



PORT ST. LUCIE SC • OFFICIAL TOURNAMENT



Official Rules and Schedule

<i>PARTICIPANTS</i>	<i>FORMAT</i>	<i>TENTATIVE DATES</i>
32 players	Groups + Knockout	Friday, July 31 – Monday, August 3

Official document — Please read in full before registering.

1. General Information

These Official Rules govern the Luca FC Cup (the “Tournament”), an online 1-v-1 tournament run using the EA FC game, organized by Ebenezer Partnership LLC d/b/a Port St. Lucie SC (“Organizer,” “we,” “us”). By registering, each participant (“you”) agrees to these Rules. This Tournament is not affiliated with or sponsored by Electronic Arts Inc. or its licensors, and is not associated with Sony Interactive Entertainment or Microsoft.

ITEM	DETAIL
Game	EA FC game
Format	Individual (1 vs 1)
Participants	32 players
Entry fee*	Paid (\$20)
Prizes	1st, 2nd and 3rd places
Start date	Friday, July 24
Final date	Monday, August 3
Hosted by	Port St. Lucie SC

**The entry fee is used solely to help cover tournament organization costs.
All prizes are fixed and funded separately by Port St. Lucie SC.*

2. Eligible Platforms

Players using PlayStation 5 or Xbox Series X|S must have an active PlayStation Plus or Xbox Game Pass subscription, as applicable, to participate in online matches. Only **current-generation consoles and PCs are allowed**. No PS4, Xbox One or Nintendo Switch. Players must be located in the United States or be able to compete on U.S.-based servers.

- **PC**
- **PlayStation 5**
- **Xbox Series X|S**



MANDATORY: Cross-play enabled

Since players from different platforms will be participating, everyone must have cross-play **ENABLED**. If a player has it disabled, the match cannot be coordinated and it will count as lack of willingness to play.

Tutorial: How to Enable Cross-Play

Cross-play is enabled by default the first time you launch the game, but you should verify it before the tournament. **It cannot be toggled during a match, so set it up beforehand.**

METHOD 1 — From the Main Menu

- From the Main Menu, open EA Connect (bottom-right corner of the screen).
- Go to Social Settings.
- Select “Cross-play → Cross-play Settings.”
- Under “Cross-play Enabled,” choose “Yes.”

METHOD 2 — Alternate path

- Main Menu → Customize → Online Settings → Matchmaking Options.
- Toggle Cross-play on.

*Important: cross-play cannot be toggled during a match.
Verify your setting BEFORE sending or accepting an invitation.*

3. Tournament Format

Group Stage

- **32 players** split into 8 groups of 4.
- Each player plays **3 matches** within their group (round-robin).
- The top 2 from each group advance to the **knockout stage** (16 players total).

Points System

RESULT	POINTS
Win	3 points
Draw	1 point
Loss	0 points

Tiebreakers (in this order)

1. Overall goal difference
2. Goals scored
3. Head-to-head result between tied players
4. Extra tiebreaker match (penalties if the draw persists)

Knockout Stage

- Round of 16 → Quarterfinals → Semifinals → Final.
- All knockout rounds are single-elimination, single match.
- If a match ends in a draw after regulation: **extra time**, then penalties if needed (standard game configuration).

4. Match Settings

SETTING	VALUE
Match length	6 minutes per half (12 min total)
Mode	Online Friendly / Play vs Friend
Allowed teams	Any national team or club available in the game
Team changes	Allowed between matches (not during the same match)
Weather / Stadium	Standard settings (home player's choice)
Injuries	Enabled (game default)



HEADS UP

You can switch teams between matches, so use your best option against each opponent. Once the match starts, no more changes.

5. How to Coordinate a Match

Each match is coordinated directly between the two players involved. The process is simple:

1. Add each other as friends on EA Connect.
2. The HOME player (according to the bracket draw) creates the game session.
3. The home player sends the invitation to the away player.
4. Play the match using the settings above (6 min per half, etc.).
5. Once the match ends, the WINNER posts a screenshot of the result in the corresponding Discord channel.

