



MUKONO MUNICIPALITY MAYOR'S CUP 2026

OFFICIAL TOURNAMENT RULES & REGULATIONS

2026 Unified Edition

Football

Netball

Volleyball

Kho Kho

Organised by the Office of the Mayor
Mukono Municipal Council

Approved: 19 October 2026

Developed by: Kisesi George Reidhamer — Ball Games Instructor, Analyst Programmer & Developer

This document is the sole authoritative reference for all Mayor's Cup tournament proceedings.



MUKONO MUNICIPALITY MAYOR'S CUP 2026

Official Tournament Rules & Regulations

DOCUMENT INFORMATION

Tournament:	Mukono Municipality Mayor's Cup 2026
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Prepared by:	Kisesi George Reidhamer — Ball Games Instructor
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This document constitutes the complete and authoritative set of rules and regulations governing the Mukono Municipality Mayor's Cup 2026 tournament. It covers all four sporting disciplines — Football, Netball, Volleyball and Kho Kho — and is binding upon all participating teams, players, coaches, managers, officials, volunteers and supporters. Registration in the tournament through the digital Mayor's Cup Sports Management System constitutes acceptance of these regulations in their entirety.

All team registrations, player registrations, official appointments, match forms, scorecards and tournament administration are processed through the Mayor's Cup Sports Management System — a digital platform developed by Kisesi George Reidhamer for this tournament.

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1 Introduction & Purpose

1.1 Preamble

1.2 Purpose of the Regulations

1.3 Vision & Objectives

1.4 Scope of Application

- 1 Football — governed by IFAB Laws of the Game and FUFA Competition Rules
 - 2 Netball — governed by World Netball (formerly INF) Rules of Netball
 - 3 Volleyball — governed by FIVB Official Rules 2025–2028
 - 4 Kho Kho — governed by the International Kho Kho Federation (IKF) / World Kho Kho Federation Rules
- Unity: Build bridges across wards and communities through shared sporting experiences.
 - Talent Development: Provide a competitive platform for emerging athletes to showcase their abilities.
 - Health & Wellness: Promote physical activity and healthy lifestyles across all age groups.
 - Fair Play: Uphold the highest standards of sportsmanship, respect and integrity.
 - Inclusion: Ensure equitable access to participation regardless of background, gender or ability.

The Mukono Municipality Mayor's Cup is an annual multi-sport tournament organised under the patronage of the Mayor of Mukono Municipality. The tournament brings together young athletes from the five wards and surrounding areas, fostering unity, healthy competition, talent identification and social cohesion through sport.

These unified regulations govern the conduct of all four disciplines contested in the Mayor's Cup:

Where these regulations are silent on a matter, the rules of the respective sport's international governing body shall apply. In the event of a conflict between these regulations and the international rules, these tournament-specific regulations shall prevail for the duration of the Mayor's Cup.

These regulations apply to all matches, training sessions, official events and ceremonies conducted under the Mayor's Cup banner. They bind all registered teams, players, coaches, managers, team officials, match officials, volunteers and supporters from the date of registration until the conclusion of the tournament and the resolution of any outstanding disciplinary matters.

Note: All participating teams, players, officials and supporters are deemed to have read, understood and accepted these regulations upon registration. Ignorance of the rules is not a valid defence.

2 Organisation & Authority

Sport	Minimum Officials	Maximum Officials	Roles
Football	3	4	Centre Referee, 2 Assistant Referees, Fourth Official
Netball	2	2	Umpire 1, Umpire 2
Volleyball	2	4	1st Referee, 2nd Referee, 2 Line Judges
Kho Kho	2	6	Referee, Umpire, Time Keeper, Scorer

2.1 Organising Committee (OC)

2.2 Technical Committee (TC)

2.3 Disciplinary Committee (DC)

2.4 Appeals Panel

2.5 Match Officials

- 1 Enforcing the technical rules of their sport
- 2 Appointing and supervising match officials
- 3 Reviewing technical protests and advising the DC
- 4 Approving playing venues and equipment standards
- 5 Overseeing the draw and fixture scheduling

- The Mayor of Mukono Municipality (Patron)
- Tournament Director (appointed by the Mayor)
- Deputy Tournament Director
- Head of Competitions
- Head of Security and Safety
- Head of Media and Communications
- Technical Directors for each sport discipline
- Finance Officer
- Welfare Officer

The Organising Committee is the supreme body of the tournament and has final authority over all administrative, logistical and operational matters. The OC comprises:

Each sport discipline shall have a Technical Committee comprising at least three members with demonstrable expertise in the sport. The TC is responsible for:

The Disciplinary Committee is an independent body empowered to adjudicate all disciplinary matters arising during the tournament. It comprises a Chairperson (who shall be a legal professional), two members from the sporting community and a secretary. No member of the DC may have a direct interest in any team participating in the tournament.

An Appeals Panel of three independent persons shall hear appeals against DC decisions. The panel includes one legal professional, one sports administrator and one community representative. Its decisions are final and binding.

Match officials are appointed by the Technical Committee for each sport. The minimum officiating requirements are:

Important: The OC reserves the right to amend these regulations at any time during the tournament where circumstances require, provided that all participating teams are notified in writing within 24 hours of any amendment.

3 Team Registration & Squads

Sport	Playing (On Field)	Squad Min	Squad Max	Substitutions
Football	11	14	25	5 per match
Netball	7	7	12	Unlimited (during intervals or stoppages)
Volleyball	6	6	14	6 per set (+ libero replacements)
Kho Kho	9	12	15	3 per match (between innings)

3.1 Registration Process

3.2 Squad Size Requirements

3.3 Required Documents

3.4 Jersey Requirements

3.5 Team Sheet Deadlines

- 1 All teams must register through the official Mayor's Cup registration system before the published deadline.
 - 2 A non-refundable registration fee of UGX 100,000 per team per sport is payable upon registration.
 - 3 Registration is confirmed only upon payment of the full fee and submission of all required documents.
 - 4 Late registrations may be accepted at the discretion of the OC, subject to a late fee of UGX 50,000.
 - 1 Player Eligibility Declaration (Annex A) for each player — signed by the player and the team manager
 - 2 Team Kit Declaration (Annex B) — specifying primary and secondary jersey colours
 - 3 Parent/Guardian Consent Letter (Annex C) for each player under 18 years of age
 - 4 LC1 Letter confirming each player's residence within Mukono Municipality
 - 5 National ID (or school ID for players under 18) — original for verification, copy for records
 - 6 Team Acceptance of Rules (Annex E) — signed by team manager and captain
 - 7 Two passport-size photographs per player (digital format accepted)
- Each team must register two sets of jerseys in distinct, contrasting colours.
 - All jerseys must be numbered on the back (minimum height: 20 cm for football/volleyball, 15 cm for netball/kho kho).
 - Numbers must correspond to those listed on the team sheet.
 - The home team listed first on the fixture has priority in colour selection. In case of a clash, the away team changes.
 - Netball: Position bibs (GK, GD, WD, C, WA, GA, GS) are mandatory and must be worn over the jersey at all times.
 - Goalkeepers (football) must wear colours distinct from both teams, the referee and assistant referees.

