and gathering areas, follow parking instructions, respect park property, and comply with reasonable Genesis instructions.

24. Manager and Captain Responsibilities

Managers and captains are responsible for maintaining accurate team information, completing registration and payment, maintaining an eligible roster, completing required waivers, declaring Guest/VIP players, monitoring official Genesis announcements, knowing match times, arriving early, checking disciplinary eligibility, and helping control players and supporters.

Failure to review an official Genesis communication does not automatically excuse a violation.

25. Matters Not Specifically Covered

Any matter not expressly addressed by these rules will be decided by Genesis officials in a manner intended to protect player safety, competitive fairness, sportsmanship, team accountability, the family/community atmosphere, and the integrity of Genesis Open 8.

Genesis's final administrative decision is binding.

26. Acceptance of Rules

Participation in Genesis Open 8 constitutes acceptance of these Rules & Regulations and any properly announced amendments.

The Game. The Referee. The Competition. The Community. And Each Other.

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