



QC United Challenge Cup 2026 Tournament Package

Revised August 13, 2026

I. General

- It is the responsibility of team officials to familiarize themselves completely with the following tournament procedures and to govern themselves accordingly.
- The 2026 QC United Challenge Cup Tournament will run from June 4-7, 2026.
- Local teams (within 100 km of Regina) must be prepared to play on Thursday, June 4, 2026, at 5:00pm and as early as noon on Friday, June 5, 2026.
- Out-of-town (further than 100 km of Regina) teams must be prepared to play on Friday, June 5, 2026, at 4:00pm.
- Each team will be guaranteed a minimum of 3 games.
- All players must be registered with their local District/Provincial Association.
- All non-QC United teams must complete and submit a Team Status Form by May 30, 2026. The team status form can be found on the website.
- Teams using guest players (maximum of 5 players) must provide a permission letter from the player's home club. Guest player permission letters are due on May 30, 2026.
- All out-of-province or out-of-country teams must submit a travel permit. Travel permits are due on May 30, 2026.
- All teams will be required to check in at tournament headquarters (location will be provided to teams after registration has concluded).

II. Competition Format for U9 & U11

- The tournament will be LTPD compliant to align with Canada Soccer's Long-Term Player Development Model. This means that the U9 & U11 divisions will not keep scores or standings.
- For U9 & U11 divisions, we are modifying the following FIFA Laws of the Game:
 - A retreat line will be set at the halfway line for U9 games and at one-third of the field for U11 games. When the goalkeeper has the ball—either in their hands or for a goal kick—the opposing team must drop back behind this line. This allows the goalkeeper to pass to a teammate without immediate pressure. The aim is to help players build confidence in playing the ball out from the back. The opposing team may cross the retreat line once the goalkeeper's teammate has touched the ball or when a long pass crosses the retreat line.
 - At the U9 level, if a team leads by four or more goals, the opposing team may add one additional player to the field. This advantage remains until the goal difference is reduced to three or fewer.
 - For U9 & U11, when the ball leaves the side of play it will result in a kick or dribble in for the opposing team. Players can pass to a teammate or dribble in. Kick-ins are indirect (cannot score directly from a kick-in); however, a player choosing to dribble the ball into play can score on their second touch.
 - For U9, when the ball crosses the goal line by the defending team, the attacking team receives a corner kick, or dribble in. Players can choose to kick or dribble in from a corner. For U11, players cannot choose to dribble on a corner kick.



III. Tournament Information

Age Group	Birth Years	Divisions Offered	Format	Registration Fee	Field Size	Maximum Roster Size	Offsides	Retreat Line
U9	2017 & 2018	Open	5v5 including GK	\$350.00	Modified 1/4 Field	12	No	Yes - halfway line
U11	2015 & 2016	Premier, Div 2 & 3	7v7 including GK	\$ 500.00	1/4 field	14	No	Yes - one third
U13	2013 & 2014	Premier, Div 2 & 3	9v9 including GK	\$600.00	1/2 Field	18	Yes	No
U15	2011 & 2012	Premier, Div 2 & 3	11v11 including GK	\$700.00	Full Field	18	Yes	No
U17	2009 & 2010	Div 2 & 3	11v11 including GK	\$700.00	Full Field	18	Yes	No

IV. Groupings

- Age divisions will be divided into pools of 3, 4, or 5 teams. Pools of 3 will be combined into groups of 6. In an age division with 12 teams, there will be 3 groupings formed with 4 teams in each grouping.
- Each team will play one game against each other team within its pool, or one game against each team in one of the other pools.

V. Pool Rankings (U13 and older only)

- All teams are ranked on the following four (4) criteria, in order of importance:
 1. Total number of points
 2. Previous match results - the winner of the match between the two (2) tied teams shall be awarded the higher position.
 3. Goal difference - subtract total goals allowed from total goals scored in calculating the goal difference. A maximum difference of five (5) will be allowed for any one game. (i.e. score is 8-1; the difference will be counted as 5).
 4. Least number of goals against (Note: all goals count).
- If two (2) or more teams are still tied under criteria 1 through 4, then the teams must contact Tournament Headquarters to be assigned a time for penalty kicks to take place.

VI. Overtime

- There will be no overtime in round-robin or playoffs. For games that require a winner, if the game is tied at the end of regulation play, regular FIFA penalty kicks will be taken to determine a winner. The following conditions will apply:
 - Only players on the field at the end of the match are eligible to take a penalty kick. All eligible players will remain at the center line, except the keeper and kicker taking the penalty kick. (The keeper from the team not taking the kick shall wait to the side of the goal.)
 - The referee will decide on which goal the kicks will take place.
 - The referee will toss a coin with both team captains. The winner of the coin toss shall have the choice of whether to kick first or second.
 - Both teams shall take five (5) kicks taken alternatively.
 - Each kick shall be taken by a different player. Not until all eligible players of a team, including the goalkeeper, have taken a kick may a player of the same team take a second kick.



- Any eligible player may change place with the goalkeeper at any time during the taking of the kicks.
- The taking of the kicks shall be in accordance with Law 13.

VII. Playoff Procedure (U13 and older only)

- In any age division with more than three teams, the top team in each pool will advance to the championship side or playoff. In age divisions with 6 teams, the two teams (of the other four) having the most points will also advance. In age divisions of 4 or 8 teams, the second-place team in each pool will advance.
- In the playoffs, the losing team is eliminated from competition.
- It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters and online.
- Team advances in pools of 6 – team advance is the next 2 best teams. If both advancing teams are from the same pool, 1st in that pool will play 3rd and 1st in the other pool will play 2nd. If advancing teams are from opposite pools, 1st in A will play 2nd in B and 1st in B will play 2nd in A.
- Team advances in pool of 12 – team advance is the next team with the best record after the first in each pool (3 pools of 4). The team that finished with the best record overall plays team advance in the semi-final.