The team sheet listing the starting lineup and substitutes must be submitted to the match commissioner no later than 40 minutes before kick-off/tip-off/first serve/first turn . Late submission incurs a warning for the first offence and a UGX 20,000 fine for subsequent offences.

4 Player Eligibility

4.1 Residence Requirement

4.2 Identification

4.3 Division Restriction (Football Only)

4.4 Age Verification

4.5 One-Team Rule

4.6 Screening & Accreditation

4.7 Ineligible Player Sanctions

- 1 Every player must present a valid National Identity Card (NIN) for verification during screening.
- 2 Players under 18 years of age may present a school ID, birth certificate or letter from a guardian in lieu of a National ID.
- 3 The OC reserves the right to verify the authenticity of any document and to disqualify a player or team found to have submitted fraudulent documents.

- 1 All registered players must undergo a screening process where documents are verified and photographs are taken.
- 2 Upon successful screening, players receive an accreditation card (player licence) bearing their photograph, personal details and a QR code for digital verification.
- 3 Players must present their accreditation card before every match. Failure to do so may result in the player being excluded from the match.
- 4 Lost cards must be reported immediately to the OC; a replacement fee of UGX 5,000 applies.
 - There is no upper age limit for participation.
 - Players under 18 years of age require a signed Parent/Guardian Consent Letter (Annex C).
 - The OC may request additional age verification documents at any time.
 - The match is awarded as a walkover to the opposing team with the applicable forfeit score.
 - The ineligible player is suspended pending a DC hearing.
 - The team manager faces a minimum two-match touchline ban .
 - In cases of deliberate fraud, the team may be expelled from the tournament .

All players must be bona fide residents of a ward within Mukono Municipality . Proof of residence is established by an LC1 (Local Council 1) letter from the chairperson of the village/zone where the player resides, issued within the last six months.

A player may register for only one team per sport . A player may, however, represent different teams in different sports (e.g., Team A in Football and Team B in Netball). Once a player has appeared in a match for a team, they cannot transfer to another team in the same sport for the duration of the tournament.

If a team fields an ineligible player:

Players who are currently registered with or have played for any club in the Uganda Premier League, FUFA Big League, FUFA Regional League or any First to Fourth Division league in the current or immediately preceding season are not eligible to participate in the Mayor's Cup Football tournament. This restriction ensures the community-level character of the tournament.

5 Kit & Equipment

5.1 General Requirements

5.2 Football

5.3 Netball

5.4 Volleyball

5.5 Kho Kho

5.6 Kit Inspection

- Ball: FIFA-approved Size 5 ball (provided by the OC for official matches)
- Footwear: Football boots with studs (moulded or detachable). Metal-tipped studs are subject to inspection.
- Shin guards: Mandatory. Must be covered entirely by the stockings and provide a reasonable degree of protection.
- Goalkeeper gloves: Permitted but not mandatory.
- Jewellery: Strictly prohibited during play. Wedding bands must be taped over.
- Headgear: Permitted only for medical or religious reasons, subject to referee approval.
- Ball: Size 5 netball (provided by the OC)

- Position bibs: Mandatory — GK, GD, WD, C, WA, GA, GS lettered clearly on both front and back.
- Footwear: Court shoes with non-marking soles. No bare feet, boots or outdoor shoes.
- Fingernails: Must be trimmed short. Players with long nails will not be allowed to play.
- Jewellery: No jewellery of any kind. Medical-alert bracelets must be taped and covered.
- Hair accessories: Must be soft and free of sharp edges.
- Ball: FIVB-approved indoor volleyball (provided by the OC)
- Footwear: Light, flexible sport shoes without heels. Indoor court shoes preferred.
- Net height: 2.43 m (men), 2.24 m (women)
- Antennae: Mandatory on the net, extending 80 cm above the top of the net.
- Jewellery: Prohibited during play.
- Knee pads: Recommended but not mandatory.
- Libero jersey: The libero must wear a jersey that is clearly contrasting to the rest of the team.
- Footwear: Sports shoes or bare feet permitted (at the player's discretion). No boots, spikes or hard-soled shoes.
- Attire: Shorts/track pants and team jersey. No loose clothing, belts or accessories that could cause injury.
- Jewellery: Prohibited during play.
- Poles: Two wooden poles (120–125 cm height, 9–10 cm diameter) fixed at the ends of the central lane (provided by the OC).

All players must wear appropriate sports attire suitable for their discipline. The match referee/umpire has the authority to exclude any player whose kit is deemed unsafe or non-compliant.

A formal kit inspection takes place 15 minutes before match time . Any player failing the kit check is given 5 minutes to rectify the issue. Failure to comply results in the player being excluded from the starting lineup.

6 Match Day Procedures

Sport	Warm-Up Period	Notes
Football	15 minutes	Each half of the field
Netball	10 minutes	Each half of the court
Volleyball	6 minutes shared, then 3+3	First shared at the net, then 3 minutes each
Kho Kho	10 minutes	On the playing field

Sport	Forfeit Score
Football	3–0
Netball	10–0
Volleyball	2–0 (25–0, 25–0)
Kho Kho	10–0

Sport	Minimum to Start	Minimum to Continue
Football	7	7
Netball	5	5
Volleyball	6	6
Kho Kho	7	7

6.1 Arrival & Reporting

6.2 Team Sheet Submission

6.3 Kit Inspection

6.4 Warm-Up

6.5 Coin Toss

6.6 Walkover Procedure

6.7 Minimum Players to Start/Continue

- 1 All teams must arrive at the venue at least 60 minutes before the scheduled match time .
- 2 Team managers must report to the match commissioner upon arrival and present the team's accreditation cards.
- 3 Any accreditation issues must be resolved before the team sheet deadline.
 - Full names of all players (as per accreditation)
 - Jersey numbers corresponding to the players
 - Indication of the captain (marked with "C")
 - Starting players and substitutes clearly distinguished
 - For netball: starting positions of each player
 - Signature of the team manager
 - Jersey compliance (numbers, colours, no clashes)
 - Required protective equipment (shin guards for football, position bibs for netball)
 - Removal of all jewellery and dangerous items
 - Goalkeeper kit (football) — distinct colour
 - Libero jersey (volleyball) — contrasting colour
 - Football / Kho Kho: Which end to attack or to kick off / chase first.
 - Netball: First centre pass or choice of end.
 - Volleyball: To serve or receive, or choice of side.

