



RULES & REGULATIONS

1. Venue and Laws of the Game

All matches will be played at **Lenana School**, Nairobi.

The tournament shall be conducted in accordance with the **Laws of the Game as prescribed by FIFA**, except where otherwise provided in these regulations.

2. Age Verification and Player Eligibility

To ensure fair competition, strict age verification procedures will be implemented before and throughout the tournament.

Age Verification Requirements

- All teams must submit clear and legible copies of each player's:
 - Birth Certificate or Passport; and
 - School NEMIS Number (where applicable).
- Documents must be submitted in hard copy whenever requested by tournament officials.
- Age verification will be conducted before the tournament and may continue throughout the day.
- Random checks on player identification and eligibility may be conducted at any time.
- Tournament officials will take team photographs after verification to prevent impersonation or player substitution.
- All verified players will receive identification tags/wristbands. No player will be allowed to participate without the official identification tag.

Age Violations

- Any team found fielding an overage player in a lower age category will be **immediately disqualified from the tournament**.
- Any age-related protest shall be submitted to the **Age Vetting Committee (AVC)**.
- An age protest shall not stop an ongoing match unless directed by the AVC.
- If an age violation is confirmed, the match result may be nullified and appropriate disciplinary action taken.



3. Age Categories

Category	Eligible Players
U7	Born in 2020 or later
U9	Born in 2018 or later
U11	Born in 2016 or later
U13	Born in 2014 or later
U15	Born in 2012 or later
U17	Born in 2010 or later

4. Team Composition

Category	Format	Maximum Players
U7	5-a-side	10 Players
U9	6-a-side	10 Players
U11	7-a-side	12 Players
U13	9-a-side	14 Players
U15	11-a-side	18 Players
U17	11-a-side	18 Players

5. Match Duration

Category	Match Duration
U7	9 minutes per half
U9	10 minutes per half
U11	15 minutes per half
U13	20 minutes per half
U15	25 minutes per half
U17	30 minutes per half

Half-Time Break: 3 minutes for all categories.

6. Team Colors

If both teams are wearing similar colors, the team listed second in the fixture shall:

- Change into an alternative kit; or
- Wear bibs provided by the team.



7. Disqualification

Any team disqualified for any reason shall forfeit its matches. The opposing team shall be awarded the appropriate points or progression, as determined by the Tournament Committee.

8. Referees

The referee's decision on matters arising during play shall be final.

9. Protests and Appeals

- Age-related protests shall be handled by the **Age Vetting Committee (AVC)**.
- All other protests shall be submitted to the **Tournament Committee**.
- Decisions made by the respective committees shall be final and binding.

10. Tournament Draws and Fixtures

- All draws shall be conducted by the Tournament Organizers.
- The Tournament Organizers reserve the right to amend fixtures, schedules, venues, or match timings whenever necessary.

11. Official Match Balls

Category	Ball Size
U7	Size 4
U9	Size 4
U11	Size 4
U13	Size 5
U15	Size 5
U17	Size 5

12. Photography and Media Coverage

An official tournament photographer/videographer will be present throughout the event to capture photographs and videos for tournament records, promotion, and participant memorabilia.

13. Meals and Medical Arrangements

Each participating team shall be responsible for:

- Their own meals and refreshments; and



- Any additional medical requirements beyond the tournament's basic emergency support.

14. Weather and Force Majeure

In the event of adverse weather, unsafe playing conditions, or circumstances beyond the organizers' control, the Tournament Organizers reserve the right to:

- Modify the tournament format;
- Adjust fixtures and schedules;
- Suspend matches; or
- Cancel the tournament entirely.

15. Player Safety and Equipment

Each team is responsible for ensuring that all players:

- Are medically fit to participate; and
- Wear appropriate and safe football equipment throughout the tournament.

16. Conduct of Spectators and Team Officials

Improper conduct by:

- Parents,
- Team Officials,
- Coaches,
- Supporters, or
- Any non-playing representative of a team

may result in disciplinary action against the individual concerned and/or the team or academy they represent.

17. Authority of the Tournament Committee

All decisions made by the Tournament Committee, including disciplinary matters, fixture amendments, and match rescheduling, shall be final.

18. Tournament Format

- Each team shall play a minimum of **three (3) group-stage matches**.
- Teams will compete for qualification to either the **Main Cup**, the **Plate Cup** or the **Platinum Cup**.



Qualification

- Teams finishing **1st & 2nd** in their groups will qualify for the **Main Cup**.
- Teams finishing **3rd** in their groups will qualify for the **Plate Cup**.
- Teams finishing **4th** in their groups will qualify for the **Platinum Cup**.

19. Group Stage Tie-Breaker

If two teams finish level on:

- Points; and
- Goal Difference,

then **three (3) penalty kicks per team** shall be taken immediately to determine final group standings.

20. Match Result Confirmation

Immediately after every match:

- Both coaches/team representatives shall verify the result with the referee.
- Both coaches/team representatives shall sign the official match result sheet.

Any protest arising from failure to comply with this requirement shall not be entertained.

21. Participation and Consent

Participation in the East Africa International Cup constitutes confirmation that the team, its players, officials, parents, and guardians have:

- Read and understood these Tournament Rules and Regulations;
- Accepted the Tournament Indemnity Requirements;
- Accepted the Data Protection and Media Release Provisions; and
- Agreed to abide by all decisions made by tournament officials and committees.

East Africa International Cup 2027
"Developing Talent, Building Character"