



Tournament Format & Rules

May 9, 2026

St. John's University • Belson Stadium
8000 Utopia Parkway, Jamaica, NY 11439

www.ACF-Cup.com



The Airport Community Foundation (ACF) is a 501(c)(3) non-profit organization dedicated to supporting and enhancing local communities surrounding the metropolitan New York airports. The foundation focuses on programs that promote aviation and airport workforce development, education and training, and local quality-of-life initiatives. It works closely with airport stakeholders, civic associations, and local authorities to identify and address the community's needs and provide help wherever possible.

We aim to ensure that airports are seen as valuable resources for the local communities, providing employment and business opportunities and serving as invested partners in helping these communities access the resources necessary to enhance their quality of life.

The term "airport community" differs depending on who you ask. It could mean:

- the various airports located in the metropolitan New York area,
- the stakeholders that operate at these airports,
- or the relationship between the airports and the local communities.
- The Airport Community Foundation bridges the gap between these community members. It brings them all together to ensure the future of aviation in this region and the advancement of this industry, and shares what makes them all shining examples of what makes our airports the best in the world.

The New York airport community has always been extremely generous in donating time and money to worthy causes at our airports and within the surrounding communities. As a result, the Airport Community Foundation (ACF) was founded to assist local airport and aviation-related associations with fundraising efforts to help them continue the essential work they provide on behalf of our industry.

Since 2023, the Airport Community Golf Classic (ACGC) has proven itself as one of the premier airport events, raising funds for the JFK Airport Cargo Association, Kennedy Airport Airlines Management Council (KAAMCO), Council of Airline Maintenance Managers (CALMM), and the Aviation High School Education Foundation. The proceeds from this event have been used to benefit those in need in our area, provide scholarships for local students, and promote aviation and the airport as fantastic places to have a career.

By highlighting the generosity of the companies and airport associations operating at the airport, we hope to show the benefits that the airport community provides to the entire metropolitan area.

Airport Community Foundation, Inc. is a qualified 501(c)(3) tax-exempt organization registered in the U.S. under Federal Tax ID: 33-1522353.

ACF Cup 2026 Partners





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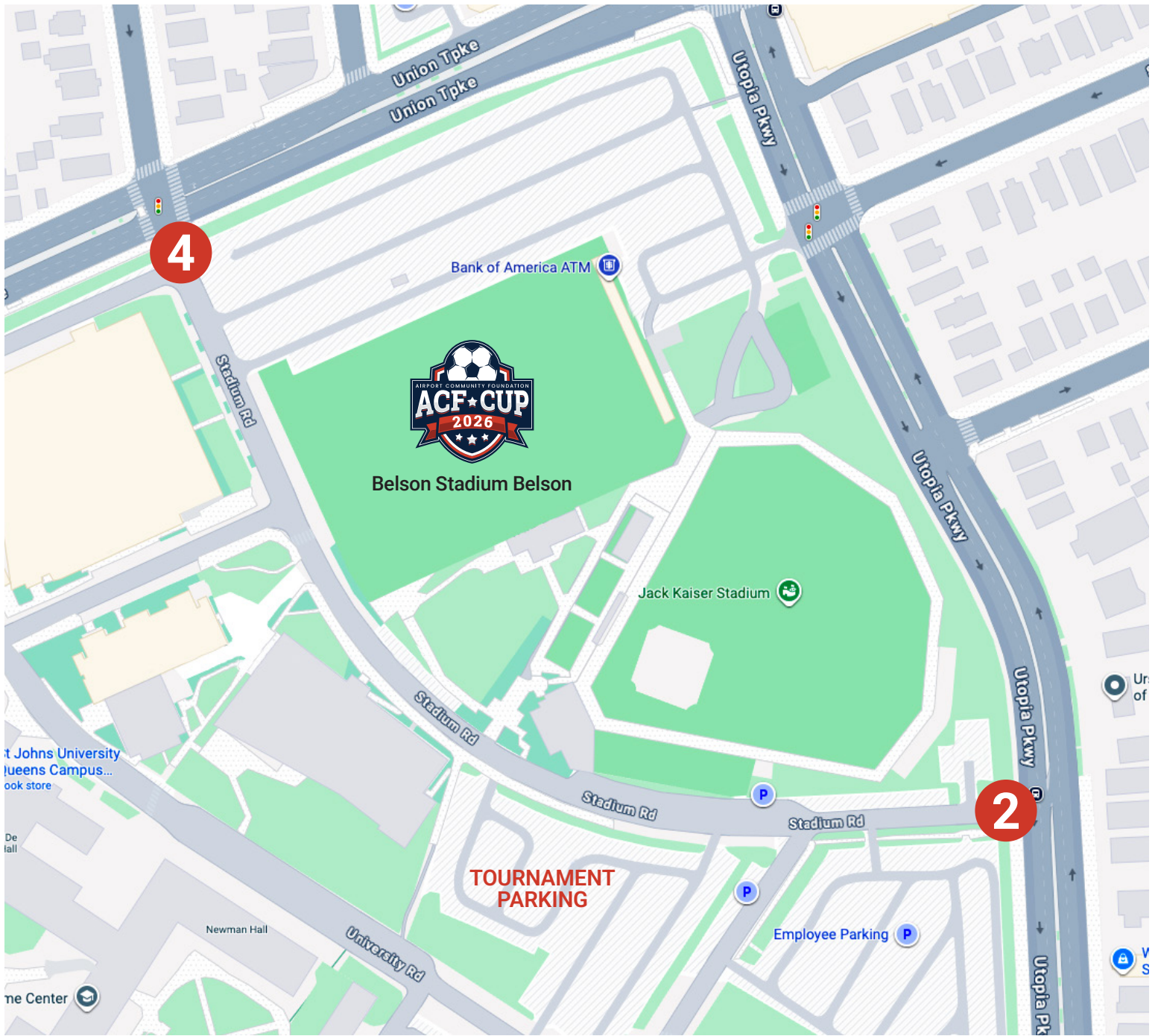
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**ST. JOHN'S
UNIVERSITY**