The official team sheet listing the starting lineup and all available substitutes must be submitted to the match commissioner no later than 40 minutes before match time . The team sheet must include:

Kit inspection takes place 15 minutes before match time . The match officials will check:

Teams are allocated warm-up time on the playing surface as follows:

The coin toss is conducted by the match referee in the presence of both team captains. The winning captain chooses either:

Forfeit scores by sport:

If a team is not ready to play within 15 minutes of the scheduled match time , the match is declared a walkover in favour of the team present. The absent team is recorded as having lost by the applicable forfeit score. Two consecutive walkovers result in automatic disqualification from the tournament.

7 Competition Format & Points

Sport	Win	Draw	Loss	Notes
Football	3	1	0	Standard FIFA 3-1-0 system
Netball	2	1	0	Community netball standard scoring

Volleyball		3-2-1-0 (see below)		FIVB graduated system
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Kho Kho		3		1		0		IKF standard system
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Result		Winner Points		Loser Points
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Win 2–0		3		0
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Win 2–1		2		1
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Sport		Group Stage		Knockout Stage		Extra Time
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Football		2 × 45 min		2 × 45 min		2 × 15 min + Penalty Kicks
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Netball		4 × 10 min quarters		2 × 7 min + first-scorer rule
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Volleyball		Best of 3 sets (25/15 pts)		N/A (sets are decisive)
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Kho Kho		2 innings × 2 turns × 9 min		Extra innings of 2 turns × 9 min
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7.1 Tournament Structure

7.2 Points System

7.3 Volleyball Graduated Points

7.4 Match Duration by Sport

7.5 Forfeit Rules

1 Group Stage: Teams are drawn into groups of 3–4 teams. Each team plays every other team in the group once (single round-robin). The top teams from each group advance to the knockout phase.

2 Knockout Phase: Single-elimination bracket (quarter-finals, semi-finals, third-place play-off, final). All knockout matches must produce a winner on the day.

- A team fails to appear within 15 minutes of the scheduled time
- A team is unable to field the minimum number of players
- A team refuses to continue playing
- A team is found to have fielded an ineligible player

Each sport discipline follows a format determined by the number of registered teams. The standard format is Groups + Knockout :

The OC may adjust the format (e.g., double round-robin, league + playoffs, divisional knockout) based on the number of entries. Any format changes will be communicated at least 7 days before competition begins.

Volleyball uses the FIVB graduated scoring system to reward competitive matches:

This system recognises teams that push a match to three sets, rewarding competitive losses with a point.

A match is declared a forfeit when:

A team that forfeits two matches in the same tournament is automatically expelled from the competition .

8 Tie-Breaking Procedures

Sport		Procedure
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Football		Extra time (2 × 15 min), then penalty kicks (5 each, then sudden death)
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Netball		Extra time (2 × 7 min), then the team that scored first in extra time wins
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Volleyball		N/A — sets are always decisive (best of 3, with deciding set to 15 points)
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8.1 General Principle

8.2 Football Tie-Breaking

8.3 Netball Tie-Breaking

8.4 Volleyball Tie-Breaking

8.5 Kho Kho Tie-Breaking

8.6 Knockout Match Tie-Breaking

- 1 Goal Difference (goals scored minus goals conceded)
- 2 Goals Scored (higher total preferred)
- 3 Head-to-Head Result (result between the tied teams)
- 4 Fair Play Score (fewer disciplinary points: Yellow = 1pt, Red = 3pts, Yellow + Red = 4pts)
- 5 Drawing of Lots
- 1 Goal Difference
- 2 Goals Scored
- 3 Head-to-Head Result
- 4 Drawing of Lots
- 1 Matches Won (total number of match victories)
- 2 Set Ratio (sets won divided by sets lost)
- 3 Point Ratio (points scored divided by points lost across all sets)
- 4 Head-to-Head Result
- 5 Fair Play Score
- 6 Drawing of Lots
- 1 Point Difference (points scored minus points conceded)
- 2 Points Scored (higher total preferred)
- 3 Head-to-Head Result
- 4 Fair Play Score
- 5 Drawing of Lots

When two or more teams are level on points at the end of the group stage, the following tie-breaking criteria are applied in sequence until the teams are separated. If all criteria are exhausted, the tie is resolved by drawing of lots supervised by the OC.

In knockout matches that end in a draw/tie after regulation time:

9

Player Discipline

Card | Consequence

Yellow Card | Caution — recorded on the player's record. Accumulation of 2 yellow cards across matches results in automatic suspension for

Red Card | Immediate sending-off. Player is automatically suspended for the next match and must appear before the DC.

Yellow + Red | Second yellow = red. Player is sent off and suspended for the next match.

Action | Consequence

Caution		Verbal warning from the umpire. Recorded but no immediate penalty beyond the infringement sanction.
Suspension (2 minutes)		Player is ordered off the court for 2 minutes. The team plays short-handed during this period.
Ordering Off		Player is excluded for the remainder of the match. DC referral follows.

Sanction		Card(s)		Consequence
Warning		Yellow		First offence — no penalty beyond the warning.
Penalty		Red		Point and service awarded to the opponent.
Expulsion		Red + Yellow (together)		Player must leave the playing area for the remainder of the set.
Disqualification		Red + Yellow (apart)		Player is expelled for the rest of the match. DC referral.

Card		Consequence
Yellow Card		Caution. Accumulation of 2 yellow cards across matches results in a one-match suspension.
Red Card		Immediate sending-off and automatic one-match ban. DC referral.

9.1 Disciplinary Systems by Sport

9.2 Accumulation of Cards

9.3 DC Hearings

Football

Netball

Volleyball

Kho Kho

- 1 Convene within 48 hours of the incident
- 2 Allow the accused party to present their case in person or in writing
- 3 Issue a written decision within 24 hours of the hearing
- 4 Notify all affected parties immediately

Disciplinary records are cumulative throughout the entire tournament (group stage and knockout combined). Yellow card accumulations are not reset between stages unless the OC decides otherwise and communicates this in advance.

