



## 2026 Shakopee Cup Rules

### Players and Rosters

All Teams Must Complete Online Check In with complete roster submittal. Rosters must be submitted by 10:00 PM Central Time the Tuesday prior to the tournament. Failure to do so will affect tiebreaker standing and may incur a service charge for express processing.

All players must be registered with US Club Soccer, USYS, or affiliated soccer organization, must provide a valid and current player pass, and must be properly registered on a team.

Club Pass Rules Apply. Guest players must be of the same age or lower age to participate.

In cases of combined brackets, the age criteria for the older age group will be applied for all teams in that bracket.

#### Example:

- A combined bracket of U11/U12 can have guest players of U12 on all teams. Team coaches or managers of U11 teams who would not like to play as U12 must alert tournament staff at schedule release if they would like to withdraw from the tournament if a suitable U11 bracket is not available.

### Rosters Sizes and Length of Games

Roster and Game Length					
Level	Players on Field	Roster Max	Max Players Dressed Per Game	Game Length	Halftime
U9/U10	7	14	14	50 minutes	5 minutes
U11/U12	9	16	16	60 minutes	5 minutes
U13 to U15	11	18	18	70 minutes	5 minutes
U16 to U19	11	22	18	70 minutes	5 minutes

Players may play on multiple teams, but it should not be encouraged due to player health concerns.

International teams do not have to match birth year guidelines that are used for teams governed by the USYS or US Club Soccer. A determination will be made for proper placement of a team based upon the formation guidelines used. This may include moving up to a higher age bracket.



Shakopee Soccer Association  
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**Each team may have up to three (3) guest players.** A guest player is defined as anyone not listed on your Club Roster for League play, who is age-eligible, and who is rostered on a team playing at an equal or lesser age level. Guest Players must be identified on the Guest Player Roster form and must have their own current year player pass.

All teams are required to have medical authorizations i.e. (MYSA Emergency Consent Form) for each player available for inspection at registration and games.

Player passes or Official Picture Match Line-up/Referee Report. Rosters are frozen once approved via watermark.

Before each game players and coaches will be required to provide approved color printed roster match lineup for additional verification.

If passes or picture match lineups are not available, the team forfeits the game.

### **Divisions**

There will be separate boys' and girls' divisions. U9/10 will have multiple divisions. U11 to U19 will have multiple divisions and we may have to combine brackets due to levels of play. Co-ed teams may participate but will be scheduled in the boys' divisions.

Rec. Plus teams are welcome in the U9/U10 age levels.

**The Tournament Committee reserves the right to place a team in the correct bracket or combine brackets if necessary.**

### **Brackets and Advancement**

#### **General**

Team brackets will vary in size to best accommodate teams and provide competitive brackets. All brackets will ensure a three-game minimum.

To complete brackets, age groups or divisions may be combined when competition levels deem necessary.

**Bracket Winners Advance to the Championship game (U11 and above)**



Shakopee Soccer Association  
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Brackets may vary from plan above due to other considerations. (field space, team availability, travel, etc.). Other sized brackets will be arranged on a case-by-case basis to provide an optimal and fair schedule. In some cases this may cause a bracket to follow a format not outlined above.

In some cases, due to scheduling, one team may play an additional game in pool play. In these cases, average points per game based on tournament scoring would apply to determine teams who advance in each group.

### **In-Game Rules**

**Shakopee Cup will follow US Club Soccer Guidelines for play.**

**This includes headers and goalie punting.**

### **Home Team**

The first team listed in the schedule is the Home Team.

The Home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict.

The Home team is expected to provide a game ball (proper size, in good condition), although the Away team should have one if necessary.

### **Uniforms and Equipment**

Casts may be wrapped with soft protective material. The judgment of the referee relative to safety still applies.

**No earrings or other jewelry may be worn.**

Glasses or sport goggles may be worn; however, they must have a strap and meet the criteria for safety.

The referee will have no responsibility for deciding the legality of jersey sleeves or for enforcing the provision in Law 4 related to jersey sleeves.

