



US YOUTH FUTSAL CHAMPIONSHIP SERIES

USYF NORTH REGIONAL FUTSAL CHAMPIONSHIP

MINNEAPOLIS, MN
JANUARY 23-25, 2026

TOURNAMENT DETAIL PAGE

TOURNAMENT HEADQUARTERS AND STAFF

All mail should be sent to North Regional Tournament Headquarters.

Minnesota Futsal
1 High Circle Way
North Oaks, MN 55127

TOURNAMENT STAFF

Tournament Director: Soorena Farboodmanesh soorena@usyouthfutsal.com

Referee Assignor: Tim Deutch timdeutch@seg.us.com

TOURNAMENT VENUES

Shakopee High School (100 17th Ave West, Shakopee, MN 55379)
Minneapolis Sport Center (2121 E Lake St, Minneapolis, MN)

TEAM CHECK IN – ALL TEAMS MUST ATTEND TEAM CHECK-IN at Minneapolis Sports Center at the Midtown YWCA (2121 E Lake St, Minneapolis, MN 55127) **Friday night 1/23 any time between 5pm - 9pm. It is strongly suggested** that all teams register a coach **and** an assistant coach or administrator if the coach in case the coach is ejected from a game. Only a coach or team manager is required to attend check-in, players/families do not need to be present. At check-in, the coach or manager will need to present age verification documents and the tournament administrator will verify all players have completed waivers and coach/manager have completed background check.

LOCAL TEAMS – Friday night play All local teams must be able to play Friday evening.

Friday Night Games for Out of Town Teams - Friday night games - If you are an out

of town team willing to play on Friday (games from 5 – 9pm start times), let us know on the application under “Conflicts”.

For All Teams Last Day of Tournament: Sunday 1/25 Travel Planning - The last games could take place as late as Sunday 7pm start time. Finals time slots are noted with teams listed as TBD in the schedule.

The airport is located approximately 30 minutes from the two locations where Finals will be held. Please plan your travel accordingly.

Laws of the game for the Championship Series are in the [USYF CHAMPIONSHIP SERIES RULES](#).

The rules of this tournament shall be in accordance with FIFA, US Soccer Federation, and US Youth Futsal except as modified and approved herein. Download a copy of [the most recent FIFA laws of the game](#).

Notable Rules or Rule Modifications from Previous Year

1. Age Matrix – All USYF Championship Series events will use the United States Soccer age matrix below.
2. Coach Background Check- All coaches and managers must complete a background check by the USYF provider. Previous background checks for other associations are not valid, even if they have been recently completed. For the link to the background check, refer to the Confirmation email received by the team manager after the team registered for the event.
3. Red card carryover - Unserved suspensions as a result of red cards in a State Championship and or a Regional Championship will be carried over. If a player is red carded in a State or Regional Championship, a one game suspension will be served in the next subsequent Championship Series event (i.e. Regional and or National Championship).
4. We will not be switching benches at halftime to help keep games on time and manage the overall event. If there is any situation where the referee determines that there is some advantage to a specific side (due to sunlight or something similar), he/she can decide to have the teams switch benches at halftime.

USYF North Regional Pool Play, Brackets, and Playoffs

DETERMINATION OF POOL PLAY WINNERS

In pool play there will be no overtimes given. Standings in a division or pool will be determined by:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

If two teams tie in points, the division or pool winner will be determined by:

1. Head-to-head result; if no clear winner,
2. Net goal differential, only a maximum of seven (7) goal differential per match will count, if no clear winner
3. Fewest goals allowed, if no clear winner
4. Total Goals For (max of 7 goal differential per match), if no clear winner
5. Penalty Kicks (5)

Pool play and playoffs are determined by the number of teams and pools in a division. Depending upon the division configuration, a team could play as many as 3 games in one day.

Divisions with 4 teams – 1 pool - Each team plays each other once. The 1st and 2nd place teams advance to the finals.