Any player, team official or team receiving a direct red card, expulsion or disqualification is automatically referred to the Disciplinary Committee. The DC shall:

10 Coaches, Managers & Team Officials

Offence		Sanction
First warning for misconduct		Verbal warning
Repeated misconduct or dissent		Touchline ban for remainder of the match
Abusive language towards officials		Touchline ban + DC referral (minimum 1-match suspension)
Physical confrontation		Immediate expulsion + DC referral (minimum 3-match suspension)

10.1 Registration of Officials

10.2 Responsibilities

10.3 Technical Area Conduct

10.4 Sanctions for Team Officials

- 1 Team Manager: Responsible for all administrative matters, team sheet submission, player eligibility, liaison with OC. The manager is the designated spokesperson for the team in all official communications.
- 2 Coach: Responsible for tactical preparation, on-field coaching during the match and player welfare. The coach is the only official authorised to give tactical instructions from the technical area.
 - A Team Manager — the primary point of contact with the OC
 - A Coach (Head Coach or playing coach)
 - Only one team official at a time may stand and issue tactical instructions from the technical area (or equivalent designated area).
 - All other officials and substitutes must remain seated.
 - Entering the field of play without the referee's permission is prohibited and may result in a touchline ban.
 - Abusive, insulting or provocative language or behaviour towards match officials, opponents or spectators is prohibited.

Each team must register a minimum of two and a maximum of five team officials, including at least:

Additional officials may include an assistant coach, physiotherapist/medic and a team administrator. All officials must undergo screening, present valid ID and receive accreditation.

11 Supporters & Hooliganism

Level	Offence	Sanction Against the Team
1	Minor disturbance (e.g., encroachment, mild verbal abuse)	Written warning to the team
2	Repeated minor offences or moderate disturbance	Team fined UGX 50,000 + 1-match ban for identified individuals
3	Serious disturbance (e.g., throwing objects, fighting)	Team fined UGX 100,000 + 3-match ban for individuals + match played behind closed doors
4	Riot, assault on officials/players, mass violence	Team expelled from tournament + lifetime ban for identified perpetrators + referral to police

11.1 Fan Marshal Requirement

11.2 Supporters' Code of Conduct

11.3 Prohibited Items

11.4 Disciplinary Ladder for Supporter Misconduct

- Respect opponents, match officials and fellow spectators
- Refrain from using abusive, threatening, racist, sexist or discriminatory language
- Remain in designated spectator areas and not encroach on the field of play
- Not bring or consume alcohol, drugs, weapons or dangerous objects at venues
- Follow the instructions of security personnel and fan marshals
- Dispose of litter responsibly
- Alcoholic beverages, illegal substances
- Weapons, sharp objects, sticks, stones
- Fireworks, flares, smoke bombs
- Laser pointers
- Offensive banners, flags or materials

- Vuvuzelas or excessively loud noise-making devices (at the OC's discretion)

Each team must appoint at least two (2) Fan Marshals who are responsible for the conduct of their team's supporters. Fan Marshals must be registered with the OC and wear the designated armband/vest during match days. They are the team's first line of supporter management.

All supporters are expected to (see full code at Annex D):

Collective Responsibility: Teams bear collective responsibility for the conduct of their supporters. Match officials may suspend or abandon a match due to supporter misconduct. An abandoned match may be awarded as a forfeit against the offending team's supporters.

12 Protests, Hearings & Appeals

12.1 Right to Protest

12.2 Protest Procedure

12.3 DC Hearing Procedure

12.4 Appeals

- 1 A protest must be lodged in writing within 24 hours of the conclusion of the match in question.
- 2 The protest must be addressed to the Tournament Director and accompanied by a protest fee of UGX 50,000 .
- 3 The protest must clearly state the grounds, the rule(s) allegedly violated and the remedy sought.
- 4 The protest fee is refunded in full if the protest is upheld; forfeited if dismissed.
- 1 The DC shall hear the protest within 48 hours of receipt.
- 2 Both parties (protesting team and respondent team) are entitled to present evidence and witnesses.
- 3 The DC may call for video evidence, match official reports and any other relevant documentation.
- 4 Decisions are made by majority vote and communicated in writing within 24 hours of the hearing.
- 1 Any party aggrieved by a DC decision may lodge an appeal with the Appeals Panel within 24 hours of notification of the DC decision.
- 2 An appeal fee of UGX 100,000 applies (refundable if the appeal is upheld).
- 3 The Appeals Panel shall convene and deliver its decision within 48 hours of the appeal submission.
- 4 Decisions of the Appeals Panel are final and binding . No further recourse within the tournament framework is available.

Any team may lodge a formal protest regarding any match or decision that affects the team's standing in the tournament. Protests must relate to matters of eligibility, rule violations or procedural irregularities — not matters of referee judgment on the field of play.

Note: Nothing in these regulations prevents any party from seeking redress through the appropriate national sporting bodies or courts of law, though such proceedings do not suspend the tournament's operations or decisions.

13 Schedule of Sanctions

Offence	Minimum Sanction
Persistent infringement of the rules	1-match suspension
Dissent towards match officials	1-match suspension
Unsporting behaviour	1-match suspension
Deliberate handball / foul to deny a goal-scoring opportunity	1-match suspension (automatic from red card)

Violent conduct (pushing, shoving, attempted striking) 3-match suspension
Actual assault on a player 3–5 match suspension
Spitting at any person 4-match suspension
Assault on a match official Season-long ban + police referral
Racial, ethnic, religious or discriminatory abuse Lifetime ban from the tournament
Match-fixing or attempted match-fixing Lifetime ban + team expulsion + police referral
Fielding an ineligible player (first offence) Forfeit of match + 2-match ban for manager
Fielding an ineligible player (deliberate fraud) Team expulsion from tournament
Failure to fulfil a fixture (no valid reason) Forfeit + UGX 100,000 fine
Bringing the tournament into disrepute DC discretion — up to team expulsion

13.1 Standard Sanctions Table

13.2 Aggravating & Mitigating Factors

- Aggravating: Prior disciplinary record, premeditation, injury caused, provocation not accepted as mitigation, position of authority (e.g., captain, coach), offence in front of spectators/media.
- Mitigating: First offence, immediate remorse, youth/inexperience, provocation (partial mitigation only), cooperation with the DC.

The following sanctions serve as guidelines for the DC. The DC retains discretion to impose more severe sanctions depending on the circumstances.

14 Health, Safety & Welfare

14.1 First Aid

14.2 Concussion Protocol

14.3 Extreme Weather Policy

14.4 Player Welfare Officer

14.5 Anti-Doping

- 1 Any player suspected of having suffered a concussion must be immediately removed from play .
- 2 The player may not return to the match under any circumstances.
- 3 The player must obtain written medical clearance before participating in any subsequent match or training session.
- 4 The "if in doubt, sit it out" principle applies. Match officials may stop play to allow assessment of a head injury.
 - A qualified first-aid team must be present at every match venue.
 - A first-aid kit complying with Uganda Red Cross standards must be available pitchside/courtside.
 - For knockout-stage matches (quarter-finals onwards), an ambulance must be on standby at the venue.
 - Lightning: Play is immediately suspended if lightning is observed. Players and spectators must seek shelter. Play may resume 30 minutes after the last observed lightning strike.
 - Excessive heat: The match referee may authorise additional water breaks (3 minutes each) at approximately the midpoint of each half/quarter/set/turn.
 - Heavy rain: The referee may suspend play if the playing surface becomes dangerous. If a match cannot be completed, the OC determines whether it is replayed or the result at the time of suspension stands.
 - Monitoring the physical and mental wellbeing of participants

- Providing a confidential point of contact for players with welfare concerns
- Overseeing safeguarding measures for players under 18
- Coordinating with medical personnel and emergency services

The Mayor's Cup adopts a precautionary approach to head injuries :

The OC appoints a Player Welfare Officer responsible for:

The OC reserves the right to conduct anti-doping tests in accordance with WADA and NADA Uganda guidelines.

