



SDYSA Prairie Cup – May 1-3, 2026

The SDYSA Prairie Cup coincides with both NCS State Cup and Presidents Cup. Prairie Cup serves teams with a desire for the State Tournament experience, but doesn't require any advancement from the event to a Regional Competition.

The purpose of the Prairie Cup is to create a meaningful state tournament where teams/clubs with varying levels can participate at the appropriate level and challenge to become a state champion. The SDYSA Prairie Cup is for competitive teams only. SDYSA Prairie Cup

Age Groups

U9 – U19 boys and girls. U9 – U10 teams will play in a festival style format where scores and standings will not be taken.

Eligibility Requirements

*All eligible teams must be registered teams with South Dakota Youth Soccer for the 2023-2024 registration year.

Fees

The cost of U9-U10 teams - \$400

The cost for U11-U19 teams - \$550

Registration for the event will open Late January and close April 17th.

Location

Sioux Falls, SD – Sanford Sports Complex - <https://www.sanfordsports.com/locations/sioux-falls/sports-complex/crossing> and Yankton Trail Park

Event Rosters and Gameday Information

SDYSA Prairie Cup event rosters are required to participate in the event. Individual team rosters must be present on site during the event. Player cards must be present as well to accompany the roster.

Eligible Players/Club Pass Players

Club pass players may be used for the SDYSA Prairie Cup. Players must be rostered to a team within your club that is a SDYSA/USYS carded team. Players may only appear on one event roster across all three SDYSA State Championship Series events (NCS State Cup, Presidents Cup and Prairie Cup). They may not play for any other team. A maximum of 5 guest players are allowed to participate on an SDYSA Prairie Cup roster.

Roster Maximums for Players & Coaches

The maximum number of players on the event roster for 7v7 (U9-U10) is 12, 9v9 (U11-U12) is 18, but only 16 players may be game active. The maximum number of players on the event roster for 11v11 is 22, but only 18 players may be listed as game active. Players who are listed on the event roster but are not game active may still sit on the bench but cannot be dressed to play. A minimum of 2 and a maximum of 4 coaches should be listed on your event roster. All coaches must have an SDYSA/USYS coaching pass to be on the sideline.

SDYSA Prairie Cup Policies and Rules 2026

Format

Teams will be entered into specific age groups and have the option to register for various levels: Gold, Silver and Bronze. All teams U11-U19 are guaranteed 3 games, with a championship game for those either winning their group to play the other winner from another bracket within their play level, or the top two teams facing off in a division with one bracket. U9-U10 teams are guaranteed 3 games where scores and standings will not be held. Group play games can end in a tie.

Division Structures to Determine Champions add/or Championships Games

All U9/U10 Boys and Girls = NA

U11 – U19 Boys and Girls

Divisions will be structured so that every team receives a minimum of 3 games in group play, where the top two point earners face off in a championship game following the group play matches. If this is not attainable based on the number of teams in the division a round robin method will be utilized where the highest point earner is crowned champion and the 2nd highest point earner crowned runner up.

***These division and scoring methods will be determined at the conclusion of registration deadline.**

Age	Game Format	Length of Game	Overtime Period
U9-U10	7v7	Two 25-minute halves	NA
U11-U12	9v9	Two 30-minute halves	Two 10-minute halves
U13-U14	11v11	Two 35-minute halves	Two 10-minute halves
U15-U16	11v11	Two 40-minute halves	Two 10-minute halves
U17-U19	11v11	Two 40-minute halves	Two 10-minute halves

Substitutions shall be unlimited.

Any group game that ends in a tie, will end in a tie.

Tie Breakers

After group play, if teams are tied on the basis of points. To determine division winners the following process will be followed.

- 1) Winner of head to head competition
- 2) Winner of most games
- 3) Goal differential (goals scored minus goals allowed). Max 7 goals
- 4) Fewest goals allowed
- 5) Kicks from the mark would ensue if the tie breaker cannot be broken

*Max goals 7

Player Passes

All teams should have their Event Roster and Player and Coach passes on site.

If a team is missing a coach or player pass at a game, referees are not allowed to have this player play or coach be on the bench without SDYSA approval.

Referees

SDYSA will assign referees for all games.

Team Withdrawal/Forfeits

If a team withdraws before the registration deadline, the registration fee will be returned. If a team withdraws after the registration deadline, the team's registration fee may be forfeited. If a team forfeits a game at Prairie Cup, the team or club may be fined, placed in bad standing and/or prohibited from participating in next years event.

Laws of the Game

IFAB "Laws of the Game" shall apply to all games played during the SDYSA Prairie Cup except as specifically modified by USSF and SDYSA.

