



LEGEND TOURNAMENT 2026

OFFICIAL TOURNAMENT RULES & REGULATIONS

20-Team 5-A-Side Football Tournament • October 25–31, 2026

Packaged by Legend

In conjunction with Pavilion by KSD

Version 1.1 • October 2026

1 TOURNAMENT OVERVIEW

- The tournament will consist of 20 participating teams and will run from October 25 to October 31, 2026.
- The competition consists of a League Stage followed by a Knockout Stage.
- All teams, players, officials and organizers are expected to comply with these Rules & Regulations.
- Registration and participation constitute acceptance of these Rules & Regulations and the applicable Tournament Terms & Conditions.
- The tournament is packaged by Legend in conjunction with Pavilion by KSD. Pavilion's venue, safety and property rules apply at all times.

2 TEAM FORMAT, SQUAD & PLAYER ELIGIBILITY

- Each team may register a maximum of 9 players.
- Each team plays with 6 players on the pitch at a time: 5 outfield players and 1 goalkeeper.
- A team must have at least 6 eligible players available to start a match.
- All players must be registered and verified before participating in their first match.
- Players must be 18 years or older on the first day of the tournament.
- A player may represent only one team throughout the tournament.
- Teams are responsible for registering only eligible players and for the accuracy of their players' information.
- Once a team has played its first match, its registered squad becomes final. No player may be added, transferred or replaced thereafter except where the Tournament Committee approves an exceptional circumstance in the interest of fairness and safety.
- The Tournament Committee may request valid identification or other reasonable evidence of eligibility.

3 LEAGUE STAGE

- The League Stage will be played across Match Days 1–6.
- Each team will play 3 League Stage matches.
- All 20 teams participate in the League Stage.
- There will be 30 League Stage matches in total.
- Matches will be scheduled within the official match windows published by the Tournament Committee.
- Teams must be present and ready according to the official fixture schedule.

4 LEAGUE POINTS

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

5 LEAGUE TABLE TIE-BREAKERS

- If two or more teams finish level on points, the following order will apply: 1. Points; 2. Goal Difference (GD); 3. Goals For (GF); 4. Head-to-Head result, where applicable; 5. Fair Play record; 6. Tournament Committee determination or other fair tie-break procedure where the preceding criteria cannot fairly separate the teams.
- Where three or more teams are tied, the Tournament Committee will apply the published criteria consistently and may use the relevant mini-table/head-to-head record where appropriate.

6 MATCH DURATION & OFFICIAL TIME

- The exact match duration and half-time interval will be stated in the official fixture/match schedule issued to participating teams before competition begins.
- The referee controls the official match clock.
- Teams must be ready to play immediately when called.
- Time lost through injury, delay, disciplinary incidents or other interruptions may be added at the referee's discretion.
- The Tournament Committee may adjust the schedule for operational, safety, weather or venue reasons.

7 LATE ARRIVAL & WALKOVER

- Teams should arrive and check in at least 15 minutes before their scheduled kick-off.
- A 10-minute grace period may be allowed after the scheduled kick-off time.
- A team that fails to appear, or does not have at least 6 eligible players at the end of the grace period, may be awarded a walkover.
- A walkover will normally be recorded as 2–0 and the opposing team will receive 3 points.
- A team that repeatedly fails to appear may be removed from the tournament at the Tournament Committee's discretion.
- If both teams fail to appear, the Tournament Committee may record a double forfeiture or otherwise determine the result in the interest of the competition.

8 SUBSTITUTIONS

- Each team is allowed 3 normal substitutions per match, subject to referee approval.
- A substituted player may not return to the match unless the Tournament Committee announces that rolling substitutions will apply for that competition.
- If a player is injured after all 3 normal substitutions have been used and must leave the pitch, the referee may permit one additional injury substitution.
- All substitutions must be approved by the referee.
- The Tournament Committee will state any special substitution procedure in the official match schedule or team briefing before the tournament.

9 PLAYER EQUIPMENT

- Players must wear appropriate football attire, including team shirt/jersey, shorts, socks and suitable football footwear.
- Shin guards are strongly recommended and may be required by the referee for safety.
- Players must remove jewellery, watches, chains or other items considered dangerous by the referee.
- Goalkeepers must wear a shirt or bib clearly distinguishable from both teams and the match officials.
- Where team colours clash, the Tournament Committee may require one team to wear alternative bibs or jerseys.