Refusal to submit to a test is treated as a positive result.

15 General Provisions

15.1 Amendment of Regulations

15.2 Force Majeure

15.3 Intellectual Property

15.4 Media & Broadcasting Rights

15.5 Data Protection & Privacy

15.6 Official Language

15.7 Governing Law

15.8 Severability

15.9 Waiver of Liability

The OC reserves the right to amend, supplement or revoke any provision of these regulations at any time.

Amendments take effect upon written notice to all participating teams. No amendment shall have retrospective effect on matches already concluded.

The OC shall not be liable for any delay, cancellation or modification of the tournament due to circumstances beyond its reasonable control, including but not limited to acts of God, natural disasters, epidemics, government restrictions, civil unrest, war, terrorism, power failures or severe weather. In such cases, the OC will make reasonable efforts to reschedule affected matches.

The name "Mukono Municipality Mayor's Cup," the tournament logo, official graphics and all related branding are the property of Mukono Municipality and may not be used without written permission. Teams may use the tournament branding on their official social media in the context of promoting their participation.

All media, broadcasting, streaming and content-creation rights for tournament matches and events belong exclusively to the OC. Teams, players and officials consent to the use of their image, name and likeness in tournament promotions. Any live streaming or professional recording of matches requires prior written approval from the OC.

Personal data collected during registration and screening is processed in accordance with the Data Protection and Privacy Act, 2019 of Uganda. Data is used solely for tournament administration, accreditation and communication purposes. Players may request access to their personal data by contacting the OC.

The official language of the tournament is English . All official communications, team sheets, protests and decisions will be in English. However, match officials may communicate with players in Luganda or other local languages during play for practical purposes.

These regulations are governed by the laws of the Republic of Uganda. Any disputes not resolved through the internal processes outlined herein may be referred to the Sports Dispute Resolution Panel or the courts of competent jurisdiction in Uganda.

If any provision of these regulations is held to be invalid, illegal or unenforceable, the remaining provisions shall continue in full force and effect.

All participants compete at their own risk. By registering, teams, players and officials acknowledge and accept the inherent risks associated with sporting activities and agree to release the OC, Mukono Municipality and its agents from any liability for injury, loss or damage sustained during the tournament, except where caused by the wilful negligence of the OC.

FOOTBALL

QUICK FACTS

- Players: 11 on pitch
- Scoring: Goal
- Field: 105m x 68m
- Squad: 11–25
- Substitutions: 5
- Governing Body: FIFA / FUFA
- Duration: 2 x 45 min
- Officials: 3–4
- Surface: Grass / Artificial Turf

1 Football — Key Playing Rules

Laws of the Game

Match Duration

PART II

Substitutions

Offside

Fouls & Free Kicks

Handball

Goal Kicks, Corners & Throw-Ins

Ball Specifications

Sport-Specific Playing Rules



Mukono Municipality Mayor's Cup 2026

Group stage: 2 × 40 minutes (with a 10-minute half-time interval)

Knockout stage: 2 × 45 minutes (with a 15-minute half-time interval)

The referee adds time for stoppages at the end of each half at their discretion.

Direct free kick: Awarded for contact fouls (kicking, tripping, pushing, charging, striking, holding, handball).

Indirect free kick: Awarded for non-contact offences (dangerous play, impeding, goalkeeper offences).

Penalty kick: Awarded when a direct-free-kick offence is committed by a player in their own penalty area.

Goal kick: The ball is in play once kicked and clearly moves. Opponents must be outside the penalty area.

Corner kick: Awarded when the ball crosses the goal line last touched by the defending team.

Throw-in: Delivered with both feet on the ground, both hands on the ball, thrown from behind the head.

All football matches are played under the IFAB Laws of the Game (2024/25 edition) as adopted by FIFA and FUFA, with the following tournament-specific modifications:

Each team is allowed 5 substitutions per match, which may be made in a maximum of 3 windows (half-time does not count as a window). A substituted player may not return to the field.

The offside rule applies in full. A player is in an offside position if any part of their head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent. A player is not offside if level with the second-last opponent or level with the last two opponents.

It is an offence when a player deliberately handles the ball, or when the hand/arm makes the body unnaturally bigger.

A goal scored directly from the hand (even accidentally) by the scoring player or a teammate is disallowed.

FIFA-approved Size 5 ball, circumference 68–70 cm, weight 410–450 g, pressure 0.6–1.1 atm. Balls are supplied by the OC for all official matches.

2 Football — Match Duration & Stoppages

Phase	Duration	Half-Time
Group stage	2 × 45 minutes	15 minutes
Knockout stage	2 × 45 minutes	15 minutes

Regulation Time

Added/Stoppage Time

Extra Time (Knockout Only)

Penalty Kicks

- 1 Two periods of 15 minutes each are played with a 5-minute interval between them.
 - 2 Teams change ends at half-time of extra time but do not change ends between extra time and regulation time.
 - 3 Each team is granted one additional substitution during extra time (beyond the 5 used in regulation).
 - 1 Each team takes 5 penalty kicks alternately.
 - 2 If still level after 5 kicks each, kicks continue in sudden-death format (each team takes one kick alternately until one team scores and the other misses).
 - 3 All eligible players on the team sheet may take kicks. Goalkeepers may be changed before the shootout.
 - 4 All players (except the kicker and goalkeepers) must remain in the centre circle during kicks.
- Substitutions
 - Assessment and removal of injured players
 - Time-wasting
 - Disciplinary sanctions (card administration)
 - Drinks breaks (if authorised due to heat)
 - VAR checks (if technology is available — note: VAR is not standard for the Mayor's Cup)
 - Any other cause that results in lost playing time

The referee adds time at the end of each half for:

If a knockout match is level at full time:

If the match is still level after extra time:

3 Football — Forfeit & Walkover

Forfeit Score

Minimum Players

Walkover Conditions

- Team fails to appear within 15 minutes of scheduled kick-off
- Team cannot present at least 7 eligible players

- Team refuses to continue playing for any reason
 - Team is found to have fielded one or more ineligible players (post-match walkover)
- A football match declared a forfeit is recorded as 3–0 in favour of the non-offending team.