U9- U12 will use a size 4 ball. U13 and above will use a size 5 ball. The home team must provide a game ball but the visiting team is encouraged to have one on hand as well.



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### Referees

Only registered USSF referees will be used. One referee will be used for all U9 and U10 games. A three-referee system will be used for all games at the U11 level and older, whenever possible. If a club linesperson is required for any reason, they will call the ball out of play only.

### Game Schedule and Length General

Weather and field conditions permitting, each U9 and U10 team will play three total games and each U11 and older team will play a minimum of three games with no overtime in for U9/10 games or for bracket play at U11 and above.

In most cases, teams will play a minimum of one game and a maximum of two games per day (some teams may not play Friday evening). To accommodate travel, field availability, playoff format, and special scheduling requests, there may be a need to play three games in a given day, but will only occur as a last resort.

Round robin games that end regulation time in a tie will remain a tie.

If the weather or the field conditions make it impossible to carry out the tournament to its full extent, the Tournament Director and the Association President will make the necessary decisions concerning the rescheduling or the cancellation of games for any reason (See Weather Rules)

Game length and times may be shortened or altered until the tournament is back on schedule. Games may also be rescheduled or cancelled, although rescheduling is highly unlikely due to time and space constraints.

It is essential that games begin on time. Games will be declared a forfeit if a team cannot field the necessary number of players within 10 minutes of the start time.

Teams with potential conflicts should plan accordingly. It is the team's responsibility to reschedule other games. Once registration is confirmed, there will be no refunds.

**All schedule revisions will be managed at tournament headquarters. Teams are urged to check for any changes to their schedule on a daily basis.**



## 2026 Shakopee Cup Rules

### Championship Game Length

U11 and U12 will play 30 minutes per half; U13 through U18 will play 35 minutes per half. Half time for all championship games will be 5 minutes.

### Substitutions

All substitutions will occur based on TCSL rules for each age division.

Substitutes must be at the halfway line, prepared to play and will enter the field only when permitted to do so by the referee.

The referee can refuse to allow a substitute at his/her discretion. Time will not be added to a game to account for substitutions.

### Scoring for Bracket Play

No scores or points will be posted for U9-U10 games. If posted, they may be posted incorrectly on purpose.

**Tournament Points for U11 and older will be awarded as follows: 3 Points for a win, 1 Points for a tie.**

One point will be deducted for each Red Card received by a player and/or each time a coach is dismissed.

### Tie Breakers for Bracket Play

**The following criteria, in order, will be used to break all ties:**

- Winner of head-to-head competition. **If three or more teams are tied within a group or bracket the head-to-head tiebreaker will not be used.**
- Highest goal differential (maximum of three (3) goals per game).
- Fewest goals allowed per game.
- Most goals scored (3 Goal Max per Game)
- Team with earliest registration date will advance if online check-in was completed by deadline.
- Team with earliest registration date of teams who submitted last roster after online check-in deadline.



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In determining the total number of points to advance to the championship game, if tied teams have played an unequal number of games, a calculation will be made to compensate for the number of games played. Total number of points will be divided by the number of games played. The resultant higher number will be declared the winner and advance.

**ALL FINAL SCORES WILL BE REPORTED TO TOURNAMENT HEADQUARTERS**

### Championship Game Rules

Championship games are winner take all. Points from previous games do not count.

Championship games cannot end in a tie. If tied after regulation, the teams will have a three-minute rest period followed by two consecutive five-minute overtime periods (non- golden goal). Teams will switch goals at the end of the first five-minute overtime period. If the teams are tied after the second overtime period, the winner will be determined by FIFA tie-breaking procedure of kicks from the penalty mark. The best of five kicks from the penalty mark will be taken alternately by each team to determine the winner. Only those players on the field at the end of the second overtime period may participate.

Playoff matches, semi-finals, or other non-Championship matches will not have overtime periods and will proceed to Kicks from the Mark to determine a winner if necessary.