St. John's University

Belson Stadium

8000 Utopia Parkway,
Jamaica, NY 114393



Tournament Schedule

St. John's University • Belson Stadium
8000 Utopia Parkway, Jamaica, NY 11439
(Enter through Gate 2 off Utopia Parkway or Gate 4 off Union Turnpike)

8:00am: Staff & Volunteer Arrival

9:00am: Team & Player Check-in

Please have each player sign and return the waiver provided on page 9 on the day of the tournament, or submit their waiver online at: www.acfhelps.org/2026-acf-cup-player-waiver. Each team will have a designated area on the grass surrounding the field.

NOTE: Food and beverages are available for purchase. Please use the time you are not playing to have lunch.

9:30am: Opening Ceremony

A performance by the Port Authority Police Emerald Society Pipes & Drums Band/Special Services, including the National Anthem. Opening remarks from dignitaries and then the start of the tournament.

9:50am: First Teams on the Field for Warmup

10:00am – 1:40 pm: Group Stages

Group Stages (1-6) begin at 10:00am and ends at 1:40pm.

2:00pm: Quarter-Finals

The winners from each group move on to the Quarter-Finals.

2:40pm: Semi-Finals

The Quarter-Final winners move on to the Semi-Finals.

3:20pm: Final

The Two Semi-Finals winners move on compete in the tournament Finals.

3:40pm: ACF-Cup Winner Trophy Presentation



PARKING: Enter through Gate 2 off Utopia Parkway.

Parking is available in the faculty lot directly across from Belson Stadium.

BEVERAGES: ALCOHOL IS NOT PERMITTED ON THE SCHOOLS PROPERTY.

Non-alcoholic beverages will be available for purchase. Feel free to bring your own coolers and water bottles. Coolers will be inspected by college public safety upon entry. Water will be available courtesy of our sponsors.

FOOD: Players are permitted to bring outside food and water. There will be food available for purchase at the tournament.

TEAM AREA: We would encourage you to bring your own folding chairs. Each team will be provided an area just outside the stadium field. Teams will be assigned on a first come first serve basis.

RESTROOMS: Restrooms are available and conveniently located right off the field.



Tournament Rules & Regulations

TOURNAMENT FORMAT

Group Stage

- 6 groups of 4 teams
- Each team will play 3 group stage games vs group opponents
- Teams will receive 3 points for a win, 1 point for a draw, and 0 for a loss
- Forfeit will result in a 3-0 win for the other team

Knockout Round

- Each group winner along with the top 2 second placed teams will advance to the quarter final stage
- The following tiebreakers will decide group winners/second place:
 - Points, Head-to-head, Goal differential, Goals scored, Goals against, Fair play, coin toss if needed
 - There will be no overtime in case of a tie in knockout games, straight into penalty shootout. Penalty shootout will be best of 3, if more than 3 are needed will be sudden death. Goalkeepers cannot encroach, penalty will be retaken.
- Forfeit will result in the other team making it to the next round

FIELD DIMENSIONS

40 yards long x 25 yards wide

Box Area: 3 yards from each post wide x 7 yards long

Penalty Spot: from top of box (7 yards out)

NUMBER OF PLAYERS

- 4 field players + GK
- 10 player max roster
- Minimum 3 players to play a game. If a team goes below 3 players due to injuries, red cards, etc the game will be deemed a forfeit.