A match cannot start or continue if a team has fewer than 7 players . If a team is reduced below 7 due to injuries or red cards during the match, the match is abandoned and the result is determined by the DC (typically a forfeit).

KHO KHO

QUICK FACTS

- | | | |
|------------------------------|--|---------------------------------------|
| • Players: 9 on field | • Squad: 9–15 | • Duration: 4 x 9 min |
| • Scoring: Point | • Substitutions: 3 | • Officials: 2–6 |
| • Field: 27m x 16m | • Governing Body: Kho Kho Federation of India | • Surface: Clay / Sand / Grass |

1 Kho Kho — Key Playing Rules

IKF Rules

Teams & Roles

The Playing Field

Key Rules

Scoring

- 9 players on field per team (from a squad of 12–15 registered players).
- Teams alternate between chasing (attacking) and defending (running) each turn.
- When chasing: 8 players sit alternately facing opposite directions on the central lane, while 1 active chaser pursues the defenders.
- When defending: 3 runners enter the field at a time and try to avoid being touched by the chaser.
- A central lane (23.5 m × 30 cm) running the length of the field between two poles
- 8 cross-lanes (16 m × 30 cm) dividing the field into equal sections
- Two poles (wooden, 120–125 cm height) at each end of the central lane
- Free zones behind each pole
- Touch: A chaser scores a point by touching a defender with the palm of the hand (without any force or push). The touch must be clean and not involve grasping, holding or striking.
- "Kho" Call: The active chaser transfers the chase to a sitting teammate by touching them on the back and calling "Kho" clearly and audibly. The new chaser then becomes the active pursuer.
- Self Out: A defender is declared out (1 point to chasers) if they step outside the field boundaries or enter the central lane illegally.
- Direction of Running: Chasers must respect the direction they are facing when seated — they cannot change direction after receiving a Kho (they can only go to the side they face, or to a pole to change direction).

- Pole Turns: A chaser may go around a pole to change direction. Pole dives (diving around the pole to catch a defender) are a key tactical skill.
- No Recrossing: The active chaser cannot cross the central lane back-and-forth (must go around a pole or give a Kho to change sides).

All Kho Kho matches are played under the International Kho Kho Federation (IKF) Rules as adopted by the World Kho Kho Federation, with the following tournament-specific provisions:

Dimensions: 27 m × 16 m . The field consists of:

Each touch (dismissal) or self-out scores 1 point . The team with the higher total points at the end of all turns wins.

2 Kho Kho — Match Duration & Innings

Component	Duration
Each turn	9 minutes
Break between turns (same inning)	5 minutes
Break between innings	9 minutes (includes team strategy time)
Total match time	~63 minutes (4 × 9 min + breaks)

Match Structure

Shortened Format (Optional)

Extra Innings (Knockout Only)

Follow-On Rule

Batch Entry of Defenders

- 1 An extra inning of 2 turns × 9 minutes is played.
- 2 If still tied, additional innings continue until a winner emerges.
- 3 In extreme cases (after 2 extra innings), the DC may determine the result by other means.
 - Turns of 7 minutes each (instead of 9)
 - Reduced breaks of 3 minutes between turns
 - This must be announced before the start of the group stage

A Kho Kho match consists of 2 innings . Each inning has 2 turns (one chasing, one defending for each team).

For group-stage matches when time is limited, the OC may authorise a shortened format:

If a knockout match is tied after 2 innings:

If a team leads by 6 or more points at the end of the first inning, the trailing team defends again in the second inning (similar to cricket's follow-on). This prevents extended one-sided matches.

Defenders enter the field in batches of 3. When all 3 runners in a batch are dismissed, the next batch of 3 enters immediately. A total of 9 defenders take their turn in 3 batches per turn.

3 Kho Kho — Forfeit & Walkover

Forfeit Score

Minimum Players

Walkover Conditions

Substitutions

- Team fails to appear within 15 minutes of the scheduled start
- Team cannot present at least 7 eligible players
- Team refuses to continue playing for any reason

A Kho Kho match declared a forfeit is recorded as 10–0 in favour of the non-offending team.

A match cannot start or continue if a team has fewer than 7 players. While 9 is the standard playing number, a team may start with 7 if other players are expected to arrive. A team dropping below 7 during play causes the match to be abandoned and declared a forfeit.

Substitutions may only be made between innings (not between turns within the same inning). A maximum of 3 substitutions per match is allowed.

NETBALL

QUICK FACTS

- **Players:** 7 on court
- **Scoring:** Goal
- **Field:** 30.5m x 15.25m
- **Squad:** 7–12
- **Substitutions:** 12
- **Governing Body:** INF / Uganda Netball Federation
- **Duration:** 4 x 15 min
- **Officials:** 2–2
- **Surface:** Hard Court

1 Netball — Key Playing Rules

Position	Abbreviation	Permitted Areas
Goal Shooter	GS	Goal third (attacking) + shooting circle
Goal Attack	GA	Goal third (attacking) + centre third + shooting circle
Wing Attack	WA	Centre third + goal third (attacking, excluding circle)
Centre	C	All thirds (excluding both shooting circles)
Wing Defence	WD	Centre third + goal third (defensive, excluding circle)
Goal Defence	GD	Goal third (defensive) + centre third + defensive circle
Goal Keeper	GK	Goal third (defensive) + defensive circle

Rules of Netball

Positions & Court Areas

Key Playing Rules

Court Dimensions

- **3-Second Rule:** A player may hold the ball for a maximum of 3 seconds before passing or shooting.
- **Footwork Rule:** A player receiving the ball while stationary may pivot on the landing foot. A player catching the

ball while moving may take one additional step after landing. The landing foot may not be moved once grounded (pivot only).

- No Running: A player may not run, walk or dribble with the ball.
- Contact: Contact that interferes with an opponent's play is penalised (penalty pass or penalty pass/shot if in the circle).
- Obstruction: A player must be at least 0.9 m (3 feet) away when defending against a player with the ball.
- Shooting: Only GS and GA may shoot, and only from within the shooting circle.
- Centre Pass: Alternates between teams after each goal. The centre pass must be received within the centre third.
- Over a Third: The ball cannot travel the full length of the court (over two transverse lines) without being touched by a player in the middle third.

All netball matches are played under the World Netball Rules of Netball (2024 edition) , with the following tournament-specific provisions:

Netball is played with 7 players per team , each assigned a specific position that determines which areas of the court they may enter:

Position bibs with clearly printed abbreviations (both sides) are mandatory at all times.