Divisions with 5 teams – 1 pool - Each team plays the teams within the pool. The Champion is determined by the team with the most points after their four games of pool play, and the Finalist is determined by the team with the second most points. There is not a 'Final' game.

Divisions with 6 teams - 2 pools of 3 teams - Each team plays the teams within their pool. After each team has played their two pool games, points are calculated, and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-pool games, which are the guaranteed third game for each team. The third-place teams of Pool A and Pool B will play each other in the consolation game, completing their third and final game and are eliminated from the tournament.

Using the temporary standing generated from the two pool games, the team with most points from Pool A vs. team with 2nd most points from Pool B. Team with most points from Pool B vs. team with 2nd most points from Pool A. The cross-pool games are semifinals with winners advancing to the Finals.

Divisions with 8 teams - 2 pools of 4 teams – Each team plays the teams within their pool. The 1st Place team from Group A will play the 1st Place team from Group B in the Final (no semi-final).

Divisions with 9 teams - 3 pools of 3 teams - Each team plays the teams within their pool. After each team has played two games in their pool, points are calculated. Teams will be seeded from team with most points (#1 seed) to team with least points (#9 seed).

The knockout rounds begin with #9, playing #8 as a Play-In game. The winner of the Play-In game advances to the quarterfinals and will be seeded as the lowest seed (#8). The loser is eliminated from the tournament. There are no points generated from the Play-In game for quarter final seeding.

Quarter final games pairings*

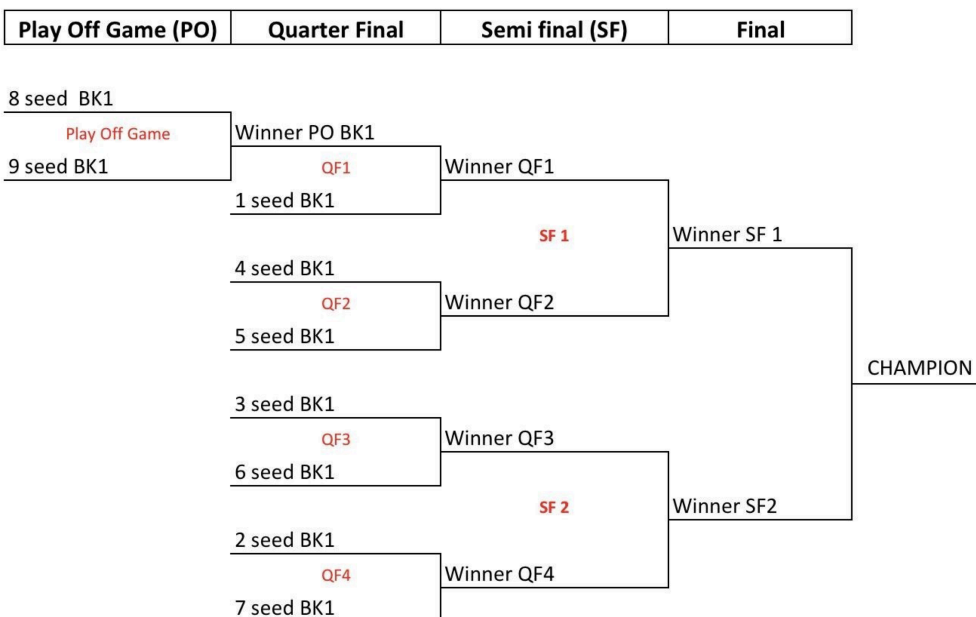
- QF1 - #1 seed vs #8 seed (winner of Play In game becomes 8th seed)
- QF2 - #4 seed vs #5 seed
- QF3 - #3 team vs #6 seed
- QF4 - #2 seed vs #7 seed

Semifinal game pairings

- Winner of QF1 vs winner of QF2
- Winner of QF3 vs winner of QF4

The winners of each of the Semifinal games will advance to the Finals.

