

How to Make Your Prediction

You don't need to be a football expert to play.

For every match, you'll predict:

- Which team will win, or if it will be a draw (group stage only).
- The final score.
- For knockout matches, whether the game will need extra time.
- If the match goes to penalties, you can also predict the penalty shootout score.

The more accurate your prediction, the more points you'll earn.

Football Terms Explained

Group Stage

- Teams can win, lose, or draw.
- A draw means both teams finish with the same score (for example, 1–1).

Knockout Stage

- One team must advance.
- If the score is level after 90 minutes, the match goes to extra time.
- If it's still level after extra time, the winner is decided by a penalty shootout.

Extra Time

- Two additional 15-minute periods played only if needed in knockout matches.

Penalty Shootout

- Each team takes penalties to decide the winner if the match is still tied after extra time.

KAUST Kick Off 26 - Scoring Scheme

1) Group stage - max 3 (draws included)

Right result - a team to win OR a draw	1
Each team's exact goals	+1 each
Perfect score (incl. an exact draw like 1-1)	= 3
Wrong result	0

2) Knockout - a team wins - max 3 / 4

Right team to go through (incl. extra time or penalties)	1
Each team's exact score	+1 each
Perfect score (won in normal time)	= 3
You tagged "extra time" and it did go to extra time	+1
Perfect score + correct extra time	= 4
Wrong winner	0

3) Knockout - goes to penalties (you pick "Extra time") -max 7

It went to extra time	+1
It stayed level (draw after ET)	+1
Each team's exact extra-time score	+1 each (->2)
Right penalty shoot-out winner	+1
Each team's exact penalty score	+1 each (->2)
Perfect penalties prediction	= 7
Wrong (a team actually won)	0

Examples

1. Group - predict Brazil 2-1, ends 2-1 -> 3
2. Group draw - predict 1-1, ends 1-1 -> 3 . ends 2-2 -> 1 . a team wins -> 0
3. KO - predict France to win 1-0, ends 1-0 (in 90 or ET) -> 3
4. KO - predict France 1-0 + "extra time", ends 1-0 in extra time -> 4
5. KO - predict France to win, it advances on penalties -> 1 (winner) + exact goals 6.
KO penalties - predict "Extra time" 1-1 + pens 4-3, exactly -> 7
(extra time 1 + level 1 + goals 2 + pen winner 1 + pen scores 2)
7. KO penalties - predict "Extra time" 1-1, no shoot-out guess -> 4
8. Wrong result -> 0

Summary

Group	3
Knockout - team wins (normal time)	3
Knockout - team wins (extra time, tagged)	4
Knockout - goes to penalties (perfect)	7

Wrong result = 0 (nothing else counts). A knockout team pick is correct if that team advances - normal time, extra time, or penalties. Draws exist only in the group stage.