Standard court: 30.5 m × 15.25 m , divided into three equal thirds. Shooting circle radius: 4.9 m. Centre circle diameter: 0.9 m.

2 Netball — Match Duration & Stoppages

Interval	Duration
Quarter-time (Q1–Q2, Q3–Q4)	3 minutes
Half-time (Q2–Q3)	5 minutes

Regulation Time

Extra Time (Knockout Only)

Stoppages

- 1 Two periods of 7 minutes each with a 2-minute interval between them.
 - 2 Teams change ends at half-time of extra time.
 - 3 If still level after extra time, the team that scored first during extra time is declared the winner.
 - 4 If no goals were scored in extra time, the result is determined by the DC (typically a drawing of lots).
- The umpire may stop the clock for injuries, lost balls, or other delays.
 - For head injuries, play is stopped immediately; the injured player is assessed and may be substituted.

A netball match consists of 4 quarters of 10 minutes each (running clock), with intervals:

Substitutions may only be made during intervals or when play is stopped for an injury/illness. There is no limit on the number of substitutions, but each substitution must be notified to the scorer/timekeeper.

If a knockout match is tied at the end of regulation:

3 Netball — Forfeit & Walkover

Forfeit Score

Minimum Players

Walkover Conditions

- Team fails to appear within 15 minutes of scheduled tip-off
- Team cannot present at least 5 eligible players with position bibs
- Team refuses to continue playing for any reason

A netball match declared a forfeit is recorded as 10–0 in favour of the non-offending team.

A match cannot start or continue if a team has fewer than 5 players . All positions on the team sheet do not need to be filled, but the playing positions must be covered such that the game can function (at minimum, one player in the shooting circle).

VOLLEYBALL

QUICK FACTS

- | | | |
|--------------------------------------|--|------------------------------|
| • Players: 6 on court | • Squad: 6–14 | • Duration: 5 x 0 min |
| • Scoring: Set | • Substitutions: 6 | • Officials: 2–4 |
| • Field: 18m x 9m | • Governing Body: FIVB / Uganda Volleyball Federation | |
| • Sets: Best of 5 (to 25 pts) | • Surface: Indoor / Hard Court | |

1 Volleyball — Key Playing Rules

FIVB Rules

Teams & Rotation

Scoring

Net Play

Attack Line

Service

Court Dimensions

- 6 players on court at all times per team. Teams rotate clockwise each time they win the serve.
- Players must be in their correct rotational order at the moment of serve. After the serve, players may move freely.
- One libero may be designated per set. The libero wears a contrasting jersey and may only play in the back row. The libero cannot serve, block or attack from above net height.
- Each team is allowed 6 substitutions per set . A substituted player may only re-enter for the player who replaced them. Libero replacements are unlimited and do not count as substitutions.
- Regular sets are played to 25 points with a minimum 2-point lead .
- The deciding set (3rd set in best-of-3) is played to 15 points with a minimum 2-point lead .

- There is no cap; sets continue until the 2-point lead is achieved.
- Players may reach over the net to block but may not interfere with the opponent's play before/during attack.
- Touching the net during play is a fault (except incidental contact away from the action).
- Players may not cross under the net into the opponent's court if it interferes with their play.
- The server must serve from behind the end line within the service zone.
- The ball may touch the net on serve (let serve) and is still in play if it crosses into the opponent's court.
- The team winning the rally wins the right to serve.

All volleyball matches are played under the FIVB Official Rules 2025–2028 , with the following tournament-specific provisions:

Rally scoring applies: a point is awarded on every rally regardless of which team served.

Back-row players may only attack (hit the ball above net height) from behind the attack line (3 m from the centre line). The libero may not attack from anywhere above net height.

Standard court: 18 m × 9 m . Net height: 2.43 m (men), 2.24 m (women). Free zone: minimum 3 m on all sides.

2 Volleyball — Scoring & Sets

Set	Points to Win	Minimum Lead
Sets 1 & 2	25	2 points
Deciding Set (Set 3)	15	2 points

Result	Winner Pts	Loser Pts
Win 2–0	3	0
Win 2–1	2	1

Match Format

Set Scoring

Points System (Group Stage)

Timeouts

Intervals Between Sets

- Each team is entitled to 2 timeouts per set , each lasting 30 seconds.
- Timeouts may be requested by the coach or captain during a dead ball.
- Technical timeouts (at the 8th and 16th points of sets 1 and 2) may be used at the OC's discretion but are not standard for the Mayor's Cup.

Matches are played as best of 3 sets (first team to win 2 sets wins the match).

There is no point cap — play continues until one team leads by 2.

This graduated system (from FIVB) rewards competitive losses — a team that pushes a match to 3 sets earns 1 point even in defeat.

The interval between sets is 3 minutes . Teams change ends after every set. In the deciding set (set 3), teams change ends when one team reaches 8 points.

3 Volleyball — Forfeit & Walkover

Forfeit Score

Minimum Players

Walkover Conditions

Incomplete Match

- Team fails to appear within 15 minutes of the scheduled first serve
- Team cannot present at least 6 eligible players
- Team refuses to continue playing

A volleyball match declared a forfeit is recorded as 2–0 (25–0, 25–0) in favour of the non-offending team.

A match cannot start or continue if a team has fewer than 6 players on court . There is no provision for playing with fewer than 6. If a team is reduced below 6 due to injury or expulsion, the set (and match) is forfeit.

If a match cannot be completed due to circumstances beyond the teams' control (e.g., power failure, court damage), the result at the time of stoppage stands if at least one full set has been completed. Otherwise, the match is replayed.

ANNEX A: PLAYER ELIGIBILITY DECLARATION

Player Name: _____ | NIN: _____
 Date of Birth: _____ | Team: _____
 Sport(s): _____ | Jersey Number: _____
 Player Signature: _____ | Date: _____
 Team Manager Signature: _____ Date: _____

Annex A — Player Eligibility Declaration

- 1 I am a bona fide resident of _____ village/zone, _____ ward, Mukono Municipality.
- 2 I have attached a valid LC1 letter confirming my residence, issued within the last six months.
- 3 I have attached a copy of my National ID / School ID / Birth Certificate (circle applicable).
- 4 I am not currently registered with or playing for any club in the Uganda Premier League, FUFA Big League, FUFA Regional League, or any First to Fourth Division league (Football players only).
- 5 I have not registered to play for any other team in the same sport in this tournament.
- 6 All information provided is true and correct to the best of my knowledge.
- 7 I understand that providing false information may result in my disqualification and sanctions against my team.

Annexes & Declarations

MUKONO MUNICIPALITY MAYOR'S CUP 2026 PLAYER ELIGIBILITY DECLARATION

I, the undersigned, hereby declare that:

This form must be completed and signed by each player before their first match. A digital version is submitted through the registration system; the below is the reference template.