*If two teams paired against each other in the quarter finals have already played each other in Pool play, the quarter finals pairings may be adjusted by the tournament director to avoid them playing against each other again. Ex. If the #1 seed has already played the #8, pairings may be adjusted so that the #7 seed would play the #1 seed, etc.



Division of 10 teams - 3 pools, one pool of 4 teams and 2 pools of 3 teams: Pool A has 4 teams, pool B and C consist of 3 teams each. Pool A will play each team in its pool to determine the winner of Pool A. The team with the most points in Pool A advances to the semifinals.

Pool B and C consist of 3 teams in each pool. Teams will play the other two teams in their pool (2 games within the pool). After each team has played two games in their pool, points are calculated, and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-pool games, which are the guaranteed third game for each team in brackets B and C.

Cross-pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool B vs. the team with 2nd most points from Pool C. Team from Pool C with the most points vs. team from Pool B with 2nd most points, giving each team their third game. The winners of these cross-pool games advance as semi – finalists. The two third place teams of Pool B and Pool C will play a consolation game, completing their third and final game and are eliminated from the tournament.

The four semifinalists are selected using the 3-game point total from pool play and cross pool play. Semifinalists will be identified as:

- Semifinalist with most points
- Semifinalist with 2nd most points
- Semifinalist with 3rd most points
- Wildcard* (Semifinalist with 4th most points)

***Wildcard In a 10-team division**, the wildcard team is the semifinalist with the 4th most points from pool play. The teams eligible for the wild card are the second, third and fourth place teams of Pool A and the losers of the cross-pool games between B and C. **The wildcard is the team with the most points from their 3 pool / cross-pool games. If a cross-pool game is tied at the end of regulation, the winner shall be determined by penalty kicks and advance as a semifinalist. The loser of the cross-pool game will receive one point that was earned by the regulation tie. The point earned will be included in calculating the wild card.** The third-place consolation teams from B and C are not eligible for wild card consideration.

The winner of Pool A, the two teams making the semi-finals from the cross-pool games and the Wildcard team will advance to the semi-final rounds. In one semi-final game, the 2nd and 3rd best point total teams will play each other.

The Wildcard plays the team with the most points accrued during pool play, unless the two teams have previously played against each other during the tournament. When this exception occurs, the Wildcard will play the semifinalist team with the 2nd most points accrued during pool play.

The winners of the semi-finals will advance to the finals.

Divisions with 12 teams - 3 pools of 4 teams - Each team plays the teams within their pool (3 games of pool play). Points are calculated and 1st place teams of pool A, B and C and the Wildcard* team will advance to the semi-final rounds. In one semi-final round, the team with the highest point total from pool play will play the Wildcard. In the other semi-final round, the pool winners who have the 2nd and 3rd highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

***Wildcard In a 12 team division**, the Wildcard team is the team with the 4th most points from pool play. The Wildcard team plays the team with the most points from pool play, unless the two teams have previously played against each other during the tournament. When this exception occurs, the Wildcard will play the semifinalist team with the second most points accrued during pool play.

Divisions with 14 teams - 2 Pools of 4 teams and 2 pools of 3 teams. Pool A and Pool B consist of 4 teams. Teams in Pool A and B will play the teams in their pool (3 games of pool play) to determine Pool A and Pool B winners. **Winners of Pool A and B will advance to the semi-finals.**

Pool C and D consist of 3 teams in each pool. Teams will play the other two teams in their pool (2 games within the pool). After each team has played two games in their pool, points are calculated, and temporary standings are generated within pools C and D. The temporary standings are used to identify the top 2 teams in each pool which will compete in a Quarter Final elimination game. The teams with the least points in Pool C and D will play a third and final consolation game.

Cross-pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool C vs. the team with 2nd most points from Pool D. Team from Pool D with the most points vs. team from Pool C with 2nd most points. **The winners of these games advance as semi-finalists.** The two third place teams of Pool C and Pool D will play a consolation game, completing their third and final game and are eliminated from the tournament.

