

West London Soccer League (WLSL) Challenge Cup 2023

The WLSL Challenge Cup is an annual soccer tournament held by the league in July and August. It is not playoffs but a tournament that all teams registered to the league are expected to participate in. Soccer traditionally does not have playoffs, it is the regular season league winners that are crowned as the champion each year!

Format

All teams will be drawn at random and placed in pools of three to five teams and play games on their designated preliminary pool play weekend. Teams advancing from the preliminary weekend will either advance directly to the Championship weekend, or to the quarter finals weekend depending on the number of teams participating each year. Any adjustments to this process will be noted on the division schedule published each year. Schedules and pools will be released once the number of teams registered to the league is determined.

Every attempt is made to give each team at least three games on preliminary weekend, however, this may be altered due to odd team divisions.

Guiding Mission

The purpose of the Cup is to provide a soccer tournament where fun and fair play rule the day. Participants and spectators are reminded that this is a recreational level tournament, enjoy the day, watch some good soccer, and cheer the competition on the field!

Challenge Cup Rules 2023

Pool Play Weekends

1. The draw for the pool play weekends is done at random. League standings are not taken into account when the teams are drawn. Two teams from the same club will not be placed in the same pool whenever possible.
2. All pool games are 2 x 25 minute halves with a 5 minute half time break. Teams are expected to be ready to go at the scheduled start time and leave the field immediately after the game is completed.
3. Ties stand in pool play.
4. Points are awarded, 3 points for a win, 1 point for a draw, and 0 points for a loss.
5. For teams not showing up to their scheduled game, the game will be scored as a 3-0 victory to the opponent. The no show team's Club will also be fined as per 8. Below.
6. Pool play tiebreaker format
 - a. Head to head
 - b. Lowest average goals against
 - c. Most shut outs
 - d. Fair play – least number of total red and yellow cards received
 - e. Coin toss

7. Discipline: Any player receiving a red card in cup play is ejected from the current game as well as suspended for the immediate next cup game. The team will play a player down for the game in which the ejection occurs. Any player receiving a yellow card must be substituted off the field for one substitution cycle. They can be re inserted into the match at the next opportunity to substitute at the coach's discretion. A player receiving a yellow card in back to back games will result in the player being suspended for the immediate next cup game. Any discipline to a called up player will be served in the age division that the discipline was received in.
8. All teams are expected to play in the Challenge Cup. If for unforeseen circumstances a team is not able to participate they are to advise their club representative who will then advise the league of non-participation. This must occur no later than 10 days before the first scheduled cup game. The club representative will ensure all avenues to field a team are exhausted prior to advising the league. Any team not meeting the above non-participation date will be considered a no show for any and all games not played. The no show club will be fined an amount equal to the referee fees for all games not played.
9. Teams must only use players that are listed on their official league submitted team rosters. The only exception is for call-ups, see 10.
10. Call-ups are permitted for cup games. They must be registered to the club calling up the player at a younger age group. Call-ups can only play for one team as a call-up on each day of competition. They are Cup tied for the competition day based on the team they first play for that day. Call-ups can only be used to get a team to a maximum of 18 players on the competition day. Call-ups must be approved by the club representative and their names forwarded to the league prior to the first cup game they will participate in.
11. Abandoned and terminated games. Games terminated by the action of any one team, its officials or parents, will be scored as a 3-0 victory to the opponent not causing the termination. Games abandoned due to weather or other circumstances will be considered as played if the first half of play has been completed. Field convenors can shorten games due to weather or other conditions. Games delayed due to weather or other circumstances will restart at the point the original match was stopped. Severe weather issues may cause the cancellation of play for the day, rescheduling will be at the discretion of the league committee.
12. For any team playing an ineligible player the game will be scored as a 3-0 victory to the opponent regardless of the outcome of the game.
13. Unless otherwise specified herein, the rules of play will be as outlined in the WLSL League Manual or the FIFA Laws of the Game.
14. Protests. No protests will be heard regarding a decision made by the referee or assistant referee. Protests with respect to player eligibility or infractions of the playing rules must be submitted to the field convenor within 30 minutes of the end of the game being protested. A protest fee of \$50 must accompany the protest which must be made in writing. The protest will be heard by the field convenor and two designates whose decision will be final. If the protest is allowed the protest fee will be returned.
15. Any matter not covered in any of the above will be at the discretion of the field convenor whose decision is final.

Championship and Quarter Finals

For any quarter finals and Championship Weekend the following rules are also in effect:

1. Length of games will be determined once the master cup schedule is finalized.
2. All games require a winner to determine who will advance or who will be declared champion. For games ending in a draw after regulation time, 2 x 10 minute overtime periods will be added with a golden goal format. A coin toss will be held at the beginning of the overtime to determine the end to be defended, and teams will switch sides at half if the game is still in play. For games ending in a draw after the overtime periods are completed the match will proceed to 5v5 penalty kicks as by FIFA rules.
3. Teams may have to play two games on a Championship Weekend Day. This will depend on the number of teams that advanced from the pool rounds. Semis and Finals are all played on the Championship Weekend.
4. Any Call-ups must be identified in advance by the club representative to the league. Call-ups are cup tied to the team first played for as a call-up for the entire Championship Weekend. Call-ups may only be used to bring a game day roster to a maximum of 18 players.
5. Awards are presented to the finalist and champion for each Cup Division after the final match is completed.
6. Protests must be presented in writing with the applicable fee no later than 10 minutes after the end of the game for any Championship Weekend Game.