

Saskatoon United Soccer Club



2026

U13 CUP

Jun 12 -14

2026

www.susc.ca

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Dear Players, Coaches, and Supporters,

On behalf of the SUSC, I am thrilled to welcome you to the SUSC U13 Cup! We are excited to host this event and bring together teams from near and far to share in the love of soccer.

This tournament is not just about competition; it's about community. We encourage everyone to embrace the spirit of sportsmanship, teamwork, and friendship. Our goal is to create an enjoyable experience for all, whether you are on the field or cheering from the sidelines.

A huge thank you to everyone who has worked hard to make this event possible, including our dedicated volunteers and sponsors. Your support is invaluable, and we appreciate your commitment to making this tournament a success.

Good luck to all teams! Play hard, have fun, and let's create memorable moments together.

Let the games begin!

Warm regards,

Saskatoon United Soccer Club (SUSC).

Tournament Headquarters:

Enquiries before or after tournament

Phone: (639) 361-7872

Email: tournament@susc.ca

Tournament Headquarters:

Newsham Fields (2202 31st St W); Morris T Cherneskey (320 Hart Rd)

Phone: (306) 361-7872

Tournament Venue:

Newsham Fields (2202 31st St W); Morris T Cherneskey (320 Hart Rd)

Tournament Entrance:

Entrance will be unlocked 1/2 hour prior to the first game each morning.

TEAM ROSTERS: Changes or additions to your initial online roster will be accepted up until May 28, 2026. Please ensure that any guest player you intend to use are indicated as affiliate players on your online roster submission.

ACCEPTANCE: Your receipt is confirmation that registration has been received, not an official acceptance into the tournament. Teams will be notified of Acceptance once registration closes. Should your registration fee not be paid to the SUSC before the registration deadline, your registration will be considered incomplete and removed.

OUT OF PROVINCE TRAVEL PERMITS: For teams travelling from outside of Saskatchewan please provide your travel permit approved by your provincial soccer association at least 14 days prior to the tournament.

ADMISSIONS (Cash or Card): There will be an admission charged for spectators over the age of 18 of \$5.00 per day or \$10.00 for a weekend pass. A package under your team's name will be left at Tournament headquarters for you to pick up including three (3) complimentary tournament admission passes for your coaching staff. Any coaching staff above three (3) will be required to purchase a pass.

DRESSING ROOMS: Please come dressed and ready to play, as there are no change rooms available, only bathrooms on-site.

NO DOGS: No dogs are allowed at Newsham Field. As a patron of City of Saskatoon, SUSC will be following this and anyone with a dog will be asked to leave.

PRIOR TO FIRST GAME: Prior to a team's first game the coach or manager must check in at Tournament Headquarters (Newsham Clubhouse or Morris T. Cherneskey Tent) to receive their team's three (3) complimentary passes.

PRIOR TO EACH GAME: The organization and volunteer time necessary to put on a great tournament is immense. Please do your part by arriving at your game site 30 minutes in advance of your game to fill out the game sheet (at Headquarters) and prepare your team so that games can start on time.

PLAYER OF THE GAME PINS: At the end of each Round Robin match, the Team's coach shall select a Player of the Game from their OWN team to win a pin.

GAME SHEETS: Game sheets will be handled by the tournament.

STANDINGS: Will be available online throughout the weekend at www.susc.ca

Morris T. Cherneskey
(320 Hart Rd)



Newsham Soccer Fields
(2202 31st St W)



GENERAL INFORMATION

1. TOURNAMENT INFORMATION

- 1.1 Location: Newsham Fields (2202 31st St W); Morris T. Cherneskey (320 Hart Rd)
- 1.2 Tournament Headquarters: Tournament Headquarters will be in the Newsham Clubhouse or Tent (Morris T. Cherneskey). Watch for signage.
- 1.3 Contact Information:
 - 1.3.1 Ph: (306) 361-7872
 - 1.3.2 Email: tournament@susc.ca
- 1.4 Tournament Start / End
 - 1.4.1 Teams residing greater than 100 km from Saskatoon will not play their first games until 4:00 PM Friday
 - 1.4.2 Teams within 100 km of Saskatoon may play as early as 8:30 AM on Friday
 - 1.4.3 Teams can expect to play games all four days, including Monday