ANNEX B: TEAM KIT DECLARATION

Team Name: | _____
 Sport: | _____
 Ward: | _____

Jersey Colour: | _____
 Shorts/Skirt Colour: | _____
 Socks/Stockings Colour: | _____

Jersey Colour: | _____
 Shorts/Skirt Colour: | _____
 Socks/Stockings Colour: | _____

Jersey Colour: | _____

Team Manager Name: _____ | Signature: _____

Date: _____

Annex B — Team Kit Declaration

☐ Primary Kit (Home)

☐ Secondary Kit (Away)

☐ Goalkeeper Kit (Football only)

MUKONO MUNICIPALITY MAYOR'S CUP 2026 TEAM KIT DECLARATION

Declaration: I confirm that the above kit details are accurate and that the team possesses both sets of jerseys in the declared colours.

Each team must submit this form at registration. Changes to kit colours after registration require OC approval.

ANNEX C: PARENT/GUARDIAN CONSENT LETTER

Player Name: | _____

Date of Birth: | _____

Team: | _____

Sport(s): | _____

Parent/Guardian Signature: _____ | Date: _____

Contact Phone: _____ | Emergency Phone: _____

Relationship to Player: _____

Annex C — Parent/Guardian Consent Letter

- 1 Sporting activities carry inherent risks of injury.
- 2 The tournament organisers will take reasonable precautions to ensure the safety of all participants.
- 3 In the event of an emergency, I authorise the tournament medical staff to provide first aid and, if necessary, arrange for emergency medical treatment.
- 4 I will ensure the minor is covered by adequate health insurance or I accept responsibility for any medical costs.
- 5 I have read and understood the tournament regulations and agree to abide by them on behalf of the minor.

MUKONO MUNICIPALITY MAYOR'S CUP 2026 PARENT / GUARDIAN CONSENT LETTER

To: The Tournament Director
Mukono Municipality Mayor's Cup 2026

Dear Sir/Madam,

I, _____ (full name of parent/guardian), holder of National ID No. _____, residing at _____ (address), being the parent / legal guardian of:

Do hereby give my full and informed consent for the above-named minor to participate in the Mukono Municipality

Mayor's Cup 2026. I understand that:

Required for all players under 18 years of age. No player under 18 may participate without this signed consent.

ANNEX D: SUPPORTERS' CODE OF CONDUCT

Annex D — Supporters' Code of Conduct

As a supporter, I pledge to:

- 1 Respect the game: Appreciate good play from both teams and accept the result with grace.
- 2 Respect the officials: Accept their decisions as final, even when I disagree. Match officials are doing their best in a difficult role.
- 3 Respect opponents: Treat opposing players, coaches and supporters with courtesy and respect. They are fellow members of the Mukono community.
- 4 Be inclusive: Refrain from any language or behaviour that is racist, sexist, homophobic, tribalistic or discriminatory in any way.
- 5 Stay safe: Remain in designated spectator areas and follow the instructions of security personnel and fan marshals.
- 6 No violence: Never engage in or incite physical confrontation, whether towards players, officials, other supporters or any person at the venue.
- 7 No prohibited items: Not bring alcohol, drugs, weapons, fireworks, smoke bombs, laser pointers or any other prohibited item to the venue.
- 8 Protect young people: Be mindful that children are present and ensure my behaviour sets a positive example.
- 9 Report misconduct: Report any safety concerns, abusive behaviour or criminal activity to fan marshals or security personnel.
- 10 Leave the venue clean: Dispose of litter responsibly and help leave the venue in good condition.
 - Removal from the venue
 - Banning from future matches (1-match, 3-match or season-long)
 - Sanctions against the team I support
 - Referral to the police for criminal behaviour

The Mayor's Cup is committed to providing a safe, enjoyable and inclusive sporting experience for all. Supporters play a vital role in creating a positive atmosphere.

MUKONO MUNICIPALITY MAYOR'S CUP 2026
SUPPORTERS' CODE OF CONDUCT

I understand that violation of this code may result in:

"Play · Compete · Unite · Develop"

ANNEX E: TEAM ACCEPTANCE OF RULES

Team Name: | _____

Sport(s) Entered: | _____

Ward: | _____

Team Manager Name: _____ | Signature: _____

Team Captain Name: _____ | Signature: _____

Date: _____

Annex E — Team Acceptance of Rules

- 1 We have received, read and understood the Mukono Municipality Mayor's Cup 2026 Tournament Rules and Regulations in their entirety.
- 2 We agree to abide by all rules, regulations and decisions of the Organising Committee, Technical Committee, Disciplinary Committee and Appeals Panel.
- 3 We accept that the decisions of the Appeals Panel are final and binding .
- 4 We undertake to ensure that all players, coaches, team officials and supporters associated with our team conduct themselves in accordance with these regulations and the spirit of fair play.
- 5 We understand that violations of these regulations may result in sanctions including fines, suspensions, forfeits and expulsion from the tournament.
- 6 We accept collective responsibility for the conduct of our supporters and pledge to appoint and support at least two Fan Marshals.
- 7 We consent to the use of our players' and officials' images, names and likenesses in official tournament communications and promotions.
- 8 We acknowledge the inherent risks associated with sporting activities and agree to the waiver of liability provisions in Section 15.9 of the regulations.

MUKONO MUNICIPALITY MAYOR'S CUP 2026 TEAM ACCEPTANCE OF RULES AND REGULATIONS

We, the undersigned, on behalf of the above-named team, hereby acknowledge and declare that:

This form constitutes a binding agreement between the team and the Organising Committee of the Mukono Municipality Mayor's Cup 2026.

This form must be signed by the Team Manager and Team Captain and submitted as part of the team's registration package.



CREDITS & ACKNOWLEDGEMENTS

SYSTEM DEVELOPER & DOCUMENTATION

KISESI GEORGE REIDHAMER

Ball Games Instructor

Analyst Programmer & Developer

Kisesi George Reidhamer conceptualised, designed and developed the Mayor's Cup Sports Management System — the comprehensive digital platform powering all aspects of this tournament including team and player registration, fixture scheduling, live match scoring, results management, line-up generation, match forms production, PDF document generation, and these official rules and regulations. The system was built using ASP.NET Core 8, Entity Framework Core, SQL Server, and pure C# PDF generation.

TOURNAMENT AUTHORITY

Patron:	The Mayor, Mukono Municipality
Organisation:	Mukono Municipal Council
Tournament Director:	Office of the Mayor
Technical Oversight:	Sports Department, Mukono Municipality
System & Documentation:	Kisesi George Reidhamer — Ball Games Instructor, Analyst Programmer & D

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