Tutorial: How to Add Friends Using EA Connect

1. From the Main Menu, press R2 (PlayStation) or RT (Xbox) to open EA Connect. On PC, click the EA Connect icon in the bottom-right corner.
2. Go to the Player Search tab.
3. Your EA ID appears on the right side of the screen — share it with your opponent on Discord so they can find you.
4. Enter your opponent's EA ID into the search and select Add Friend.
5. Wait for confirmation. Once accepted, you can start sending each other invitations.

Tutorial: How to create a session and send the invite

1. From the Main Menu, go to Play → Play vs Friend, or use Online Friendlies.
2. Create the lobby / room.
3. Set the match length to 6 minutes per half.
4. Pick your team (national team or club).
5. Open EA Connect (R2 / RT) and find your opponent in your friends list.
6. Select Invite to Match.
7. Wait for them to accept and the match will begin.

IF THE INVITE DOESN'T GO THROUGH

- Verify that both players have cross-play enabled.
- Restart the menu and try again.
- If it still doesn't work, ping an organizer in the Discord group.

6. Communication and Result Reporting

Group Stage

- A main Discord server will be created with all 32 participants.
- There will also be 8 sub-channels, one per group in the group stage.
- All official tournament communication is handled on Discord.
- No tournament discussion outside the Discord server.
This covers scheduling, disputes and results.

Result screenshot

Once each match ends, the winner must post a screenshot to the corresponding Discord channel showing clearly:

- The final score.
- Both players' names / IDs on screen.
- Preferably the post-match screen (final stats or result screen).



NO SCREENSHOT, NO RESULT

Without a screenshot, the match doesn't count until proof is provided.
Take the screenshot BEFORE leaving the post-match screen.

7. Schedule

These are the official dates and deadlines for each stage.

It is each player's responsibility to coordinate their matches within the corresponding window.

DATE	STAGE	DEADLINE
Friday, July 24	Tournament kickoff Group stage begins	Opens
Sat Jul 25 - Mon Jul 27	Group stage matches (3 per player)	Until Mon Jul 27, 10:00 PM
Monday, July 27	Group stage closes	10:00 PM
Tuesday, July 28	Round of 16 begins	—
Wednesday, July 29	Round of 16 closes	10:00 PM
Thursday, July 30	Quarterfinals	Full day
Friday, July 31 – Monday, August 3	Semifinals and FINAL	Time TBD



IMPORTANT

If a match isn't played within its window, the organizers will **decide the result based on the willingness criterion** (see section 9).

8. Code of Conduct

- **Open to individuals 18 or older**, and to individuals 16 or 17 provided a parent or legal guardian registers on their behalf, pays the entry fee, and signs the Luca FC Cup Parental/Guardian Consent and Release. Not open to anyone under 16. By registering, the participant (and, for a 16–17 participant, the parent/guardian) represents that all information provided, including date of birth, is true.
- **Insults or aggression = immediate disqualification.** Any insult or aggression toward an opponent or organizer results in disqualification from the tournament with no refund of the entry fee.
- **No glitches, exploits, mods or any game modification** that alters the match are allowed.
- **Fair play** is required at all times, both in-game and outside it.
- All official communication happens on **Discord** (no WhatsApp, IG or other channels).

9. Special Cases and Disputes

Failure to coordinate

When two players cannot agree on a time to play:

- Each player has **24 hours** to respond once the initial contact is made.
- The match is awarded to the player who shows the **most willingness to play** (attempts to coordinate times, messages sent, concrete proposals, etc.).
- **Deadlines** are tighter in the knockout stage (see schedule in section 7).
- All coordination must be logged in **Discord** so the organizers can review it.

Disconnections during the match

- **Before minute 3:** the match restarts from zero, keeping the partial score if there is one.
- **After minute 3:** the score at the moment of disconnection stands.
A screenshot of the scoreboard at that point is required.
- If the same player has **repeated disconnections**, the organizers may award the match to the opponent.

Complaints and disputes

- Any complaint must be filed within **2 hours of the match**, in the corresponding **Discord channel**.
- You must **provide evidence**: screenshots, videos or match witnesses.
- The organizers' decision is **final and non-appealable**.