2. SASKATCHEWAN LAWS

- 2.1 All players eligible to play in SUSC Indoor Tournament are "minors" in the Province of Saskatchewan. Possession or use of alcohol by "minors" is illegal. Any report of use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- 2.2 Any person who defaces, destroys, steals or otherwise abuses the facilities of SUSC Indoor Tournament or any SUSC property will be expelled from the tournament.

3. COACH CERTIFICATION REQUIREMENT

- 3.1. All Saskatchewan team personnel listed on the roster MUST have their Full Safe Sport Roster and/or Modified Safe Sport Roster. Without these certifications, Saskatoon United Soccer Club has the right not to allow the individual to be listed on the roster or to sit on the bench.

	Head Coach Assistant Coach Development Coach	Manager Gender Rep Trainer
Criminal Record with Vulnerable Check – MUST be uploaded into RAMP	REQUIRED	REQUIRED
Respect in Sport Online Module (every five years)	REQUIRED	REQUIRED
NCCP Understanding the Rule of Two	REQUIRED	REQUIRED
CSA NCCP Coaching Soccer in Canada Online Module Coaching Soccer in Canada Online Module is the first module of any CSA NCCP Age Appropriate Online Module.	REQUIRED	N/A
CSA NCCP Age-Appropriate Online Module U11-U13 – Learn 2 Train	REQUIRED	N/A
CSA NCCP Age-Appropriate On-Field Clinics U11-U13 – Learn 2 Train	REQUIRED	N/A
NCCP Make Ethical Decisions and/or Online Evaluation	REQUIRED	N/A
NCCP Make Head way in Sport *Coaches who completed the former Making	REQUIRED	N/A

Headway in Soccer module prior to March 7, 2025, will have this training recognized.		
NCCP Emergency Action Plan	REQUIRED	N/A

4. **ROSTER REQUIREMENTS**

- 4.1 Each team must submit their roster information at the time of submitting their team entry in order for their team entry to be considered received. **Changes and additions to the team roster may be made by team personnel up until May 28, 2026.**
- 4.2 Requests to add players and/or coaches after May 28, 2026, must be submitted in writing and are subject to approval and an administrative fee. Under no circumstances may players be added once the team has played its first game.
- 4.3 Maximum roster size:
 - 4.3.1 U11-U19 (9v9) – Maximum of 18 players
- 4.4 All players must meet the age requirements and be listed on the team roster.

Outdoor 2026	
Under - 13	Born 2013 / 2014
- 4.5 Playing unregistered players, or players found to be in bad standing with their member organization, will result in game defaults and your provincial association will be notified.
- 4.6 Players may only play for one team during the tournament.
- 4.7 A maximum of five (5) guest players is allowed per team. Guest players must be submitted by May 28, 2026. If any player(s) are not approved, you will be notified.
 - 4.7.1 Guest players must be marked as “AP” on your roster. It is your responsibility to check with the registrar, prior to your first game, to ensure guest players are eligible.
 - 4.7.2 Any player from outside the tournament team’s club/academy, age group, or division is considered a guest player and requires a Guest Player form submitted to SUSC by May 28th.
 - 4.7.3 No player is permitted to ‘play down’ into a different age group or division.
- 4.8 A player registered in the highest division may not permit with the lowest division team in the next higher age group (e.g. U11 Boys Premier cannot permit to U13 Boys Division III).
- 4.9 Teams who are co-ed must enter in the boys age group; there are no exceptions.
- 4.10 Teams should be prepared to produce their provincial registration form upon request.