Semi-finalists will be identified as:

- Semi-finalist with most points
- Semi-finalist with 2nd most points
- Semi-finalist with 3rd most points
- Semi-finalist with 4th most points

Semi-finalists will be paired as:

- Semi-finalist with most points vs semi-finalist with 4th most points
- Semi-finalist with 2nd most points vs semi-finalist with 3rd most points

If two of the semi-finalists have already played each other in pool or cross-pool play, the pairing will be:

- Semi-finalist with most points vs semi-finalist with 3rd most points
- Semi-finalist with 2nd most points vs semi-finalist with 4th most points

The winners of each of the Semi-final games will advance to the Finals.

Divisions with 16 teams - 4 pools of 4 teams - Each team plays the teams within their pool (3 games of pool play). Points are calculated and 1st place winners of pool A, B, C and D will advance to the semi-final round.

Semi-finalists will be identified as:

- Semi-finalist with most points
- Semi-finalist with 2nd most points
- Semi-finalist with 3rd most points
- Semi-finalist with 4th most points

Semi-finalists will be paired as:

- Semi-finalist with most points vs semi-finalist with 4th most points
- Semi-finalist with 2nd most points vs semi-finalist with 3rd most points

The winners of the semi-finals will advance to the finals.

Playoff Games ending in ties at regulation

If at the end of a match where a winner must be decided and the score is tied, the referees the match goes directly to penalty kicks to determine the winner of the match. Five (5) PKs will be taken by each team and if the score is still tied at the end of that phase then sudden death PKs are taken.

Procedure: Before kicks from the penalty mark start:

- Unless there are other considerations (e.g. pitch condition, safety, camera placement, etc.) or the competition regulations specify otherwise, the referee tosses a coin to decide the goal at which the kicks will be taken.
- The referee tosses a coin and the team that wins the toss decides whether to take the first or second kick.

- All players and substitutes are eligible to take kicks from the penalty mark, except those players who, when the match or extra time finishes, are injured or have been sent off.
- Each team is responsible for selecting, from the eligible players, the order in which they will take the kicks. The referees do not need to be informed of the order.
- **If, at the end of the match, and before the kicks from the penalty mark start, one team has a greater number of players (including substitutes) than its opponents, it may choose to reduce its numbers to the same number as its opponents and the referees must be informed of the name and number of each player excluded, if any. Any excluded player is not eligible to take part in the kicks (except as outlined below).**

Determining the Outcome of a Match (Law 10)

- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player or substitute excluded to equalize the number of players, but the replaced goalkeeper takes no further part and may not take a kick.
- If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks.

During kicks from the penalty mark

- Only eligible players, the referees and the other match officials are permitted to remain on the pitch.
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle or either on or close behind the halfway line.
- The goalkeeper of the kicker's team must remain on the pitch, outside the penalty area, approximately in line with but at least 5m away from the penalty mark and on the opposite side of the pitch to the benches and the second referee.
- An eligible player may change places with the goalkeeper.
- The kick is completed when the ball stops moving or goes out of play or when the referees stop play for any offence; the kicker may not play the ball a second time.
- The referees keep a record of the kicks.
- If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be cautioned.
- If the kicker is penalized for an offence committed after the referees have signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.

If both the goalkeeper and kicker commit an offence at the same time:

- If the kick is missed or saved, the kick is retaken and both players are cautioned.
- If the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker is cautioned.

- If, during the kicks from the penalty mark, one team's number of players is reduced, the team with more players may choose to reduce its numbers to the same number and the referees must be informed of the name and number of each player excluded, if any. Any excluded player is not eligible to take further part in the kicks (except as outlined above).

To the conditions explained below, both teams take five kicks

- The kicks are taken alternately by the teams.
- Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick.
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If the scores are level after both teams have taken five kicks, kicks continue until one team has scored one goal more than the other from the same number of kicks.
- Kicks from the penalty mark must not be delayed for a player who leaves the pitch. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.