



OAKVILLE CUP RULES & REGULATIONS

U12 – U35+

LAWS OF THE GAME

All games shall be played in accordance with the laws of the game published by F.I.F.A. except for those rules superseded by specific Oakville Cup rules as outlined in these Rules & Regulations.

OAKVILLE CUP FORMAT

The format for Oakville Cup play is one of elimination, with winners of each game advancing to the next round of play. To determine which teams play against each other in the first round of Oakville Cup play, the OSC has drawn pairs of team numbers at random. All teams play within their own league, WHITE or RED, but not necessarily against teams within their own division.

Oakville Cup awards will be presented to both the winners and the finalists after the final game. For those leagues which keep season standings, awards for League Champions, as determined by the convenor, will also be presented at this time to the team placing first within their division. League Champion teams are advised to arrive at the start of their age group's Oakville Cup final game to cheer on their teams. Exceptions for League Champion trophy presentation applies to those age groups playing their Oakville Cup finals on a different date (ie. U18-U35+).

1. PLAYER ELIGIBILITY

- 1.1 Coaches shall play only those players registered to their respective teams.
- 1.2 A minimum of 7 players for all age groups constitutes a team. Borrowing players from another team, division or age group is **not** permitted for Oakville Cup games. Failure to comply with this rule will result in the forfeit of the game in which the borrowed player played.

2. CONTEST RULES

2.1 Player Equipment

- 2.1.1 Players must wear their team uniform with numbers printed on the back.
- 2.1.2 Player uniform numbers must coincide with the numbers on the game sheet.
- 2.1.3 In the event that two teams are of the same colour, the home team shall wear pinnies or a different colour jersey.

2.2 Substitutions

Unlimited substitutions are permitted at the following times with the approval of the referee:

- On a team's own throw-in
- On the opposing team's throw-in, only when the opposing team substitutes players.
- After a goal is scored by either team
- At a goal kick by either team
- At the start of the 2nd half, or the 1st and 2nd overtime periods
- At the referee's discretion, for an injured player.

No substitution is allowed for a player "red carded" by a referee.

2.3 Game Duration

- 2.3.1 All preliminary and final games will be played as outlined in OSC House League Rules & Regulations:
 - U12 play 2-35 minute halves
 - U13 play 2-40 minute halves
 - U14/15 & up play 2-45 minute halves

- 2.3.2 All games will have a Half Time Break of 5 minutes.
- 2.3.3 At the referee's discretion, extra time may be added at the end of the first and second halves to compensate for injury time, etc.

2.4 Tie Breaking Rules for Preliminary & Final Games

- 2.4.1 If two teams are tied at the end of regular time, 5 penalty kicks will be taken alternately by 5 different players designated by each team from the players who were on the field at the end of the second regular time period. The team with the most goals wins.
- 2.4.2 If still tied after rule 2.4.1, teams will alternate taking kicks, starting with the remaining players who were on the field at the end of the regular time period. The first team to score when the other team does not, wins.

2.5 Defaulted Games

2.5.1 Failure to Show

A team with less than 7 players is allowed a 5-minute grace period from the start of the scheduled kick-off time before awarding the game to the opposing team. Defaulted games from failure to show are recorded as 1-0 for the non-defaulting team.

2.5.2 Abandoned Games (due to the action of a player or team official)

- No game may be abandoned after a game has commenced due to the action of a player or team official. Should this occur, then House League Rule #3.13.1 will apply.
- The decision to advance will be at the discretion of the Executive in charge and the Oakville Cup Chairperson.
- The person(s) responsible for the abandonment may be subject to discipline as outlined in House League Rule #3.13.1

3 MISCELLANEOUS RULES

3.1 Inclement Weather

In the event of inclement weather during the Oakville Cup the Executive-In- Charge/ Oakville Cup Chairperson or Referee will have the authority to:

- Suspend or reschedule any game
- Change the duration of any game

Games abandoned after playing 10 minutes into the second half because of inclement weather will be considered official.

- 3.2 In the event that there is no referee for a game, the Home Team coach shall referee the first half of the game and the Away Team coach shall referee the second half. **When acting as referee, a coach cannot coach his players while on the field.** Both coaches may agree to have a third party referee the entire game.

3.3 Game Sheets

- 3.3.1 The Home Team must have prepared, by both the Home Team and the Away Team, a completed game sheet. This sheet must be presented to the Field Marshall (or referee, if no Field Marshall) 10 minutes prior to the start of the game.
- 3.3.2 For preliminary and semi-final games, the Home Team coach must report the score and turn in the game sheet (white copy) to the convenor within 48 hours of the game being played.