



2026 TCSL Summer Final 4

July 10-12, 2026

Background & Purpose

The TCSL Summer Final 4 will crown 2026 TCSL Summer League champions at 11U-19U age groups. The top four (4) teams in each age/gender/division will compete July 10-12, 2026 in a meaningful event to conclude the Summer League season!

Eligibility

The event is open to the top four (4) teams in each age/gender/division, based on standings from the Summer TCSL season. Open slots, should a team opt-out, will be filled by the next-highest team (see “Seeding” for more information).

Opt-Outs

All 11U-19U TCSL Summer League teams are automatically opted-in to this event. Teams must opt-out via the process outlined by TCSL by the designated deadline.

Format

All qualified teams play two (2) matches over the course of the weekend. All matches will have a winner declared (see ‘Overtime Procedures’).

Group of 4:

- Semi-Finals (Friday or Saturday)

- Final Four Championship (Sunday): Semi-Finals Winners

- Final Four Shield (3rd Place) (Sunday): Semi-Final Losers

Groups of More than 4:

Play-In Matches (Friday)

Semi-Finals (Friday or Saturday)

Final Four Championship (Sunday): Semi-Finals Winners

Final Four Shield (3rd Place) (Sunday): Semi-Final Losers

Teams with only the single play-in match will receive a reduced event fee

Group of 3:

Round robin: 2v3, 3v1, 1v2 (*1 game per day*)

Games can NOT end in a tie.

Friday will be used.

Teams awarded 3 points for a win, 0 points for a loss.

Winner declared based on points**

**Tie-breaking criteria for Groups of 3

- 1) "Head-to-head" points between teams (not used to resolve a 3-way tie)
- 2) Goal Differential (no limit) (in cases of matches resolved by Kicks from the Mark, the difference in score from the Kicks from the Mark phase will be the score input for the match);
- 3) Goals For (no limit)
- 4) Goals Against

Overtime Procedures

All Final 4 matches must have a winner declared. In the event that a match is tied at the end of regulation, teams will proceed to play two (2) five-minute overtime periods. There is no break in between the periods, and both periods must be played in their entirety.

If the match is still tied at the end of the second overtime period, the match will be decided by Kicks from the Mark.

Tournament Authority

The Tournament Director shall have ultimate authority over all tournament competitions and discipline matters. The interpretation of the rules and all decisions of the Tournament Director are final. Protests about judgement referee decisions will not be heard.

Rosters

[How to Build Event Rosters](#) - updated for Summer 2026

Cup rosters will be frozen at noon on Thursday, July 9th.

Club Pass Rules:

- The [new club pass rules enacted for Fall 2023](#) are in effect for this event and TCSL will be auditing all rosters after roster freeze to ensure compliance.
- Teams are limited to three (3) club pass players to supplement their primary roster for this event. Club pass players should be from teams at the same or lower level, or from a younger team, to protect the integrity of the event.
- If a team wishes to add additional club pass players beyond the (3) as mentioned above, they may, **from younger, equivalent or lower-level teams** with TCSL approval. Email info@tcslsoccer.com or submit a support ticket to seek approval.

Weather

If a match cannot be continued after a delay, the match will be considered complete if it reaches one half of the second half.

TCSL reserves the right to modify format or match schedules should the need arise.

Seeding

Upon the conclusion of the season, teams will be seeded accordingly.

The TCSL Final Four will be filled based on the structure outlined below. Should a team opt-out, TCSL will fill the division with the “next best” team.

Group Size	Structure	Opt-Outs
1 Group	Top 4 Teams	Next Highest Team
2 Groups	Top 2 Teams Group A Top 2 Teams Group B	Next Highest Team Group A Next Highest Team Group B
3 Groups	Top Team Group A Top Team Group B Top Team Group C Wildcard: Next Highest Point Total from Group A, B or C	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Point Total from Group A, B or C
4 Groups	Top Team Group A Top Team Group B Top Team Group C Top Team Group D	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Team Group D
5 Groups*	Top Team Group A Top Team Group B Top Team Group C Top Team Group D	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Team Group D

	Top Team Group E	Next Highest Team Group E
6 Groups**	Top Team Group A Top Team Group B Top Team Group C Top Team Group D Top Team Group E Top Team Group F	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Team Group D Next Highest Team Group E Next Highest Team Group F
7 Groups***	Top Team Group A Top Team Group B Top Team Group C Top Team Group D Top Team Group E Top Team Group F Top Team Group G	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Team Group D Next Highest Team Group E Next Highest Team Group F Next Highest Team Group G
8 Groups****	Top Team Group A Top Team Group B Top Team Group C Top Team Group D Top Team Group E Top Team Group F Top Team Group G Top Team Group H	Next Highest Team Group A Next Highest Team Group B Next Highest Team Group C Next Highest Team Group D Next Highest Team Group E Next Highest Team Group F Next Highest Team Group G Next Highest Team Group H

*In a Group of 5, each of the Group winners will be seeded 1-5 based on number of points earned during the regular season. 4v5 will play in a play-in match to determine the #4 seed and that winner will face the overall #1 seed in one semi-final. The #2 seed will play the #3 seed in the other semi-final with the semi-final winners facing off in the final. The team with only the single play-in match will receive a reduced event fee.

**In a Group of 6, each of the Group winners will be seeded 1-6 based on number of points earned during the regular season. 4v6 will play in a play-in match and the winner will face the overall #1 seed in one semi-final. 3v5 will play in a second play-in match and the winner will face the overall #2 seed in the other semi-final with the semi-final winners facing off in the final. Teams with only the single play-in match will receive a reduced event fee.

***In a Group of 7, each of the Group winners will be seeded 1-7 based on number of points earned during the regular season. 6v7 will play in a play-in match and the winner will face the overall #1 seed in one semi-final. 2v5 will play in a second play-in match and the winner will face the winner of a third 3v4 play-in match in the other semi-final with the

semi-final winners facing off in the final. Teams with only the single play-in match will receive a reduced event fee.

****In a Group of 8, each of the Group winners will be seeded 1-8 based on number of points earned during the regular season. All teams will play a quarter-final round to determine the Final 4 teams, with the following matchups: 1v8, 2v7, 3v6 and 4v5. In the semi-finals, the winner of 1v8 will face the winner of 4v5 and the winner of 2v7 facing the winner of 3v6. As all teams have a quarterfinal, there is no 3rd place match for this group size. Teams with only a single play-in match will receive a reduced event fee.

Tie-Breakers

In the event of a tie* to determine qualification and seeding for the event, the published TCSL tiebreaker criteria will be used, with non-relevant criteria skipped.

- “Head-to-head” points between teams (not used to resolve a 3-way tie*);
- Goal Differential (max of 3 goals per game);
- Most goals overall (max of 3 goals per game);
- Fewest goals allowed;
- Number of shutouts;
- Coin toss

**For the purposes of qualification into this event, a tie is defined as between 2 or more teams not opted-out of the event by the deadline set by TCSL.*

Example 1: Team A, Team B and Team C are in the same bracket and end the season with the same number of points in the standings table, though Team C has opted out of qualification. For the purpose of qualification into the Final 4, this would be considered a 2-way tie between Team A and Team B and head-to-head results would be the first tie-breaker considered when determining qualification.

Example 2: Teams A, B, C and D are in the same bracket and end the season with the same number of points in the standings table, though Team C has opted out of qualification. This would be considered a 3-way tie for purposes of qualification and the first tie-breaker considered will be Goal Differential as outlined above.