“10 CHAMPIONS CUP 2026”

(June 10th - 14th, 2026)

1 - INTRODUCTION

The “10 Champions Cup 2026” is a premier international youth football tournament, hosted in Las Vegas from June 10 - 14, welcoming top-tier U15 teams from across the United States and leading professional academies worldwide. The “10 Champions Cup 2026” is jointly organized by “Dieci Football Entertainment”, an Italy and U.S.-based sports management company, in collaboration with the Las Vegas-based “10 Champions Academy” which is the world’s first football academy fully operated by former professional players-including FIFA World Cup and Uefa Champions League winners-and elite coaches from top European clubs.

2 - FACILITY

The “10 Champions Cup 2026” will take place at “Craig Ranch Regional Park”, located about 20 minutes from the famous Las Vegas Boulevard, “the Strip” at 628 West Craig Road, North Las Vegas, NV 89031.

3 - ELIGIBILITY

All properly registered US teams members of the USYSA, USSSA, US Club Soccer and US Soccer are eligible to compete in the "10 Champions Cup 2026". International teams will require travel permits from their associations or governing body to attend this tournament.

3.1 Domestic Teams

Teams must register before the deadline by visiting tournament website www.10championscup.com

Domestic teams may only register players born from January 1st, 2012, and younger. Laminated current year State Player/ Coach Passes or US Club Soccer, US Youth Soccer, or USSSA.
Virtual player passes are accepted.
Passes must all be from the same organization. No mixing of association cards will be accepted. Any players that are not player passes will not be allowed to play.

Medical Releases (Current year US Youth Soccer or US Club Soccer registration form) must be brought to each game but are not uploaded as part of the credentials check.
Rosters in Gotsport will be the official roster for the tournament.
The rosters will freeze 5 days prior to the tournament start date.
The tournament will print the game cards for all the games. Teams will only be required to present player passes at the games. Players may only be rostered and play for one team during the tournament. Player Cards will be required for each game. The roster must include at least 16 players and not exceed the number of 22 players (18/game) and must include the names of coaches and team officials to be allowed on the team bench.

The tournament's organization will conduct an online check-in process prior to the start of the tournament. Teams are required to complete team rosters in Gotsport and upload a copy of Player passes no later than June 8, 2026.

3.2 International Teams

Player Passes from appropriate FIFA affiliate are required. If your association does not issue Player Passes, you will be required to present a copy of Passports or proof of entry and/or photo I.D.
Teams must submit a roster with all players names, jersey numbers and birthdates no later than March 30, 2026. The rosters maybe emailed to info@10championscup.com.
Pro teams may only register players born from January 1st, 2012, and younger.
Medical Release Form must be brought to each game.
Pro teams may only register one team to the tournament, and they can only play with players of the submitted roster.
Any changes to the roster shall be approved by the tournament director prior to any match.
Players may only be rostered and play for one team during the tournament.
Player Cards will be required for each game. The roster must include at least 16 players and not exceed the number of 22 players (18/game) and must include the names of coaches and team officials to be allowed on the team bench.

IT IS MANDATORY TO KEEP THE SAME SHIRT NUMBER FOR THE ENTIRE DURATION OF THE TOURNAMENT.

4 - EQUIPMENT

All players are required to wear shin guards. No jewelry may be worn in competition. Players shall wear approved cleats. All players must wear numbered uniforms with no duplicated numbers on a team. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the requirement is met.

5 - HOME & VISITOR TEAM RESPONSIBILITIES

The home team is listed first on the schedule and must change jerseys in the event of a color conflict. The referee at the game will determine if there is a jersey conflict.
Teams are required to clean up their bench area after each game.

6 - COACING RESPONSIBILITIES

All Team coaches have total responsibility for the conduct of their other coaches, team officials, players, and spectators always.
The team coach is responsible for signing the game card after each match.
The Team coach is responsible for picking up player passes after each match from the Field Marshals.

7 - OURNAMENT FORMAT

The “10 Champions Cup” competition will follow the below format:

7.1 Group Stage:

The tournament will start with Round Robin Groups. Every team will play against all the other teams of its Round Robin Group. Every team will play two games a day in group play.
The top two teams from each Round Robin Group move to the “Champions Cup Playoffs” while the other teams of the group move to the “Silver 10 Champions Playoffs”.
From this stage every team will play knockout games until championship games. The tournament will end up with a “10 Champions Cup” winning team and a “Silver 10 Champions Cup” winning team.

7.2 Championship Matches

Matches will consist of two periods, each 35 minutes long, with a half time of 5 minutes.
If the championship game ends in a tie, teams will take FIFA penalty kicks to determine the winner.
Allowance for time lost: Referees will not add time to a match except under the most extenuating circumstances. All preliminary matches will be terminated not less than five minutes prior to the scheduled start of the next match on that field.