### Fouls and Misconduct and Behavior

US Club Soccer Rules or other league governing Cautions and Send-offs will apply. Specifically, any player receiving a second yellow card, or a red card will be sent-off and not allowed to play in his/her team's next game, depending on the offense.

Red cards do carry over into league play.

The issuance of red and yellow cards, and other matters involving the conduct of a team, its players, coaches, or supporters, will be recorded and reported as required to the US Club Soccer or MYSA.

If a coach is out of control, a referee may request the coach to leave before a game continues. If a coach is asked to leave a game, the referee will retain the member's pass and will send it to the US Club Soccer or MYSA office along with the appropriate game report. The coach will serve an automatic mandatory two-game suspension.

Coaches are responsible for the words and actions of their players and spectators. Verbal abuse of opponents or officials by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the games and/or expulsion from the tournament.



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Players receiving a red card may not have the pass returned directly to them. The referee will give all passes for which a red card violation has been committed to the tournament director.

US Club Soccer or MYSA player passes for which a red card has been issued will be retained by the tournament director and sent to US Club Soccer or MYSA.

**In matters concerning the conduct of games, the referee's decision is final. Protests will not be allowed.** Questions regarding player eligibility must be made prior to the beginning of the game. Player eligibility questions must be presented in writing. In all other matters concerning the tournament, protests must be in writing and the Tournament Director's decision is final.

### Medical Attention

Every player participates at his or her own risk.

Players who are bleeding must leave the field of play and not re-enter without the referee's permission. Each team is responsible for their medical supplies and for the treatment of injuries.

Trainers or similar will be available to assist coaches and parents with injury assessments. They are not primary care givers of first aid.

Directions to hospitals and other clinics will be available.

This tournament, sanctioned by US Club Soccer, requires compliance with Minnesota Statue 121A.37 in accordance with the Shakopee Soccer Association and MYSA Concussion Policies. All participating coaches and referees are required to take concussion training. The US Center for Disease Control and Prevention has a free, online course entitled Concussion Training for Coaches (and referees), accessible by the following link: [www.cdc.gov/concussion/HeadsUp/online\\_training.html](http://www.cdc.gov/concussion/HeadsUp/online_training.html). Copies of the Minnesota statute and MYSA policies are available at:

<https://www.mnyouthsoccer.org/concussions>

### Spectators and Field Usage

Where possible, both teams will be on the same side of the field and fans on the opposite side. Teams are asked to assist in ground maintenance by picking up trash at the end of each game. Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds.



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## 2026 Shakopee Cup Rules

All primary field locations are within Shakopee city limits (within 5 miles of tournament headquarters). If the need arises, Shakopee may utilize fields in a nearby community (less than 30 miles away from tournament headquarters) to accommodate scheduling.

Dogs are allowed at the Shakopee Soccer Tournament; however, they must be on a leash, must be cleaned up after and are not allowed on any playing fields.

APPROPRIATE BEHAVIOR IS EXPECTED. INAPPROPRIATE BEHAVIOR SUCH AS YELLING, ARGUING, OR SWEARING BY PARENTS, PLAYERS, COACHES, AND BYSTANDERS TOWARD REFEREE OFFICIALS DURING GAMES IS NOT ACCEPTABLE, AND WILL NOT BE TOLERATED. THIS CAN LEAD TO IMMEDIATE DISMISSAL OFF THE FIELD.

### **Weather Rules**

US Club Soccer Rules will apply.

If threatening weather occurs, play will be stopped at the direction of the referee.

If play is stopped, team coaches or managers must check with headquarters to receive final instructions.

If a game has started and is terminated, the score of the game will be reflected as final regardless of whether the game has reached halftime.

If the weather or conditions of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Director and the Association President will make the necessary decisions concerning the rearrangement or cancellation of games for any reason.

Game length and times may be shortened or altered until back on schedule, or games may be rescheduled or cancelled.

### **Cancellations and Refunds**

**Once your registration is received and confirmed, no refunds will be made unless we can find a replacement team. Fees are non-refundable if games are cancelled for any reason including weather.**