Eligibility Verification and Disqualification

The organizers may request proof of age and identity, and, for a 16–17 participant, proof of the parent/guardian's identity, authority, and consent, at any time. The organizers may void an entry and disqualify any participant who is ineligible, who fails to provide requested verification, or whose parental consent cannot be verified. Where disqualification is solely for inability to verify eligibility or consent, the entry fee is refunded; entries with false information (including a false date of birth) may be disqualified without refund. A disqualified participant forfeits any placement or prize, which passes to the next eligible participant.

10. Organizers

This tournament is hosted by Port St. Lucie SC.

The organizers' contact details will be shared in the official Discord server.

Acceptance of these rules

Registering for the tournament implies full acceptance of these rules. For a participant who is under 18 (16 or 17 only), acceptance of these rules is given by the parent or legal guardian who registers on the minor's behalf, and the participant may not register, pay, or compete unless that parent or legal guardian completes the process below.

Parental/Guardian Consent (participants 16–17).

A participant who is 16 or 17 may enter only if a parent or legal guardian completes and signs the Luca FC Cup Parental/Guardian Consent and Release, which opens as a separate PDF during registration. The signed Consent must be completed and returned before the entry is confirmed, and the club retains the signed Consent as part of the minor's registration record.

If you have any questions, please ask the organizers BEFORE registering.

11. Prizes

1st Place	<i>40" TV + Port St. Lucie SC Adidas Jersey</i>
2nd Place	<i>AirPods + Port St. Lucie SC Adidas Jersey</i>
3rd Place	<i>Adidas Trionda FIFA World Cup 2026 Match Ball + Port St. Lucie SC Adidas Jersey</i>

Prize winners are responsible for any applicable taxes. Winners may be required to provide tax information before receiving a prize. Before any prize is awarded, the winner must verify identity and age with valid government-issued ID; for a 16–17 winner, the parent/guardian must verify their identity, confirm consent, and receive the prize on the winner's behalf. A winner who cannot verify eligibility, or who provided false information, forfeits the prize, which passes to the next eligible participant.

12. Legal Terms

Eligibility.

One entry and one account per person. Employees of Port St. Lucie SC and their immediate family/household members are not eligible. You are responsible for ensuring your participation is lawful where you live.

Entry Fee.

The \$20 entry fee is non-refundable, except at the Organizer's discretion or where required by law.

Prizes.

Prizes are provided and funded by Port St. Lucie SC, are awarded as-is, are non-transferable, and cannot be exchanged for cash; the Organizer may substitute a prize of equal or greater value if necessary.

Publicity Release.

Except where prohibited, by participating you consent to Port St. Lucie SC's use of your name, gamertag/EA ID, city/state, and match results to administer and promote the tournament, without additional compensation.

Assumption of Risk.

You participate in the Tournament voluntarily and assume all risks arising from your participation.

Release of Liability.

To the fullest extent permitted by law, you release and hold harmless Ebenezer Partnership LLC d/b/a Port St. Lucie SC, USL Pro-2, LLC (the League Office) and its affiliated entities, and each of their respective owners, officers, directors, employees, and agents from any and all claims, losses, injuries, or damages arising out of or related to your participation in the tournament or your acceptance, use, or misuse of any prize.

Privacy.

Information you provide (name, email, EA ID, Discord username) is used to administer the tournament and is handled in accordance with our Privacy Policy at <https://www.uslsoccer.com/usl-privacy-policy>, including sharing with Discord and any registration/bracket service used to run the tournament.

Third-Party Marks.

EA FC, PlayStation, Xbox, adidas, FIFA, and the FIFA World Cup are trademarks of their respective owners; references are descriptive only and do not imply sponsorship, endorsement, or affiliation.

Modification; Governing Law.

The Organizer may modify, suspend, postpone, or cancel the tournament or amend these rules for any reason, with changes announced on Discord. These rules are governed by Florida law, and any dispute must be brought exclusively in the state or federal courts located in St. Lucie County, Florida.

MAY THE BEST WIN

Port St. Lucie SC x LUCA FC CUP

