

## 2026 Wave SC Future Stars Tournament Rules

The Tournament is open to all TCSL competitive teams competing at the following levels We also welcome all MYSA Teams and will match MYSA play level with the appropriate TCSL level.

### General

- The tournament is open to US Youth Soccer (USYS) and US Club Soccer (USCS) competitive teams including tournament-only 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 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.
- Teams are allowed to play up in age level.
- The tournament headquarters for all teams is located at the Lexington Diffley Sports Complex.
  - 1097 Diffley Road, Eagan, MN 55122 (SW corner of Lexington & Diffley)
- Team registration includes a non-refundable \$100 fee to cover tournament planning and administrative costs in the event that the 2025 tournament is cancelled.

### Eligibility

- All teams must be checked (online) prior to the tournament (roster verification) by 10:00 PM Tuesday prior to the tournament. Rosters updated after that point will affect tie-breaker status.
- The tournament is unrestricted and teams from US Youth (MYSA), US Club (TCSL) Tournament Only teams and out of state teams are eligible.
- TCSL teams do not need permission to travel. A team, which is not affiliated with a Club Member, may participate in the tournament if it is a member of another organization, which is a Federation-affiliated Member. Such teams shall provide proof of travel permission, if such is required by the team's sanctioning organization, and proof of medical insurance coverage. If a non-member team cannot comply with these requirements, it may attend the tournament if it registers as a US Club Soccer tournament team, and obtains medical insurance coverage through US Club Soccer.
- Higher level players may not be guest players on a lower level teams at the same age level, but may play up to an older age level.
- A tournament team roster is required at check in.
- A maximum of 6 guest players will be allowed per roster. Any exception must be approved by the tournament director.
- Team rosters are frozen after team check in. No roster changes will be permitted after registration unless approved by the tournament director.
- Medical Release/Waiver of Liability form is required for all players; these will not be reviewed at registration but must be kept by the team manager or coach during tournament game play.

**Rosters - Player Passes**

- A copy of your approved roster needed to be brought to each game. Rosters should be submitted per tournament instructions by Tuesday prior to the start of the tournament.

No pass, no play, no exception.

**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 referees per game
- Maximum roster size is 12, which may include 6 guest players.
- Individual prizes will be given to 1<sup>st</sup> place winners

**11U – 9v9**

- No Heading
- Offside Law is in effect.
- 3 certified referees per game
- Maximum roster size is 16, which may include 6 guest players.
- Individual prizes will be given to 1<sup>st</sup> place winners
- If a 11U team is in a 12U division the 11U team still “No Heading” rule still applies to the 11U team.

**12U – 9v9**

- Offside Law is in effect.
- 3 certified referees per game
- Maximum roster size is 16, which may include 6 guest players.
- Individual prizes will be given to 1<sup>st</sup> place winners.

**13U and 14U - 11v11**

- Offside Law is in effect.
- 3 certified referees per game
- Maximum roster size is 18, which may include 6 guest players.
- Individual prizes will be given to 1<sup>st</sup> place winners.

**15U through 17U - 11v11**

- Offside Law is in effect.
- 3 certified referees per game
- Maximum roster size is 22, which may include 6 guest players.
- Only 18 players may dress for games.
- Individual prizes will be given to 1<sup>st</sup> place winners.

**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 immediately reschedule league games that potentially conflict with the tournament games.

### Game Duration

- 9U-10U games will have two 25-minute halves with a 5-minute halftime.
- 11U-U14 games will have two 30-minute halves with a 5-minute halftime.
- 15U-19U games will have two 35-minute halves with a 5-minute halftime.

### Referees

- Each game will use certified and registered USSF referees.

### Brackets

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

Team flights will be based on quantity of teams, field capacity, and competitive balance. Age groups or competition levels may be consolidated to optimize brackets at tournament director's discretion.

### 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 procedures will be used:**

- Highest Number of Tournament Points
- Winner of head to head competition: Does not apply if more than two teams tie
- Winner of most games
- Goal differential; goals scored versus goals against, maximum 3 goal differential per game
- Fewest goals allowed
- Goals scored (maximum margin of 3 over opponent score)
- Most Shutouts (Excluding 0-0 ties)
- Most Shutouts (Including 0-0 ties)

- Earliest registration date. (If a team does not submit their roster by roster deadline, their registration date defaults to when their latest final roster was received / approved.)

### Playoff Overtime

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

- The match will proceed to PK's. (5 PK's per side, if tied it will continue to 6<sup>th</sup>, 7<sup>th</sup>, etc.)

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

- Two 5-minute overtime periods will be played
  - No "Golden Goal" each full overtime period will be played.
  - A shoot-out will be held if a tie exists at the end of the 2nd overtime; kicks will be taken from the penalty mark.
  - 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.wavesoccer.org](http://www.wavesoccer.org) or shared tournament software URL.
  - Individual prizes will be given to 1st place winners.

### Health

- A player with blood on the uniform or on the 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 Wave 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. 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:

<https://www.cdc.gov/headsup/youthsports/training/index.html>

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.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. 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.
- Players red carded for a serious foul, such as violent conduct, violent fouls, spitting, or abusive language will be suspended for a minimum of 2 games. 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. TCSL will contact the appropriate state associations for out of state teams.
- Red cards carry over to TCSL/US Club Soccer 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 generally 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 regardless of time remaining in the game.
- 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 TCSL 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.

**Cancellations**

- Fees are non-refundable if games or the tournament are cancelled for any reason.
- No refunds will be made to teams who withdraw from the tournament after being accepted.

**Prohibitions**

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