7.3 Tournament Scoring:

Teams shall be awarded points for match results as follows:
Three points for each win, 0 points for each loss, 1 point for each tie.
For a forfeited match, the winner will be credited with a 1-0 win and awarded 3 points. A team abandoned by another team during a match will be awarded 3 points regardless of the score at the time of the abandonment. No points for team abandoning the match.
No points will be awarded if neither team shows up.
Any team leaving the field prior to the determination of a winner shall forfeit the match.
A match is considered official upon completion of one half of play regardless of the circumstances of termination during the second half with results based on the score at termination.
Final standings for the pool will be determined by the total number of points accumulated during pool play.

7.3.1 Game Score Reporting:

The tournament Director is responsible for reporting scores and posting them on the tournament schedule and results page.
Official scores are kept at headquarters (Craig Ranch Regional Park) and will be posted online shortly after each game.
Referees will request the team coach or an official team representative to sign the game card after each game. It is the Team Coach responsibility to check the game cards carefully and sign the game card to verify its accuracy after each game.

7.4 Tie Breaking within a Pool play:

Ties in pool standings will be broken by employing a tiebreaker.
If more than two teams are involved in the tie, the first team to move ahead of the remaining teams will be awarded the highest place, and the tiebreakers continue until all ties are broken.

Head-to-head (if all teams played each other)
Goal differential
Least Goals Against
Most Goals For
Least amount of Red Cards
Kicks from the Penalty Spot in accordance with the procedure outlined in the FIFA Laws of the Game (site and time at the discretion of Tournament Director or held (1/2) hour prior to and at the site of the team's next potential match.
If three or more teams cannot be separated by tiebreakers 1-5, penalty kicks shall determine 1st, 2nd & 3rd.
A coin toss will determine which team receives a bye from the initial PK shootout. The two remaining teams will participate in an initial shootout. The loser of the initial shootout will become the 3rd place team. The winner of the initial shootout will participate in an additional shootout against the team receiving a bye in the secondary shootout. The winner of the secondary shootout will become 1st in the pool. The loser of the secondary shootout shall become 2nd in the pool.
If a tie exists between two or three teams when all participants will be moving on to consolation games, the tournament director will determine their placement with a coin toss.
PKs will not be used to determine placement for teams moving on to consolation matches.

7.4.1 Tie Breaking in Knockouts Matches:

If the score is still tied at the conclusion of play in any knock-out game, semi-final, or final, there will be no added extra time. Kicks from the Penalty Spots in accordance with the procedure outlined in the FIFA Laws of the Game will be taken until a winner is determined. No knock-out match shall end in a tie. Only the players on the field at the conclusion of regulation play may participate. (Centre Referee will gather all the players on the field at the end of regulation play and not allow them to go to their respective sidelines. They are the players who will shoot the PK's). (Note: could be less than 11 players due to injury or ejection).

7.5 Pre-Match Check-In:

Teams must check-in with the Field Marshal at the Field Marshal tent 30 minutes prior to the time their match is scheduled to begin. At this time, player equipment will be inspected, player passes turned over to the Field Marshal, match cards checked, and any other necessary instructions given.
The Field Marshals are at the matches to assist you with anything you might need and to handle the administrative concerns of the matches. They do not have any authority over any decision normally made by a referee. The Field Marshals will hold the player passes for both teams in their possession during the match, no exceptions.
Teams with virtual passes must present them on a phone or a paper copy to the field marshal.

7.6 Player Passes:

If a team fails to pick up their player passes after a match, the passes will remain at the tournament headquarters at the field. It is the team's responsibility to retrieve them.

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7.7 Forfeitures:

Teams failing to check-in 15 minutes prior to their scheduled kick-off time or failing to report ready to play within 5 minutes of scheduled kick-off time may forfeit their match. All teams must have a minimum of 7 players present to start the match. Teams that forfeit during pool play may continue in pool play but not in semi or final matches. The tournament director has the sole authority to determine the forfeiture of the game.

7.8 Substitutions:

Unlimited substitution at any stoppage with the discretion of the referee.

7.9 Injuries:

Referees will be instructed not to add time to a match except under the most extenuating circumstances. However, all preliminary matches will be terminated not less than 5 minutes prior to the scheduled start of the next match.

7.10 Ejections/Disciplinary Actions:

Players who are ejected (sent off) from a match must serve a suspension from future matches.

One Game Suspension:

- Two yellow cards in the same game.
- Abusive or insulting language.
- Other actions deemed not violent conduct by the referee.

Two Game Suspension:

- Violent Conduct, including fighting.
- Serious Foul Play.