POLICIES & PROCEDURES

5. **REFUND POLICY**

- 5.1. If for any reason your team cannot attend the tournament, PLEASE INFORM US IMMEDIATELY BY emailing operationssusc@gmail.com. Call even if your participation is questionable or if you are considering cancellation. It is very important that you inform us immediately of your cancellation for the following reasons: Limited spaces; Waiting lists; and Changes to game schedules. Remember that you must cancel your own hotel reservations. If you do not inform us of your cancellation, we will expect your team at your first scheduled game. Failure to notify of your team's cancellation will result in your Provincial Association being notified of your action.
- 5.2. Refund:
 - 5.2.1. May 1 – May 15, 11:59 PM: 50% Refund
 - 5.2.2. Refunds will NOT be given after registration for the tournament closes
 - 5.2.3. NOTE: If SUSC cancels the tournament, all teams will be provided a full refund

6. WEATHER

- 6.1. If weather conditions and the state of fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancellation of games for any reason.
- 6.2. Fees are non-refundable if games or the tournament is cancelled for any reason.
- 6.3. The tournament committee has the right to shorten the length of games and change format to ensure completion of round robin can be completed up to a minimum of 2 games played if possible.
- 6.4. If at least one-half of the game has been played before termination for weather conditions or tournament committee decision, the game stands as a completed match.

7. PROTESTS

- 7.1 No protests will be heard on any judgement calls by the referee. Protests will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning the outcome of games.
- 7.2 Protests, problems or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within one hour of the completion of the game. **MUST BE ACCOMPANIED** by a \$125 fee. If the protest is upheld, the fee will be refunded.
- 7.3 Referee Evaluation Forms are available at **ONLINE**. If your team is impressed with or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

8. DISCIPLINE

- 8.1 Discipline matters will be dealt with at Newsham Tournament Headquarters. Any player and/or Team Personnel involved in a discipline matter will be required to report to Newsham Tournament Headquarters within one hour of the completion of the game. However, any player or team personnel may waive the right to a hearing and accept an automatic suspension for one (1) game. If the right to a hearing is not waived, or if the Tournament Discipline Committee at their sole discretion shall so decide, the Tournament Discipline Committee shall conduct hearings to deal with misconducts that may be deemed above and beyond that which constitutes a one (1) game suspension.
 - 8.1.1 Any player or team official reported for misconduct who elects to have a hearing, or where the Tournament Discipline Committee has called the hearing, shall attend the hearing and may be accompanied by a club representative.
 - 8.1.2 Failure to attend, after notification by the Tournament Staff, shall result in immediate suspension until the player or team official involved requests a further hearing in writing, and appears at that subsequent hearing.
- 8.2 The Tournament Discipline Committee shall hold a hearing into the behaviour off the field of play of any player or team official alleged by the Tournament Staff to have brought the game into disrepute.
- 8.3 Canada Soccer has established minimum sanctions within the Canada Soccer Discipline Code. The CSDC applies to every match and competition organized. All SSA Member Organizations must ensure that any discipline sanctions set forth under their jurisdiction meet the minimum standards of Canada Soccer
- 8.4 Saskatoon United Soccer Club discipline procedures has been amended to adopt SSA's minimum suspensions (Pg. 26-34)

8.4.1 Special Considerations:

8.4.1.1 Please note, three (3) yellow cards in the tournament will result in an automatic one (1) game suspension and a hearing.

8.4.1.2 If a player is “dismissed” they will need to leave the field immediately like an ejection (red card). The team will have the possibility of replacing the player “dismissed” without playing shorthanded.

8.5 The Committee may take any disciplinary action it sees fit, including suspension from Tournament play. Any suspension shall take effect immediately and shall be from all tournament games.

8.6 INAPPROPRIATE OFF-FIELD BEHAVIOUR MAY ALSO BE SUBJECT TO DISCIPLINARY ACTION. WHILE IN THE COMMUNITY PLEASE REMEMBER THAT YOUR TEAM IS AN AMBASSADOR FOR ALL SOCCER ASSOCIATIONS. The Tournament Discipline Committee will forward their findings and reports to the governing body of the team whose player was subject to discipline.