10 CARDS & DISCIPLINARY FINES

- Yellow Card: ~~N~~1,000 fine.
- Red Card: ~~N~~3,000 fine, immediate dismissal and suspension from the team's next match.
- The team is responsible for settling fines incurred by its registered players before the player's next eligible match, unless the Tournament Committee directs otherwise.
- A player who receives a red card cannot return to the match in which the card was received.
- After a red card, the team will play with one fewer player for 7 minutes, after which an eligible substitute may enter with referee approval, subject to the applicable competition rules.
- The Tournament Committee may impose a longer suspension or tournament expulsion for violent conduct, serious misconduct, abuse of officials, or other serious offences.
- Accumulated yellow cards: a player who receives three yellow cards across separate matches will receive an automatic one-match suspension. The Tournament Committee may clarify or amend card accumulation procedures before the tournament.

11 VIOLENCE & SERIOUS MISCONDUCT

- **VIOLENCE WILL NOT BE TOLERATED.**
- Fighting, physical assault, attempted assault, threats, intimidation, deliberate violent conduct, serious abusive behaviour, or conduct that threatens the safety or integrity of the tournament may result in immediate suspension, disqualification or removal from Pavilion.
- A team may also face sanctions where the conduct of its registered players or officials materially affects safety or tournament integrity.
- Any person removed from Pavilion for serious misconduct may not be permitted to re-enter the venue.

12 CHEATING, ELIGIBILITY & UNFAIR PRACTICES

- **CHEATING WILL NOT BE TOLERATED.**
- Prohibited conduct includes using an unregistered or ineligible player, falsifying player information, using a player registered to another team, manipulating match results, deliberately influencing a match unfairly, or any deliberate deception intended to gain an unfair advantage.
- Players, teams and officials must not bet on matches in which they participate or have influence over.
- Where cheating is proven, the Tournament Committee may overturn affected results, remove points or goals, suspend players, disqualify the team, or take any other action reasonably necessary to protect the integrity of the competition.

13 KNOCKOUT STAGE

- At the end of the League Stage, the Top 4 teams qualify for the Knockout Stage.
- Semi-final 1: 1st Place vs 4th Place.
- Semi-final 2: 2nd Place vs 3rd Place.
- A drawn knockout match will proceed directly to a penalty shootout unless the Tournament Committee specifically announces extra time before the match.

14 THIRD-PLACE MATCH

- The losing teams from both semi-finals will play a Third-Place Match.
- The winner will finish third in the tournament.
- If the match is drawn after normal time, it will proceed directly to a penalty shootout unless otherwise announced.

15 GRAND FINAL

- The winners of the two semi-finals qualify for the Grand Final.
- The winner of the Grand Final will be crowned Tournament Champion.
- If the Grand Final is drawn after normal time, the winner will be determined by penalty shootout unless the Tournament Committee announces otherwise.

16 PENALTY SHOOTOUTS

- Penalty shootouts will be conducted according to the referee's instructions and applicable competition procedure.
- Only eligible players who are permitted under the competition rules may participate.
- The referee controls the shootout procedure.

17 PLAYER, TEAM & SPECTATOR CONDUCT

- Players and team officials must respect referees, tournament officials, opponents and spectators.
- Teams are responsible for the behaviour of their registered players and designated team officials.
- Abusive, threatening, discriminatory, intimidating or deliberately dangerous behaviour is prohibited.
- Spectators and supporters may be removed from Pavilion for violence, threats, harassment, disorderly conduct, property damage or other serious disruption.
- The Tournament Committee and Pavilion management may take action necessary to protect safety and the integrity of the venue.

18 REFEREE AUTHORITY

- The referee has authority over matters occurring during active play, including fouls, cards, substitutions and match timing.
- Players and team officials must respect referee decisions and follow legitimate instructions.
- Aggressive arguing, threatening officials, refusing legitimate instructions or surrounding an official may result in disciplinary action.
- The Tournament Committee may review incidents after the match where necessary.

19 PROTESTS & DISPUTES

- Match-related protests should be submitted to the Tournament Committee within 30 minutes of the conclusion of the relevant match, unless the issue could not reasonably have been discovered at that time.
- Eligibility or cheating complaints may be submitted as soon as the relevant information becomes known.
- A protest must identify the issue and provide any available evidence.
- The Tournament Committee may require a written statement, player identification or other evidence.
- The Tournament Committee's decision is final for purposes of the tournament.

