

## Challenge Cup Rules for Pool Play and Quarter and Semi Finals

- Challenge Cup is a pool play style format.
- Teams are drawn randomly and placed in a pool.
- The Number of pools is determined by the number of teams in each age group.
- The league strives to ensure a minimum of 3 games for each team in pool play; but reserves the right to change this minimum to allow for unbalanced pools.
- Pool play games are reduced time to allow for 3 games in one day.
- U12 and U14 age groups - All pool play games are comprised of 2-25 minute halves with a 5 minute break between the halves.
- U16 Boys, U16 Girls and U18 Girls - All pool play games are comprised of 2-35 minute halves with a 5 minute break between the halves.
- U18 Boys - Each team plays 2-45 minute halves with a 5 minute break between the halves. Each team is guaranteed 1 (one) game with single game elimination.
- Pool winners advance to next round.
- Wild card teams may be used to ensure an even number of teams in the next round of play.
- Wild card teams are selected from the remaining teams in each pool that are not already advancing using the 'Pool Play Tie Breaker Rules'.
- Ties or draws remain as a tie/draw.
- No extra time or shoot outs are to be used in pool play.

Points are awarded as follows:

- Wins - 3
- Loss - 0
- Tie - 1

\*\*\*Forfeit/Default – scored as **3-0** with 3 points for the Win – counts as a Shut-Out

Pool Play tie breakers

- Head to head
- Lowest average goals against
- Most shut outs
- Fair Play – least number of cards received
- Coin toss

- 2<sup>nd</sup> round and later are full length single game elimination.
- Ties in 2<sup>nd</sup> and later round games are determined by 2x10 minute “golden ball” extra time, then 5v5 penalty kicks set by FIFA rules.
- In all Cup play yellow and red cards carry over from one game to the next.
- A yellow card received in back to back games to the same player results in that player being suspended for the next game.
- If the player plays a Cup game without a second yellow card the first yellow card is cleared.
- All regular season rules are in effect along with Challenge Cup additions.
- Call-ups may be used, long as the called-up player has been approved by the Club representative and WLSL has been informed of the approved call-up.
- All protests must be registered within 15 minutes of the end of any Cup game. Pool winners need to be notified in a timely manner for advancement, so any protests received after the 15 minutes will not be heard. The fee to challenge any game is \$50.
- Any use of an ineligible player will result in a Forfeit/Default of the game, which will be scored as a 3-0 Win for the non-defaulting team with 3 points awarded for the Win and counted as a Shut-Out.
- In the case in which a team is a “No Show” for any or all Cup games the game(s) will be recorded as a Forfeit/Default. Each game (whether already played or not) will be scored as a 3-0 Win for the non-defaulting team with 3 points awarded for the Win and counted as a Shut-Out.
- Any team not playing all scheduled Challenge Cup games without providing proper notice will incur a fine equal to the referee and assistant referee costs for all games not attended. Proper notice is defined as 10 days notice prior to the scheduled match as communicated to the League by the Club Representative. Coaches must contact their respective Club Representatives to ensure all possible avenues of fielding a team are attempted before withdrawing a team. If it is determined by the Club Representative that a team cannot be fielded for any Cup games, this information is then communicated to the League within the timeframe indicated above or the Club will be fined.
- Any matter or issue not covered in the Cup or League rules will be decided by the field convenor(s) at the Cup site whose decision shall be binding. No protest of a field convenor’s decision will be heard.

**Revised July 3, 2018**