9. HEARINGS

9.1. A Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.

9.2. The Committee shall satisfy itself that the person charged has had details of the charge

9.2.1. The person charged or his Representative shall be entitled to make a submission.

9.2.2. At any time, the Chairperson and, through him/her, Members of the committee may ask questions of the witness to clear up any doubts which may exist.

9.2.3. If the charge is found “not proven” the session will be declared closed.

9.2.4. If the charge is found “proved” the Committee shall proceed to decide whether any, and if so what, disciplinary action shall be taken.

TOURNAMENT OPERATIONS

10. FIELD MARSHALS

10.1. Will be provided by the tournament committee

10.2. Coaches and Managers ARE RESPONSIBLE for the behaviour of their players and fans.

11. REFEREES

11.1. If a referee is not on field 5 minutes prior to the start of your game, please contact Tournament Headquarters immediately at (306) 361-7872

11.2. Linesman will be provided in playoff games

11.3. Referee Evaluation Forms are available online. If your team is impressed or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

12. TOURNAMENT FIRST AID

- 12.1. We have first aid responders on duty during our tournament. They will be accessible at Tournament Headquarters or can be contacted to come down to the field by calling Tournament Headquarters (306) 361-7872.
- 12.2. Teams are required to have their own first aid supplies on hand during the tournament.

13. PLAYER EQUIPMENT

- 13.1 Equipment shall consist of a numbered shirt, shorts, socks shin pads and footwear (designed for natural grass)
- 13.2 All players on the same team shall wear the same-colored shirts and shall not have identical numbers.
- 13.3 Players must not wear equipment or anything which endangers themselves or other players including kind of jewelry
- 13.4 Goalkeepers shall wear colors which are distinguishable from all other players and referees
- 13.5 Any player wearing a hard cast will not be permitted to participate, even if it's wrapped. Soft casts are permitted at the referee's discretion.

14. GAME FORMAT

- 14.1. Half Field Format (9v9, including Goalkeeper): U13 Premier, Div II & Div III

15. Team SELECTION & DIVISION ALIGNMENT

- 15.1. Teams not accepted will be refunded their registration fee. Divisions that have fewer than three registered teams following the registration deadline will be cancelled and teams will be advised of non-acceptance.
- 15.2. Registered teams will not be made public before Division announcements.
- 15.3. Team selection into the tournament and player eligibility is at the sole discretion of the Tournament Committee

16. GROUP RANKING

16.1. Division Format

- 16.1.1. Three (3) Teams: will play one (1) game against each team within its pool. The top team after round robin will advance to the Final. The remaining two (2) teams will play a semi-final game, with the winner advancing to the Final.
- 16.1.2. Age divisions with four (4) teams will play one (1) game against each team within its pool. The top teams after round-robin will advance to the Final.
- 16.1.3. Age divisions with five (5) teams will play one (1) game against each team within its pool. **No final match will be played.** The first and second overall will be awarded gold and silver medals respectively.
- 16.1.4. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B. The top two (2) teams overall after round-robin will advance to the Final.
- 16.1.5. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B. The two best teams will advance to the finals, regardless of the pool. ** The teams in Pool B will play four (4) games. The game against the last place team in Pool A will not count towards the standings.

16.1.6. Age divisions with eight (8) teams will be divided into two (2) pools. Each Pool will play one game against each team within its pool. The top team in Pool A and the top team in Pool B after round-robin play will advance to the Final.

16.2. Each team receives 3 points for a win, 1 point for a tie, and 0 for a loss

16.3. The team successful in the Penalty Kick Round of Round-Robin game will be awarded 1 point.

16.4. In the event of a default, the game shall be awarded to the team defaulted against with a 3-0 score and the team will receive 3 points for a win.

16.5. All teams are ranked on the following four criteria:

16.5.1. Total number of points--Each team receives 3 points for a win, 1 for a tie, and 0 for a loss.

16.5.2. Teams that are in pools of 5 will be ranked using an average weighted system. All criteria in the ranking system will follow this system.

