



# Central Okanagan Youth Soccer Association

## 2018 KELOWNA CUP RULES

Game sheets are to be fully completed prior to the start of all games and presented with the Player ID cards to the official. No ID card, no play.

If ID cards are not present at kick-off, the game will be considered a forfeit.

All players must be listed prior to entry on field. Players may not be picked up for Kelowna Cup.

Players not participating should not be listed OR

There should be a line stroked through the name.

Teams may not pick up any players for these games

U14 - 2 EQUAL HALVES OF 35 MINUTES EACH - SIZE 5 BALL

U16 - 2 EQUAL HALVES OF 40 MINUTES EACH - SIZE 5 BALL

### **IN THE EVENT OF A TIE** after regulation time **for non-medal games:**

The game shall be decided by kicks from the penalty spot, as per FIFA guidelines.

### **IN THE EVENT OF A TIE** after regulation time **for all medal games:**

There shall be a 5-minute break and then EXTRA TIME shall be played as follows:

U14 DIVISION = **2 EQUAL HALVES** OF 10 MINUTES EACH

U16 DIVISION = **2 EQUAL HALVES** OF 15 MINUTES EACH

**There is no break between Extra Time halves**

Extra time is NOT golden goal (both Extra Time halves must be played in full).

**If teams are STILL TIED** on goals after the extra time halves, the game shall be decided by kicks from the penalty spot, as per FIFA guidelines.

Any protest will be settled IMMEDIATELY following the game.

Please report protests to Field Marshal who will confer with the Referee.

**ULTIMATELY, REFEREE DECISIONS ARE FINAL.**

Officials will turn in game sheets to Field Marshal for posting of scores.

Medal presentations will immediately follow bronze and gold medal games.

All teams are to report to Field Marshal to participate in medal presentations.

There are medals for the top 3 finishers.

PLAYERS: REMEMBER THESE ARE YOUR CHAMPIONSHIPS AND  
ALL PARTICIPANTS & SUPPORTERS ARE TO OBSERVE THE RULES  
OF FAIR PLAY & SPORTSMANSHIP.

GOOD LUCK TO ALL PARTICIPANTS & CONGRATULATIONS ON A SUCCESSFUL SEASON!