

# EASTER INTERNATIONAL CUP 2027

## RULES OF COMPETITION



**7th Annual • March 24-28, 2027 • Orlando / Kissimmee, Florida**

Boys: March 24-27 • Girls: March 25-28

U9-U10 Boys: Thursday-Saturday • U9-U10 Girls: Friday-Sunday

### About the Event

Premier Soccer Services welcomes teams to the 7th Annual Easter International Cup presented by Rayados in the Orlando/Kissimmee area. The event serves U9-U19 Boys and Girls and features multiple competitive flights, international and domestic competition, and a 4-6 match guarantee based on age group and competition structure.

### TOURNAMENT CONTACTS

Executive Director: Scott Spencer  
Email: [scott@premiersoccerservices.com](mailto:scott@premiersoccerservices.com)

Tournament Director: Brandon Abell  
Email: [brandon@premiersoccerservices.com](mailto:brandon@premiersoccerservices.com)

### TOURNAMENT HQ / FACILITIES

Austin Tindall Sports Complex  
4100 Boggy Creek Rd, Kissimmee, FL 34744

Additional fields may be used at ChampionsGate and other Orlando/Kissimmee-area complexes as communicated by the tournament.

## 1. General Tournament Information

Coaches and managers are responsible for ensuring that the team's roster/application includes accurate phone numbers and email addresses. They must also be familiar with the rules, electronic team check-in procedures, and credential requirements.

All games shall be played in accordance with the FIFA Laws of the Game, except as specifically superseded by these tournament rules.

## 2. Laws of the Game & Match Standards

### Law 1 - The Field

The field and goal size will be age appropriate per U.S. Youth Soccer recommendations and guidelines.

### Law 2 - The Ball

| Age Group     | Ball Size |
|---------------|-----------|
| U12 & younger | Size 4    |
| U13 & older   | Size 5    |

The home team is responsible for providing the game balls.

### Law 3 - The Players

Game formats for the 2026/27 seasonal year follow the tournament age-division structure below:

| Age Group | Birth Date                 |
|-----------|----------------------------|
| U9        | Aug 1, 2017 - Jul 31, 2018 |
| U10       | Aug 1, 2016 - Jul 31, 2017 |
| U11       | Aug 1, 2015 - Jul 31, 2016 |
| U12       | Aug 1, 2014 - Jul 31, 2015 |
| U13       | Aug 1, 2013 - Jul 31, 2014 |
| U14       | Aug 1, 2012 - Jul 31, 2013 |
| U15       | Aug 1, 2011 - Jul 31, 2012 |
| U16       | Aug 1, 2010 - Jul 31, 2011 |
| U17       | Aug 1, 2009 - Jul 31, 2010 |
| U18       | Aug 1, 2008 - Jul 31, 2009 |
| U19       | Aug 1, 2007 - Jul 31, 2008 |

| Age Group | Format | Roster / Game Eligibility              |
|-----------|--------|----------------------------------------|
| U9-U10    | 7v7    | 18-player roster; 13 eligible per game |
| U11-U12   | 9v9    | 18-player roster; 15 eligible per game |
| U13-U19   | 11v11  | 22-player roster; 18 eligible per game |

#### Player Eligibility

Players may not play on two different teams during the tournament.

### Roster / Game Eligibility

- Only players who are eligible for a particular match may be dressed and equipped to participate. Eligible players on the team sideline must be dressed for the match.
- Players who are on the tournament roster but are not eligible for that particular match may remain on the team sideline; however, they may not be dressed in the team's game uniform or otherwise equipped to participate. Non-eligible players must wear a clearly different uniform, training attire, or regular clothing so they can be easily distinguished from eligible players.

### Bio-Banding / Late Developers

Bio-banding / late-developer exceptions are permitted only with prior tournament approval. This applies only to U15 players approved to play U14, U14 players approved to play U13, and U13 players approved to play U12.

### Small-Sided Games Modification

- There is no heading at U11 and younger.

### Substitutions

- U14 Supergroup and U15-U19: maximum of seven (7) substitutions for the entire game; no re-entry.
- Head-injury exception: if a player is removed due to a head injury and is cleared to return by the Athletic Trainer Certified (ATC), the player may be substituted back into the match.
- U14 non-Supergroup and younger: unlimited substitutions with re-entry allowed.
- Substitutions may be made by either team at any stoppage of play at the referee's discretion.
- Substitutes should be ready at midfield. Players being substituted should exit at the halfway line on their team-side touchline unless otherwise directed by the referee.

**Law 4 - Players' Equipment**

- All soccer equipment must adhere to IFAB standards.
- The HOME team is responsible for wearing the lighter-colored uniform. If there is a color conflict, the HOME team changes. If the home team is international and the away team is domestic, the domestic away team is responsible for changing.
- A player may not use equipment or wear anything dangerous to themselves or another player, including jewelry.
- The referee will inspect casts, braces, headgear, and other protective equipment and determine whether participation presents an unreasonable risk for that match.
- Players' jersey numbers should match the numbers listed on the team roster.
- Teams should have two (2) sets of jerseys in contrasting colors. Players should wear matching team shorts and socks.