16.5.3. Previous match results--Winner of the match between 2 teams tied shall be awarded the higher position.

16.5.4. Goal difference--subtract total goals allowed from total goals scored in calculating the goal difference, a max. difference of five (5) will be allowed for any one game. (ie. score is 8-1, the difference will be counted as 5)

16.5.5. Least number of goals against (Note: All goals count).

16.5.6. If two or more teams are still tied under criteria 1 a) – d) then, the teams must contact tournament headquarters to be assigned a time for penalty kicks to take place.

17. OVERTIME PERIODS

17.1. In the event of a tie during group competition, no overtime will be played, and each team will be awarded 1 point for a tie.

17.2. In the event of a tie during semi-final competition, no overtime shall be played. The game shall go directly to penalty kicks to determine a winner.

17.3. There will be **TWO** five (5) minute overtime **GOLDEN GOAL** halves played in any final game. The first team to score will be awarded the win. If still tied, the game shall go to penalty kicks.

18. PLAYOFF PROCEDURE

18.1. The top team or top two teams in each group (depending on the pool as indicated above) will advance to the championship side of playoff.

18.2. 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 www.susc.ca. It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.

18.3. Penalty Shootout Procedures

18.3.1. Only players that are on the field at the end of the overtime period can participate in the shoot-out as per FIFA rules. All teams may pick five players from their team to participate in the shoot-out for the first round of five shots each. If still tied after the first round (or after the 5 shots per team), the shoot-out goes into sudden death and teams are to use new on field players and cannot use the original first five players until all on field players are used including the keeper.

MATCH RULES & REGULATIONS

19. GAME PROCEDURES

- 19.1. Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer Indoor Rules
- 19.2. The team package will be available for pick-up at Tournament Headquarters (this includes three (3) complimentary team personnel admission passes).
- 19.3. SPECTATORS: Admission passes are needed for any individual (18+) to watch games.
- 19.4. Game sheet for the will be handled by the Tournament.
- 19.5. The first team listed in the schedule is the home team.
- 19.6. 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. Where alternate uniforms are used, the uniforms need to be numbered, and the game sheet needs to be updated with correct jersey numbers prior to the start of the game (on field if necessary).
- 19.7. The Home team is responsible for providing two (2) game balls to be approved by the referee
 - 19.7.1. Ball size: size 5.
- 19.8. A team without the required minimum players at 10 minutes past the scheduled game time will default:
 - 19.8.1. seven players for 9v9.
- 19.9. On-Field warm-up time will be minimal. Teams should be therefore an adjoining area.
- 19.10. Under no circumstances can team(s) change or switch game times with another game or team(s). The schedule is final and cannot be manipulated by teams participating in the tournament or by the tournament coordinator. The only switching of game times that may occur is if there is a power failure then the tournament coordinator may adjust the schedule if necessary.
- 19.11. Please tidy up after your team prior to leaving the field or any team areas.

20. Offside

- 20.1. Half Field (9v9) Format: Offside is the centre line
 - 20.1.1. A player is offside only now the ball is played forward and will only be offside if there are less than two opponents either level of between the receiving attacker and the goal line. (Note: the goalkeeper is usually one of Game Ball

21. SUBSTITUTION

- 21.1. A maximum of 2 players may be substituted at a time, and substitutions will be on the fly at the halfway line
- 21.2. Teams are allowed unlimited substitutions in a game

22. LENGTH OF GAME

- 22.1. 50 min (25 min halves)
- 22.2. Half time will be five (5) minutes in duration.
- 22.3. All teams must be ready to start play at their scheduled time. Any delay will reduce the total game time.

23. PLAYER OF THE GAME

23.1. At the end of each game, the coach of each team shall choose a player from within their own team for the Player of the Game. The field marshal shall provide the coach with a Player of the Game pin before the beginning of each game. Coaches, please make sure that a player may only receive this award once during the tournament.

24. TOURNAMENT EXTRAS

24.1. Opening Ceremonies

24.2. Award Presentations will take place on the field after the final games (time permitting)

24.3. SUSC Penalty Kick Showcase:

24.4. 50/50 Draws

24.5. Raffle Draws

24.6. SUSC Family Day (Saturday) activities