VIII. Round Robin Point Scoring System

- 3 Points are awarded for a win.
- 1 Point is awarded for a tie.
- No points are awarded for a loss.
- In the event of a default, the game shall be awarded to the team defaulted against with a 5-0 score, and the team will receive 3 points for a win.

IX. Game Procedures

- Except as otherwise stated in **Section II – Competition Format for U9 & U11**, the FIFA 'Laws of the Game' shall apply to all competitions.
- Each team must have two (2) sets of jerseys. The home team shall wear their lightest color jersey, and the away team shall wear their darkest color jersey. The home team must be prepared to change if, in the opinion of the referee, there is a color conflict.
- Please leave the field and team bench areas clean after each game.
- The home team must be prepared to supply three (3) game balls.
- On-field warm-up time will be minimal.
- Game sheets can be found at the tournament headquarters. Any changes to jersey numbers must be made 30 minutes before kickoff. After the game, a team official must verify that the score on the game sheet is correct by initialing beside the score and then signing the game sheet. The verified score on the game sheet will be considered final.
- Teams must have the following number of players to play a game.
 - U9 – 4 players
 - U11 - 6 players
 - U13 - 8 players
 - U15 & older – 9 players
- Players receiving a cumulative three (3) yellow cards during the tournament will be suspended for their next match. This cannot be appealed.
- Any red cards received during the Challenge Cup Tournament will expire with the end of the Challenge Cup Tournament, except in cases where a red card is accompanied by a Special Incident Report, in which case the incident may be forwarded to the player's Provincial Association and/or governing body.



- A red card is immediate ejection from the game in which the red card is received, plus an automatic 1-game suspension. This suspension is to be served during the team's next game. The Discipline Committee will review the red card incident, and the Team Contact will be notified if any further disciplinary action is required.

X. Discipline Rules

- The Challenge Cup Tournament Committee has established a Tournament Discipline Committee.
- Discipline guidelines will follow the [QC United Discipline Policy](#).

XI. Player Equipment

- Equipment shall consist of a numbered shirt, shorts, socks, shin pads, and footwear. All players on the same team shall wear the same-colored shirts and shall not have identical numbers. Goalkeepers shall wear colors that are distinguishable from all other players and referees.
- Players must not wear equipment or anything that endangers themselves or other players, including any kind of jewelry.

XII. Maximum Roster Sizes

- U9 – 12 players
- U11 - 14 players
- U13 and older - 18 players

XIII. Substitutions

- Teams are allowed unlimited substitutions in a game.
- Substitutions will be on the fly at the halfway line.

XIV. Length of Games by Age Group

- The duration of the game shall consist of:
 - U9 - Two (2) twenty (20) minute halves
 - U11 & U13 - Two (2) twenty-five (25) minute halves
 - U15 and above - Two (2) thirty (30) minute halves
- Half-time will be 5 minutes in duration. All teams must be prepared to start play at their scheduled time. Any delay will reduce the total game time.

XV. Coaching Requirements

- All Saskatchewan-based teams must have team personnel who meet the coaching standards determined by the SSA outlined [here](#).

XVI. Players and Reserves

- A player can only be on one team's roster.
- Players can not play down a division from where they are regularly registered.
- You may add a maximum of 5 guest players to your regular team roster. These players must be from an equal or lower division. Guest players must be marked as "guests" on your roster, and a permission letter from their team must be included, indicating the team name, age, and division in which they are registered. It is your responsibility to check with the tournament coordinator before your first game to ensure guest players are eligible. Guest players are players from outside your Club. Players from within your Club are not considered guest players.



- Playing unregistered players will result in game defaults, and your Provincial/State Association will be notified.

XVII. Saskatchewan Laws

- All players eligible to play in the QC United Challenge Cup are “minors” in the Province of Saskatchewan. Possession or use of alcohol by “minors” is illegal. Any report of the use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- Any person who defaces, destroys, steals, or otherwise abuses any of the venues used will be expelled from the tournament.

XVIII. Protests

- No protests will be heard on any judgment calls by the referee. All decisions by the referee will be final concerning the outcome of games.

XIX. Inclement Weather

- The Tournament Committee reserves the right to cancel the tournament in whole or in part due to inclement weather or unplayable fields, and no refund will be issued. Individual games may also be canceled outright, and no refund will be issued. Teams that are delayed by weather will not be refunded.
- Games will start and end in the allotted time provided in the schedule. In the event of inclement weather:
 - If a game cannot be played, the game will be listed as a 0-0 tie, and both teams will be awarded 1 point each.
 - If a game starts but is abandoned before the first half can be completed, regardless of the score, the game will be listed as a 0-0 tie, and both teams will be awarded 1 point each.
 - If the game is abandoned in the second half, the game will be listed with the score at the time when the game was abandoned, and points will be awarded accordingly.
- QC United has adopted [PurpleAir](#) as our primary source for air quality monitoring. Please reference the QC United Air Quality Health Index Guidelines on the website for further information.

XX. Refund and Cancellation Policy

- ***If the tournament is canceled due to Public Health Orders about the COVID-19 pandemic, a full refund will be issued.***
- If your team must cancel for any reason, please inform the tournament committee immediately by emailing: josh@qcsoccer.ca.
- Teams that withdraw after the registration deadline of May 15, 2026, will forfeit their registration fee. Refunds before the final registration deadline will be in full, except for a \$50.00 Administration fee.
- If you do not inform us of your cancellation, we will expect your team at its first scheduled game.

XXI. Questions

- If you have any questions, please contact us by email: josh@qcsoccer.ca.