**3. Match Duration & Tie Procedures****Law 7 - Full-Length Semifinal & Final Match Duration**

| Age Group | Format | Minimum Players | Full-Length Match Duration |
|-----------|--------|-----------------|----------------------------|
| U9-U10    | 7v7    | 4               | 2 x 25 min                 |
| U11       | 9v9    | 6               | 2 x 25 min                 |
| U12       | 9v9    | 6               | 2 x 30 min                 |
| U13       | 11v11  | 7               | 2 x 35 min                 |
| U14-U16   | 11v11  | 7               | 2 x 40 min                 |
| U17-U19   | 11v11  | 7               | 2 x 40 min                 |

The match durations listed above apply ONLY to full-length Semifinal and Championship Final matches. Preliminary round-robin matches use the shortened mini-game durations listed in Section 4. The tournament reserves the right to shorten matches because of weather or other delays.

## 4. Competition Format & Standings

### Round-Robin Mini-Game Format

Easter International Cup uses shortened mini-games during preliminary round-robin play before full-length semifinal and final matches.

| Age Group | Round-Robin Match Duration |
|-----------|----------------------------|
| U9-U12    | 2 x 20 min                 |
| U13-U19   | 2 x 25 min                 |

- U9-U12: minimum of four (4) round-robin mini-games before semifinal play.
- U13-U19: minimum of three (3) round-robin mini-games before semifinal play.
- After preliminary play, teams are re-seeded into semifinal play for full-length matches.
- Round-robin games may end in a tie.

### Group Tie-Breaker Procedures

1. Results of head-to-head competition
2. Goal Differential (4-goal maximum per game)
3. Least Goals Allowed (4-goal maximum per game)
4. Number of Shutouts
5. Most Goals Scored (4-goal maximum per game)
6. FIFA Penalty Kicks, at a time and location determined by the Tournament Director

### Semifinal & Championship Final Tie Procedures

- Semifinal Matches: If tied at the end of regulation, the match will proceed directly to kicks from the penalty mark. No overtime will be played.
- Championship Final: If tied at the end of regulation, teams will receive a five-minute rest and then two overtime periods will be played (NO SUDDEN DEATH).

| Age Group     | Overtime Duration |
|---------------|-------------------|
| U12 & younger | 2 x 5 min         |
| U13 & older   | 2 x 10 min        |

- If the Championship Final remains tied after overtime, kicks from the penalty mark will determine the winner.
- Consolation games on the last day may end in a tie.

## 5. Tournament Policies

### Stay-to-Play / Hotel Policy

Easter International Cup is a stay-and-play tournament. Key Bookings is the official housing provider for traveling U.S. teams using hotels. Teams must use the official tournament housing system unless otherwise approved by the tournament.

- 11v11 teams: minimum of 8 rooms.
- U9-U12 teams: minimum of 6 rooms.
- Florida Boys teams may arrive Wednesday and stay a minimum of 3 nights.
- Florida Girls teams may arrive Thursday and stay a minimum of 3 nights.
- Out-of-state U11-U19 teams should stay a minimum of 4 nights.
- Florida U9-U10 teams may stay a minimum of 2 nights.
- Out-of-state U9-U10 teams should stay a minimum of 3 nights.
- The tournament cannot accommodate requests for late first games.
- Teams that do not fulfill the housing requirements or establish the required room block are subject to a \$600 per-team surcharge before March 1.
- Each team must first establish a team block or sub-block through Key Bookings before families reserve individual rooms.
- International-team hotel rooms are included in their event package; additional housing is coordinated through the tournament.

**Key Bookings contact: Calvin Coates • 1-877-205-2871 • [calvin@keybookings.org](mailto:calvin@keybookings.org)**

**International-team housing contact: Manuel • [Manuel@premiersoccerservices.com](mailto:Manuel@premiersoccerservices.com)**

### Payment Terms, Cancellation, Weather & Refund Policy

By registering for the event, the team/club authorizes Premier Soccer Services to charge the credit card on file for any outstanding balances, including but not limited to registration fees, late fees, housing non-compliance fees, and other applicable charges associated with participation in the event. Teams that withdraw after acceptance will not receive a refund. Weather or other circumstances may require matches to be shortened, delayed, rescheduled, relocated, or canceled. Cancellation of individual matches does not automatically result in a refund. If the entire event is canceled, any credit or refund will be determined by Premier Soccer Services after accounting for unrecoverable event costs. A full refund is not guaranteed.