GAME TIME

- 20 minutes straight, no halves

UNIFORM

- Team members must be in matching color jerseys/shirts
- Goalkeeper must be in different color jersey/shirt
- If there's a conflict with shirt color, away team will put on pinnies
- Players are permitted to wear cleats/turfs
- All players must wear shin guards

SUBSTITUTIONS

- Subbing can be done on the fly, but must be done at the half line
- Players must come off the field before the new player is permitted to come on

KICK-OFF

- Must be played backwards. You cannot score directly from a kick off. The kick off is an indirect kick. In all dead-ball situations, defending players must stand at least five yards away from the ball.

KICK-INS

- The ball shall be kicked into play from the sideline, rather than thrown in. The ball must be placed on the touchline, and it must be stationary. The kick must be taken within 4 seconds of being placed and ready to play.
- This is an indirect kick, and a goal cannot be scored from this kick. In all dead-ball situations, defending players must stand at least five yards away from the ball.
- If the kick is not taken within 4 seconds, or if the ball is not placed correctly, the kick-in is awarded to the opposing team.

DIRECT AND IN-DIRECT KICKS

- All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks, hand balls, and penalty kicks.
- If a free kick is awarded within five yards of the opposing goal line, the ball will be moved back to five yards from the line. It is the referee's discretion where the ball will be placed. In all dead-ball situations, defending players must stand at least five yards away from the ball.
- The kick must be taken within 4 seconds of being placed and ready to play. If the kick is not taken within 4 seconds, or if the ball is not placed correctly, the kick-in is awarded to the opposing team.

PENALTIES

- From the top of the box (7 yards out). Regular run up rules allowed

GOAL KICKS

- May be taken from any point of the goal box. All Goal Kicks are indirect kicks.

GOALKEEPERS

- Goalkeepers are restricted to using their hands only inside the penalty box. Pass back to GK, GK may not handle the ball. If the goalkeeper handles the ball outside the box, it is an automatic yellow card.

OFFSIDES

- There is no offside.

SLIDE TACKLING

- No slide tackling is allowed. If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded.
- This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

REFEREES

- There will be no abuse of the referees tolerated, verbal or otherwise. Any indication of such behavior by a coach, player, or spectator will result in immediate removal from the tournament site.
- No abuse of any player, coach or referee will be tolerated. Please keep all comments (cheering) positive.

YELLOW CARDS

- A player receiving a yellow card will face a 2-minute suspension from the game. A sub may be made in their place
- Two Yellow Cards:
- Accumulating two yellow cards in a single game results in a red card and the player's ejection
- The team must play down one player for two minutes or until the opposing team scores, after which a substitute may enter, but the original player is disqualified from the remainder of the match.

RED CARDS

- A player receiving a red card is immediately ejected from the game and their team must continue playing a player short.
- A red card can also result in a suspension from the next game or even further disciplinary action, depending on the severity of the offense.

TIMING

- The first whistle starts the clock on all fields & game ending whistle ends games on all fields.
- Teams must be ready to enter the field at least 5 minutes prior to scheduled game time.

FIELD RULES

- Only players and team representatives on the field
- No food on the field
- No teams/players on the field until opening ceremony is finished
- No tables, chairs, tents, coolers, or large items on the turf. Backpacks and soccer related bags are allowed



2026 ACF-Cup Player Waiver

The undersigned:

1. Acknowledges and fully understands that the undersigned will be engaging in activities that involve risk of serious injury, including permanent disability and death, and severe social and economic losses which might result not only from my actions, inactions, the negligence of others, the rules of play, or the condition of the premises or of any equipment. Further, that there may be other risks not known to me or reasonably foreseeable at this time; and
2. Assume all of the foregoing risks and accept personal responsibility for any damages following such injury, permanent disability, or death; and
3. RELEASE, WAIVE, DISCHARGE, AND COVENANT NOT TO SUE the "Airport Community Foundation, Inc." (ACF), "Excelsior New York", "St. John's University", and their employees, officers, directors, and representatives (RELEASEES), from any liability to the undersigned, my heirs and next of kin for any and all claims, demands, losses or damages (CLAIMS) on account of loss injury including death or damages to property, caused or alleged to be caused in whole or in part by the RELEASEES and will defend, indemnify and hold harmless RELEASEES from and against and all such CLAIMS. THE UNDERSIGNED HAVE READ THE RELEASE AND UNDERSTAND THE EFFECT OF THE TERMS AND CONDITIONS OF THE RELEASE AND ALSO UNDERSTAND THAT THIS RELEASE SHALL BE IN EFFECT FOR ANY AND ALL ACTIVITIES RELATED TO THE USE OF THE SOCCER FIELDS, FACILITIES, AND EQUIPMENT.

Company Team Name: _____

Full Name: _____

Phone: _____

Email: _____

Are you 18 years or older? Yes

Signature: _____



Scan this code to complete the waiver online at www.acfhelps.org/2026-acf-cup-player-waiver