

2026 CC Paisley Cup Tournament Rules

last update: 7/1/26

Age	Division	TCSL	MYSa
9U	Gold	Red	Black/Maroon
9U	Silver	White	Blue/Gold
9U	Bronze	Blue	Blue/Gold
10U	Gold	Red	Black/Maroon
10U	Silver	White	Blue/Gold
10U	Bronze	Blue	Blue/Gold
11U	Gold	Regional	Black/C1
11U	Silver	State	Blue/C2
11U	Bronze	Cities	Blue/C3
12U	Gold	Regional	Black/C1
12U	Silver	State	Blue/C2
12U	Bronze	Cities	Blue/C3
13U	Gold	Regional	Black/C1
13U	Silver	State	Blue/C2
13U	Bronze	Cities	Blue/C3
14U	Gold	Regional	Black/C1
14U	Silver	State	Blue/C2
14U	Bronze	Cities	Blue/C3

General

- The tournament is open to US Youth Soccer (USYS) and US Club Soccer (USCS) competitive teams.
- Teams from outside TCSL and MYSA without similar skill level designations will be placed in brackets at the discretion of the tournament director with the intention of placing them with teams at a similar skill level. Consideration will be given to the coach's suggestions for placement.
- All games will be played according to the rules and regulations recognized by MYSA which shall be the same rules set by FIFA/U.S.S.F except for those exceptions authorized by FIFA or U.S.S.F. and provided in these rules.
- Teams are allowed to play up an age level.
- The tournament headquarters for all teams is located at CC United Headquarters, Chanhassen, MN.

Registration Fees

- \$475 for 9U-10U Teams
- \$525 for 11U-12U Teams
- \$575 for 13U – 14U Teams

No Checks will be accepted. Payment is due to at the Time of Registration.

Refunds

- Full refund if team is not accepted into the tournament
- No Refunds will be made if games or the tournament is cancelled due to severe weather
- No refunds will be made to teams who withdraw from the tournament after being accepted

Eligibility

All teams must be checked in at registration not less than 1 hour prior to the beginning of the team's first game.

- The tournament is unrestricted and teams from US Youth (MYSA), US Club (TCSL) Tournament Only teams and out of state teams are eligible.
- A player may not be double rostered, players can only play on one team for the CC Classic Tournament.
- A tournament team roster is required at check in.
- Rosters are frozen at the time of check-in. No roster changes will be permitted after registration unless approved by the tournament director.
- A team roster, current player passes or roster with photos, and medical release forms are required at time of check-in and must be available at each game. Approved Tournament Official photo roster must be presented to referees at each game.
- The following are the maximum number of players that may be registered and listed on the tournament roster, including any guest players:
 - 9U to 10U: 14 players
 - 11U to 12U: 16 players
 - 13U to 14U: 18 players
- A maximum of 3 guest players will be allowed per roster. Any exception must be approved by the tournament director.
- Medical Release/Waiver of Liability form is required for all players; a copy must be provided at check in; team manager or coach must keep at sideline during tournament game play.

Player Passes: No pass, no play, no exception.

MYSA – Affinity teams need to bring:

- 4 copies of photo roster
- Laminated Passes

US Club (TCSL) or non-Affinity teams need to bring:

- 4 copies of official photo roster
- Laminated passes with pictures of each Player, Coach, Assistant Coach and Manager (actual passes for players and adults must be presented no photocopies or photographs will be accepted)
- If no photo roster, then team must have laminated passes.
- Out of state teams also need to provide proof of permission to travel from their state association.

Uniforms

- All players on a team must match, including jerseys, shorts and socks.
- Home Team (Team listed first) must change in case of a uniform conflict
- Players not having matching uniforms may not be allowed to participate.
- Cold weather gear must be worn under shorts and jerseys.

Game Duration

9U-10U games will have two 25-minute halves with a 5-minute halftime.

11U-U12 games will have two 25-minute halves with a 5-minute halftime.

13U–14U games will have two 30-minute halves with a 5-minute halftime.

Game Rules by Age Group

9U and 10U – 7v7

- No Heading and No Punting
- Build out lines will be enforced at 9U-10U
- Offside Law in effect between Build Out Line and End Line
- 1 certified referee per game
- Maximum roster size is 14, which may include 3 guest players
- Each team will play a minimum of 3 games, no playoff games.
- Medals for all teams

11U and 12U – 9v9

- No Heading for U11
- Offside Law is in effect
- 3 certified referees per game
- Maximum roster size is 16, which may include 3 guest players
- Each team will play a minimum of 3 games, plus playoff games for advancing teams
- Team Trophy and individual medals will be presented to 1st place team, individual medals for 2nd place team

13U and 14U – 11v11

- Offside Law is in effect
- 3 certified referees per game
- Maximum roster size is 18, which may include 3 guest players
- Each team will play a minimum of 3 games, plus playoff games for advancing teams
- Team Trophy and individual medals will be presented to 1st place team, individual medals for 2nd place team

Games

- Each team will be scheduled to play a minimum of 3 games total, but not more than 2 games in one day.
- All games will be played according to the rules and regulations recognized by TCSL which shall be the same rules set by FIFA/U.S.S.F. except for those exceptions authorized by FIFA or U.S.S.F. and provided in these rules.
- All teams must be at the game site ready to play 15 minutes prior to each game or a forfeit may be awarded. If games are behind schedule, time will be made up by reducing each half by 5 minutes until the tournament is back on schedule.
- The home team must change jersey color if the referee determines that there is a color conflict.
- Teams must reschedule league games that potentially conflict with the tournament games.