### Florida Concussion / Head Injury Policy

Pursuant to Florida Statute FS 943.0438, Florida enacted a stringent head-injury and concussion law. If the referee or Assistant Referee believes that a player has suffered a head injury or possible concussion, the match must be stopped immediately. The injured player, if able to leave the field on their own, must be escorted to the coach, and the coach must be informed that the player cannot return for the duration of the match unless cleared under the event medical protocol.

If an Athletic Trainer Certified (ATC) is brought onto the field because the player is incapacitated, the referee must still notify the coach. It is the responsibility of the coach and the player's parent(s) or legal guardian(s) to seek medical attention. The player may not resume participation until properly cleared. The referee crew must ensure that the player is not allowed to return unless notified directly by the ATC conducting the evaluation.

## 6. Conduct, Discipline & Team Areas

### Red Cards / Suspensions

- Any player who receives a red card is automatically suspended for a minimum of one (1) match. Depending on the nature and severity of the offense, the Tournament Director may impose an additional suspension.
- A player serving a red-card suspension is not eligible to participate in the team's next match. If a team uses a suspended player in a match, that match will be declared a forfeit. Additional disciplinary action may also be imposed by the Tournament Director.
- Referees must submit a supplemental report for red-card incidents.
- Players sent off or coaches removed for fighting will not be allowed to return to the tournament.

Coaches are responsible for the conduct of their spectators. All participants and spectators must follow the conduct policies of the associated parks departments and facilities.

#### Facility Conduct Standards

No alcohol • No smoking • No verbal or physical abuse of any kind

Violations of conduct policies will be reviewed by the Tournament Director and may result in expulsion from the complex and/or tournament.

For disciplinary matters, including red cards, the tournament will report incidents to member organizations and the U.S. Soccer Federation as required. U.S. Soccer will report applicable matters to the home federations of international teams.

### Racism / Discriminatory Conduct Protocol

Easter International Cup has a zero-tolerance policy for racist, discriminatory, or abusive conduct. Any reported incident will be reviewed by the Tournament Director and tournament administration. The tournament reserves the right to impose disciplinary action, including player or coach suspension, match forfeiture, removal from the facility, and/or expulsion from the tournament, as appropriate based on the circumstances.

### Coaching / Technical Team Areas

- Teams are to occupy the same side of the field, with all parents/spectators on the opposite side.
- Coaching areas extend 10 yards on each side of the halfway line.

## 7. Forfeits

- Unless superseded by a ruling from the Tournament Director or an appointed representative, there is a 15-minute grace period. Forfeit time occurs at the end of that grace period. A team must have the minimum number of players required for its format to begin or end a match: 7v7 = 4 players; 9v9 = 6 players; 11v11 = 7 players.
- Forfeited matches result in a 4-0 win / 0-4 loss. The forfeiting team may continue in the tournament unless its actions are cause for expulsion.

## 8. Weather, Storm & Delay Guidelines

Every attempt will be made to have all matches played. Rescheduled games may be played under lights in the evening or scheduled earlier than the normal starting time at the discretion of the Tournament Director.

During rainstorms, matches will continue as scheduled unless conditions become unsafe. A referee may stop an individual match for immediate safety concerns; the Tournament Director has final authority to suspend or resume tournament-wide play.

- Lightning
- Hailstorms
- Unplayable field conditions

For lightning, the standard delay is 30 minutes. The delay restarts with each additional lightning strike within the applicable facility safety radius, generally 8-10 miles depending on park policy.

Tournament Director decisions regarding tournament-wide suspension and resumption are final and not subject to appeal. Rescheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the orderly progress of the tournament. As a final solution, a coin toss may be used to determine teams advancing in knockout stages.

The safety of players, referees, and spectators is the tournament's primary concern, followed by fairness to affected teams and the orderly flow of competition.

### Games Suspended in the First Half

- Every effort will be made to complete one-half of the match before the next scheduled game.
- If one-half of the match is completed, the game is official and the score stands.
- If one-half cannot be completed before the next scheduled game, the match may be rescheduled at 0-0 or canceled with kicks from the penalty mark used to determine a winner when required.

Matches called at halftime or during the second half are considered complete and final; the score at that time stands.

### Matches That Cannot Start at the Scheduled Time

- Teams must remain at the site and be prepared to begin the match at any point possible until 30 minutes before the scheduled start of the next match.
- The tournament will attempt to play two equal halves, changing ends at the midpoint with no halftime break.
- If the available shortened match time is less than half of the regularly scheduled match time, the match may be immediately determined by kicks from the penalty mark when a winner is required.

All matches must terminate at the designated start time of the next match unless superseded by the Tournament Director. The Tournament Director has authority to declare a delayed match final or abandon a match because of consecutive delays.

#### Important

Teams must report to the scheduled game site before the scheduled start time, ready to play, and may not leave until the match is canceled by a Tournament Director.