- a. LAW 3 - THE NUMBER OF PLAYERS i. Substitution Policy: 1. Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play except penalty kicks.
- b. LAW 4 – UNIFORM i. A player must not use equipment or wear anything that is dangerous to himself/herself or another player (including any kind of jewelry).
 - ii. All teams must wear uniforms that conform to acceptable standards for tournament play.
 1. Jersey: an official uniform of an accepted soccer style jersey with a six-inch minimum size permanent number on the back of the shirt. Each number must be different. Numbered jerseys for goalkeepers are optional. The jerseys must have finished sleeve openings and enclosed sides. The goalkeeper must wear colors that distinguish them from other players, the referee, and assistant referees. All teams must have a primary and alternate color jersey (if thermal under garments are worn, they will be the same basic color as the shirts or white or black and all players wearing under garments must wear the same color);
 2. Home team shall wear a light colored jersey. Away team shall wear a dark colored jersey.

3. Shorts: (if thermal under garments are worn, they will be the same basic color as the shirts or white or black and all players wearing under garments must wear the same color);

4. Stockings: All teams must have a primary and alternate color stockings;

5. Shin guards: must be covered by stockings, made of suitable material, that provide a reasonable degree of protection

6. Players must wear a shirt during warm ups prior to competition. iii.

Players may not decorate their hands, faces, hair, shoes or uniforms. Dye in hair is acceptable.

iv. The referee and/or SDYSA may suspend a game or declare a game a forfeit, if the uniforms worn by the team are not acceptable for competition. The team shall be given an opportunity to change uniforms or cure any defects in their equipment.

iv. In the event of a color conflict, the home team shall change to an alternate set of uniforms. SDYSA shall determine the home team (listed first on the schedule).

v. A player or team official may only have on the outer wear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the game site for the game.

c. LAW 5 - THE REFEREE i. All officials must be currently certified. ii. A three-person system (diagonal system of control) will be used in group play and play-in games. iii. A fourth (4th) official will be scheduled in all championship games, if available.

d. LAW 12 - FOULS AND MISCONDUCT

i. Minimum 1 game suspension

1. Sent off by the referee for persisting in misconduct after receiving a first caution. That is, after having received a yellow card, received a second yellow card for one of the following:

a. unsporting behavior; b. dissent; c. persistently infringing the Laws of the Game; d. delaying the restart of play; e. failing to respect the required distance when play is restarted with a corner kick or free kick; f. entering or reentering the field without the permission of the referee; or, g. deliberately leaving the field without the permission of the referee.

2. Sent off by the referee for denying a goal-scoring opportunity by deliberately handling the ball

ii. Minimum 2 game suspension

1. Sent off by the referee for one of the following:

a. guilty of serious foul play; b. guilty of violent conduct; c. spits at an opponent or any other person; d. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick. e. uses offensive, insulting or abusive language.

iii. Red card suspensions issued in the SDYSA Prairie Cup Competition shall be served in the SDYSA Prairie Cup Competition. If they cannot, the red card suspension shall be served in the next SDYSA

sanctioned event. Red card suspensions may not be served in DPL play; however, egregious behavior may result in suspension from all SDYSA activity.

Additional Policies & Rules

For U9 & U10, the following rules will be adopted.

1. U9 & U10 will follow the USYS PDI including playout lines and offsides.
 1. Offside will be enforced for all U9 & 10 games
 2. Goalkeeper Punting is not allowed in the U9 or U10 division
 3. U9 & U10 division use a "build out" line. The build out line will be the halfway line.
 1. The build out line is used after the keeper has the ball in their hand or on a goal kick.
 2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
 3. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
 4. All kicks are indirect at U9 & U10 with the exceptions penalty kicks.

a. All teams, team personnel and players must comply with all SDYSA Rules and are held to the highest standard of sportsmanship. SDYSA will issue sanctions for any violations of SDYSA Rules during the SDYSA Prairie Cup, and will investigate issues of unsportsmanlike behavior or misconduct.

The SDYSA will not be responsible for any expenses incurred by any team due to the cancellation (part or whole) of the SDYSA Prairie Cup.

Alcohol & Illegal Drugs

- i. This is an alcohol-free and drug-free event.
- ii. This is a tobacco-free event.
- iii. Players in State Competition are prohibited from consuming alcohol or using illegal drugs. Players are also prohibited from using any form of tobacco at the playing site of the SDYSA State President's Cup and NCS State Cup. Penalty for violation by player participants is disqualification from the state competition.

Protests: All questions relating to the qualifications of competitors or any other dispute or protest shall be referred to SDYSA. Decisions of SDYSA shall be binding on both teams. Any protest must be presented in writing by a team official to SDYSA within one hour of the completion of the game under protest.

Any protest involving field conditions or game behavior must be lodged in writing with both the referee and the opposing coach either before (field conditions) or immediately after (game behavior) the game ends. Protests of referee decisions shall not be a basis for filing a protest. It is the responsibility of SDYSA to investigate a properly protested violation immediately following its receipt. Failure of any club, team or individual to cooperate with such investigation shall result in disciplinary action up to and including suspension.

*SDYSA reserves the right to amend, add, or change any rule.