Referees

Each game will use certified and registered USSF referees. 1 Referee for 9U-12U games and 3 referees for the 13U-14U games. For Play-off Games: 3 Referees for 11U+.

Tournament Points

- 3 points for a win
- 1 point for a tie
- Preliminary round games ending in a tie will remain a tie
- A forfeit in play or a scheduled bye will result in a 3-0 victory

To Determine which teams advance to the next round the following tiebreaker procedures will be used:

1. Winner of head-to-head competition: Does not apply if more than two teams tie
2. Winner of most games
3. Goal differential: goals scored versus goals against, maximum 3 goal differential per game
4. Fewest goals allowed
5. Most goals scored, maximum of 5 per game will be counted.

Playoff Overtime

In the event of a tie at the end of a playoff game:

- Two 5-minute overtime periods will be played in their entirety
- A penalty shoot-out will be held if a tie exists at the end of the 2nd overtime period; 5 kicks will be taken from the penalty mark by each team.
- If necessary, the referee or tournament director may move the shootout to an alternate location or time.
- Standings and results to be posted at www.ccunitedsoccer.com

Brackets

Teams will play three games each, top two teams determined by points will advance to finals.

4-TEAM FLIGHT: All teams play a single round-robin format of 3 games. The top two teams in total points after the round-robin advance to a championship game.

5-TEAM FLIGHT: Teams are grouped together into 1 pool. Each team plays 4 games, one vs each other team from the pool. Top point leaders after pool play will be award champion.

6-TEAM FLIGHT: Teams are divided into 2 pools of 3 teams. Each team plays 3 games, one vs each team from the other pool. Top point leaders in each pool advance to a championship game.

8-TEAM FLIGHT: Teams are divided into 2 pools of 4 teams each, Teams play a single round robin of 3 games against the other 3 teams in their pool. Top point leaders in each pool advance to a championship game.

Games for groups not mentioned above will be scheduled at the discretion of the tournament director. Age groups or competition levels may be consolidated to optimize brackets at tournament director's discretion.

Health

- A player with blood on their uniform or body must be substituted out.
- The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood free before the player may return to play.
- An alternate jersey or similar colored shirt may be used in this instance if the jersey cannot be made blood free.

Concussions

- Tournament officials and all participating adult team affiliates will abide by the CC United Soccer Club, MYSA & TCSL Concussion Policies in accordance with Minnesota State Law, Minnesota Statute 121A.37
- All participating coaches and referees are required to take concussion training.
- US Club Soccer has a new initiative and website Recognize to Recover, including a section concerning concussions and soccer, including numerous educational materials covering concussion testing, management, and return to play guidelines.

Unsportsmanlike Behavior

- Unsportsmanlike behavior is not tolerated on or off the field.
- Zero tolerance for fighting or heckling. ALL Persons exhibiting these behaviors are asked to leave the premises.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Any player, coach, spectator, or participant who is ejected from a game or participates in any misconduct will be contacted by tournament headquarters.
- Misconduct by any of the above may result in a warning, game forfeit, tournament disqualification, or other action if necessary.

Disqualifications

- Red carded players will be suspended for the remainder of the game and the next game at a minimum. (2 yellow cards in one game equal a red card.) The referee will inform the tournament director of such fouls.
- No substitutions will be permitted for a red carded player.
- If a player receives a red card, the player pass will be retained by the referee and forwarded to tournament headquarters. After the suspension is served, the coach may pick up the pass from tournament headquarters.
- Player passes for un-served red cards will be retained by the tournament and forwarded to TCSL/MYSA. TCSL/MYSA will contact the appropriate state associations for out of state teams.
- Red cards may carry over to TCSL/MYSA league games.
- Any coach asked to leave the game site by the referee will be disqualified for the remainder of the tournament. The team of the offending coach will forfeit the game.
- Any player or coach found abusing the tournament site will be disqualified for the remainder of the tournament.

Protests

- No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.
- Protests on player eligibility must be stated to the tournament director prior to the completion of the game.
- Express concerns regarding violations prior to the start of the game or at the time the incident occurs.
- If you have a problem regarding the rules or procedures at your game, take the following steps:
 - Notify the referee immediately so that a correction can be made
 - If the situation is not resolved, notify the field manager and a tournament official will respond

Severe Weather Policy

- The tournament will follow TCSL guidelines for the suspension of play or cancellation of games in the event of severe weather or adverse field conditions.
- Severe weather is a possibility. Weather reports are monitored very closely.
- Severe weather generally means heavy thunderstorms accompanied by frequent lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not constitute severe weather.
- The tournament director may cancel some or all of the games due to severe weather or adverse field conditions if, in his or her sole judgment, continued play might be hazardous to the safety of participants and/or officials.
- Referees may suspend play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play might be hazardous to the safety of the participants and/or officials.
- If play in any game is temporarily suspended due to severe weather or adverse field conditions, the game restart and completion is subject to the following guidelines:
 - Any game which is restarted may not run past the scheduled start time of the next game assigned to that field.
 - Games which cannot be restarted will be considered complete if one half has elapsed before play is stopped.
 - Games which cannot be completed before the 1st half of play has elapsed shall have a recorded score of 0-0 for tournament rankings
- The tournament director has the exclusive right to reschedule any canceled games. Following widespread delays, the tournament director reserves the right to shorten the times of remaining games in order to reestablish a workable tournament schedule.
- In the event of extremely hot weather, the tournament will follow MYSA Hot Weather guidelines as solely interpreted by the tournament director. The length of the halves may be shortened and mandatory water breaks may be implemented so as to protect the health of the players.

Prohibitions

- No Alcoholic Beverages
- No Tobacco Products
- No Fireworks
- No Noise Makers