### Rescheduled Match Information

Information will be available through Tournament Headquarters and official tournament communications. Teams involved in a canceled or rescheduled match must follow Tournament Director instructions.

## 9. Registration, Credentials & Match Check-In

### Electronic Check-In

- Electronic Check-In is REQUIRED for all teams.
- Electronic Registration opens February 24, 2027.
- Deadline to upload all required documents: March 10, 2027 at midnight.
- Teams that do not complete Electronic Check-In must check in at Tournament Headquarters before their first match and will be charged a \$100 in-person check-in fee.
- Teams are not eligible to play without a tournament-approved roster.

### Required Electronic Check-In Documents

- Completed Easter International Cup GotSport event roster, including all participating players, coaches/staff, accurate jersey numbers, and required player information.
- Clear image or PDF of player passes/cards in roster order. Accepted domestic passes include USYS, US Club Soccer, USSSA, AYSO, and SAY. International teams may use passport picture-page images as directed by the tournament.
- Guest-player passes and the applicable guest-player permission form for each guest player. A maximum of five (5) guest players is permitted.
- Medical Release Team Form, signed by all players and staff as required by the form.
- Code of Conduct Team Form, signed by team staff as required by the form.
- Permission to travel for teams outside Florida when required by the team's national association. US Club Soccer and USSSA rostered teams do not require permission-to-travel forms under their national association rules.
- Hotel Survey for teams that elected to pay the housing surcharge.

### Roster & Player Eligibility

- Only players listed on the Easter International Cup event roster are eligible for the event. Uploading a player pass alone does not make a player eligible.
- Players may be rostered to only one team during the tournament.
- Official rosters are created and maintained in GotSport; emailed rosters are not accepted.
- After the initial check-in is approved, the roster is locked. Any permitted roster update after the credentials deadline must be coordinated with Brandon Abell at [brandon@premiersoccerservices.com](mailto:brandon@premiersoccerservices.com).
- There are no roster changes allowed after the tournament roster-freeze date.

### MLS NEXT Teams

- MLS NEXT teams are not required to present traditional player cards when permitted by MLS NEXT policy; player photos must appear on the roster in lieu of the card.
- MLS NEXT teams must enter players in GotSport with headshot photos and jersey numbers. A screenshot of the KITMAN Labs roster may be used as the player-card verification document for eligibility.

### International Teams

- International teams must provide the required federation permission letter and applicable player identification/passport documentation.
- International teams should coordinate documentation with Manuel Luna at [manuel@premiersoccerservices.com](mailto:manuel@premiersoccerservices.com).

### Approval, Roster Pickup & In-Person Check-In

- Once all documents are approved, the primary GotSport contact will receive Electronic Check-In confirmation and access to the tournament-approved roster. Teams must review the approved roster carefully; players not listed are not eligible to play.
- Teams must print six (6) copies of the tournament-approved roster.
- Wednesday, March 24: teams completing in-person check-in must report to Austin Tindall or Omni ChampionsGate one (1) hour before their first match.
- Thursday, March 25: U9-U10 teams only may complete in-person check-in at Austin Tindall or Omni ChampionsGate one (1) hour before their first match. U9-U10 teams may also check in on Wednesday, March 24.

### Game-Day Check-In Procedures

- Teams are responsible for having the tournament-approved roster, player cards/coach cards, and all other required documents at the field for every match.
- Teams must provide the approved roster to the game officials as required and must be at the field with all documents a minimum of 30 minutes before kickoff.
- Referees will verify player credentials against the approved roster when applicable. Uniform numbers must match the game-day roster.
- All referees are certified by the U.S. Soccer Federation.

## 10. General Competition Administration

- Match guarantees vary by age group and competition path. U9-U12 teams receive a minimum of four (4) preliminary round-robin mini-games. U13-U19 teams receive a minimum of three (3) preliminary round-robin mini-games before semifinal play. The overall event advertises a 4-6 match guarantee depending on age group and advancement.
- Referees will report scores to the referee assignor, and field marshals will report scores to the Tournament Director.

### Protests

No protests are allowed.

### Equal Rest

Every effort will be made to provide scheduling that gives equal rest to each team; however, limited fields, event format, and weather conditions may prevent this. The objective is to complete the tournament within the allotted time.

All divisions are flighted based on information provided in the application and tournament staff knowledge of participating teams. The goal is to balance competition as much as possible.

### Final Authority & Liability

- All judgment decisions of the referee are final and binding and are not subject to protest.
- The Tournament Director reserves the right to decide all matters pertaining to the tournament, and those decisions are final.
- The Tournament Director, sponsors, and organizers are not responsible for expenses incurred by any team or club if the tournament is canceled in whole or in part.
- Weather, cancellation, and refund matters are governed by the Payment Terms, Cancellation, Weather & Refund Policy in Section 5 of these Rules of Competition.