Tournament rules prohibit any coach, team official or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his suspension. A coach, team official, or player receiving two yellow cards in a single match is considered to have been given a red card for the purposes of game suspension. A player who has been sent off shall not be replaced.
A coach, team official, or player who has been sent o+ for VIOLENT CONDUCT shall not be allowed to participate in the next TWO scheduled matches (subject to review by the Tournament Director). Any coach, team official, or player who assaults a referee will be expelled from the tournament. FIGHTING will not be tolerated for any reason.
Coaches, team official, players, or spectators sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) may not be allowed to participate in any further tournament matches. Coaches, team official, players or spectators who enter the field of play for any reason, in the event of a fight, may be ejected from the tournament.
If the coaches, team official, players or spectators cannot be identified, the entire team may be removed from the tournament.
No refunds will be made to any team that is removed from the tournament for fighting.
The coach/team official shall forfeit the carded coach's, team official or player's pass to the Centre Referee who will give the pass and the match report to the Field Marshal.
The coach, team official or player in question shall be ineligible until the pass is returned to said coach, team official or player by the Tournament Director.
Any coach or team official that is coaching more than one team in the tournament and is suspended on one team is automatically suspended from any other team or teams until the suspension has been served.
If in the opinion of the Centre Referee, a match must be terminated for misconduct, the offending team forfeits that match and will be suspended from further play in all remaining matches which would be forfeited.
Previous points earned and any right to a refund, awards or other consideration will be forfeited.
Any verbal abuse directed at committee members, referees or other volunteers will also result in suspension and ejection.
Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or any style of play that detracts from the Game of Soccer.

7.11 Alternate Match Scheduling:

The Tournament Director has the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament.
The committee may switch teams in consolation matches, to avoid matchups of teams from the same locale.

7.12 Inclement Weather or Unexpected Termination of Play:

Matches will be played in all weather conditions unless the Centre Referee or Tournament Director determines the conditions are dangerous and/or life-threatening as per FIFA regulations. The Tournament Director will do everything under their control to make sure all matches are played, but if it is out of their control, the standings at that time will be final. No refunds will be given.

Contingency Plan:

- Plan A: All matches will be played as scheduled.
- Plan B: Shorten all first-round matches to 15-minute halves.
- Plan C: Plan B plus shorten all second-round matches the same.
- Plan D: Plan C plus shorten all third-round matches the same.
- Plan E: In the event, the fields become totally unplayable, or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

7.13 Disputes:

The Tournament Director shall settle all disputes and their decision shall be final. NO protests will be allowed. Red Cards cannot be rescinded.

Nevada Law:

The Nevada Legislature passed Law AB 474 in 2005 to protect sports officials, including referees and assistant referees. State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to $2,000 and one year in prison. If the victim suffers severe bodily harm, the punishment may be up to a $10,000 fine and fifteen years in prison. (NRS 200.471 and 200.481)
The Tournament Director is the final authority in all matters.

8 - AWARDS:

At the conclusion of the final matches, 1st, and 2nd place teams of the “10 Champions Cup” and “Silver 10 Champions Cup” will receive individual player/coach awards (medals).
The first-place team will receive the “10 Champions Cup Trophy” and the “Silver 10 Champions Cup” trophies. Awards will NOT be mailed to teams failing to stay for presentations.

9 - FIFA LAW MODIFICATIONS

The “10 Champions Cup” will adhere to current FIFA Laws of the Game published 2015/2016 for U15 teams, with the following amendments in accordance with US Youth Soccer (USYS) and United States Specialty Sports Association (USSSA) policies, including USYS Player Development Initiatives - Small Sided Standards published July 2015:

FIFA Law 3 - The Number of Players:

Number of Substitutions: Unlimited substitutions will be permitted. Substitute players may return to the field of play.
Substitution Procedure: Substitutions may only be made with the referee’s permission at the stoppage of play.
The referee will have the discretion to discipline coaches who, in the referee’s judgment, utilize this substitution procedure as a means of wasting time.

FIFA Law 4 - The Player's Equipment:

The player's footwear cannot have metal cleats (studs).
All players must wear numbered uniforms with no duplicated numbers on a team.
No hard casts are permitted. Soft casts will be permitted on a case-by-case basis as per each individual referee. The home team must change jerseys in the event of a color conflict.

FIFA Law 7 - The Duration of the Match:

Group Play:

Periods of Play: Two 35-minute periods Half-time Interval: 5 minutes

Quarter Finals and Semi-Finals:

Periods of Play: Two 35-minute periods Half-time Interval: 5 minutes
Tiebreaker: FIFA Penalty Kicks

Finals:

Periods of Play: Two 35-minute periods Half-time Interval: 5 minutes
Tiebreaker: FIFA Penalty Kicks

Allowance for Time Lost: Referees will not add time to a match except under the most Extenuating circumstances.
All preliminary matches will be terminated not less than five minutes prior to the scheduled start of the next match on that field.

Technical Area:

The technical area is from the half-way line to the extent of the center circle in a team's own half of the field.

The Fourth Official:

A fourth Official may or may not be provided.

10 - THE FOOTBALL ENTERTAINMENT:

The "10 Champions Cup" is much more than a tournament. It is a true 5-days soccer fest with more than 3000 visitors including athletes, families, coaches and staff members, and professional scouts. Plans are to have 40 plus vendors and sponsors. All together we are part of the most exclusive youth soccer environment all over the United States. An amazing soccer experience is expected with high level games played with extra activities like fan engagements, meet & greets, signing sessions and Q&A that we call "Football Entertainment". While we do our best to make this event unforgettable for every single player and participant, we need your help and support to make it happen.

SEE YOU IN VEGAS!

No alcoholic beverages, illegal drugs, or glass containers will be allowed on or near the tournament fields.

"10 CHAMPIONS CUP"

Powered by

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