20 WEATHER, PITCH, POWER & MATCH INTERRUPTION

- The Tournament Committee and referee may suspend, postpone, shorten, relocate or abandon a match where weather, pitch conditions, power failure, equipment failure, safety concerns or other circumstances make continuation unsafe or impractical.
- Where a match is interrupted, the Tournament Committee will determine whether it is resumed, replayed, or otherwise recorded, taking fairness and the competition schedule into account.
- No team is entitled to compensation for schedule changes arising from circumstances beyond the organizers' reasonable control.

21 INJURY & PARTICIPATION RISK

- Players participate voluntarily and confirm that they are physically capable of taking part in competitive football.
- Players should disclose any relevant injury or physical limitation to the organizers before playing.
- The organizers will take reasonable steps to maintain a safe playing environment, but football carries inherent risks of injury.
- Players are responsible for their own medical and personal expenses arising from participation, except to the extent liability cannot lawfully be excluded.
- Emergency procedures will be communicated to teams where applicable.

22 PLAYER ENTRY & PAVILION ACCESS

- Registered players receive complimentary entry to Pavilion by KSD only on the day their team is scheduled to play.
- On all other tournament days, registered players will be treated as regular guests and must pay the applicable Pavilion venue entry fee.
- A player's complimentary entry is personal to that registered player and does not include friends, family members, supporters or other guests.
- Complimentary player entry does not guarantee a table, seating, food, drinks or any other service and remains subject to Pavilion capacity, security procedures and house rules.
- Players must present their tournament player identification, wristband or other approved identification at the entrance when requested.
- A player whose team has been eliminated from the tournament will no longer receive complimentary tournament-player entry on subsequent days.

23 AWARDS & PRIZES

TOURNAMENT WINNER ₦400,000	RUNNER-UP ₦200,000	THIRD PLACE ₦100,000
BEST DEFENDER ₦20,000	BEST GOALKEEPER ₦20,000	HIGHEST GOAL SCORER ₦20,000

- Additional awards may be announced by the organizers.
- Prizes are subject to verification of eligibility and completion of the tournament. Team prizes will be paid to the team's designated representative or account as instructed by the Tournament Committee.

24 MATCH STATISTICS

- Official tournament statistics may include goals, assists, points, goal difference, goals scored, player goals and player assists.
- Statistics will be recorded by the designated tournament official/statistician.
- The official tournament record will be used to determine the Highest Goal Scorer and other statistical awards.
- The Tournament Committee may correct a statistical record where reliable evidence establishes an error.

25 TOURNAMENT COMMITTEE & ADMINISTRATION

- The Tournament Committee is responsible for managing the competition, enforcing rules, resolving disputes, handling disciplinary matters, confirming standings and qualification, confirming award winners, and addressing cheating, violence, misconduct and other serious violations.
- The Tournament Committee may make decisions on circumstances not specifically covered by these regulations where necessary for fairness, safety and tournament integrity.
- Pavilion by KSD retains authority over venue safety, access, property protection and removal of persons from its premises.

26 PROPERTY DAMAGE & VENUE RULES

- Deliberate damage to Pavilion property, equipment, furniture, pitch infrastructure or other venue assets is prohibited.
- A person responsible for verified deliberate damage may be removed from the venue and may be required to compensate Pavilion for the resulting loss, without prejudice to any rights available under applicable law.
- All Pavilion venue rules remain applicable throughout the tournament.

27 GENERAL REGULATIONS

- All teams must arrive on time for scheduled matches.
- Ignorance of these Rules & Regulations is not an excuse for non-compliance.
- The organizers may amend or clarify these regulations before or during the tournament where reasonably necessary for safety, fairness or administration. Material changes will be communicated to participating teams.
- By registering and participating, every team and player confirms that they have read, understood and agreed to abide by these Rules & Regulations and the Tournament Terms & Conditions.

28 OFFICIAL TOURNAMENT MOTTO

- COMPETE • RESPECT • WIN
- Important administrative note: Match duration and any detailed match-time mechanics not expressly stated above will be communicated in the official fixture/match schedule before competition begins.

COMPETE • RESPECT • WIN

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