



OFFICIAL CUP RULES 2026

Cup Structure

The structure of the cup, (which is for **U15 and U18** teams), is a "Round Robin" followed by a "Round 2" for U18 G and a "Final" for all U15B, U15G, U18B and U18G..

The format of the Round Robin is:

- "Groups" – see "2026 Cup Schedule Information"
- Each team will play one game against other teams in the same group.
- Round Robin games may end in a tie.
- Teams will be ranked within a group based upon game results.
- Final team rankings after the round-robin will determine which teams advance (to either the "Final" or "Round 2", depending on the division - a tie-breaking formula is used if necessary.
- For divisions with a "Round 2" a tie-breaking formula is used if necessary to determine advancement to "Final".

The format of the Final Round is:

- The Final Round determines the Division Cup Champs and Cup Runner-Up.
- A winner must be determined in Final Round games.
- The Division Trophy will be awarded to the Final Game Winners [after photographs the trophy will be retained by the League for display].

Player Eligibility [Youth Divisions]

- Teams entered into the cup may not be "select" or "all-star" teams, but must be the regular teams that were registered and played together during the regular season in the Goulbourn Lanark Soccer League. The GLSL Board may, on a case-by-case basis, allow two teams from the same club to merge into one if neither team will have sufficient players to enter the Cup.
- During the weekend where a player's team is playing, a player may play for their own team only, and is not available as a call-up to any other team.
- If a team decides to not enter the Cup competition, then that team's players are eligible to be called-up **for a team within the same Club**. It is hoped that Clubs will establish processes which will use these players as the first pool of call-ups. These players may be used as call-ups on **one team only**.
- Full-field teams which can field 16 or more players from their regular roster for a game may not use call-up players. If less than 16 regular players are available for a game, then the team may call-up as many players as required to take the team to the 16-player level for that game.
- Players from the EOSL and OCSL league teams are not eligible to play in any GLSL Cup games.

Playing Rules

- All rules and regulations applicable to the Goulbourn Lanark Soccer League regular season will be applied during the Cup except as otherwise specified.
- All games are 50 minutes (2 x 25 min halves) with a 5-minute half time break. If the weather is really hot, referees and officials to quickly discuss water breaks before the game starts.
- There will be no retry for throw-ins for the Cup games.

Round Robin Standings

- During the round-robin, (and Round 2) teams will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss or default (round-robin games can end in a tie).
- At the end of the round-robin/Round 2 the team(s) with the greatest number of points will advance to the Final round. A tie-breaker formula will be used as required.



Round-Robin/Round 2 Tie-Breaker Formula

In the application of the tie-breaking formulas, if either team won any game by default, the win-by-default will be removed from the game results and the goals for/against will be normalized.

TWO WAY TIE

At the conclusion of the round-robin should two teams be tied in points, the following steps will be applied in the order specified until the tie is broken.

- If one team lost any game by default, then that team will be ranked lower.
- The team that defeated the other team in their round-robin/round 2 game will be ranked ahead.
- The team with the best per-game-average goal differential ("goals for" minus "goals against" to a maximum of 3 goals per game) for all games played in the round-robin will be ranked ahead,
- The team with the best "per-game-average goals-for", to a maximum of 3 goals per game, in all games played in the round-robin will be ranked ahead,
- The team with the least discipline will advance. Each yellow card will count as 1 point; each red card will count as 2 points.
- By coin toss to be conducted by a Cup Official.

THREE WAY TIE

If at the end of the round-robin three teams are tied in total points, the following rules shall be used to break the tie and the rules will be applied in the order specified.

NOTE: If the three-way rules remove one team and there are two teams remaining, these steps are immediately ended and the tie between the remaining two teams is resolved starting with the first step in the TWO-WAY TIE algorithm. If one team advances, then the tie has been resolved.

- If one team lost any game by default then that team will be ranked lower, leaving two teams. If two teams lost any game by default, then the third team will advance.
- The teams shall be ranked according to their record for games played between the tied teams. If one team ranks ahead of the others it will advance. If two teams are tied for first, then the third team is eliminated.
- The team with the best per-game-average goal differential ("goals for" minus "goals against" to a maximum of 3 goals per game) for all games played between the three teams in the round robin, will advance. If two teams are tied, the third team will be eliminated.
- The team with the best "per-game-average goals-for", to a maximum of 3 goals per game, in all games played between the three teams in the round-robin, will advance. If two teams are tied, the third team will be eliminated.
- The team with the least discipline will advance. If two teams are tied for least discipline, then the third team will be eliminated. Each yellow card will count as 1 point, each red card will count as 2 points
- By a coin toss (each team tosses one coin, the team with the different result is eliminated. Repeat until one team is identified.).

Final Round Game Results

- In the Final Round, each game must have a winner.
- If the score is tied at the end of regulation time, **one** "sudden death" overtime period of 5 minutes will be played (a coin toss will be conducted to start the period as per the start of game procedure).
- If the teams remain tied the outcome will be decided using FIFA "Kicks From The Penalty Mark, (KFTPM)" Regulations modified as follows:
 - All players on the team roster are eligible to take kicks (not just those on the pitch at full time).
Exception: A player which has been dismissed (red-carded) may not participate.
 - Should the teams have a different number of players the team with the greater number of players may elect to reduce their team size (have some players not kick) to match the number of players on the smaller team.
 - No player may take a second kick until every member of a team, including the goalkeeper and all substitutes, has taken a kick. However, a player cannot be forced to participate in the shootout.
 - A coin is tossed. The team which wins the toss will have the choice of kicking first or second.
 - Another player may substitute and play goalkeeper at any time.
 - The goalkeeper is a full member of the team, and as such, is expected to take a penalty kick.
 - If, after each team has taken five kicks, the teams are still tied, the shootout will continue (one-for-one kicks)



until a winner is established.

Game Sheets

- Game sheets are required for each game
- Coaches will hand the referee the game sheet prior to the start of the game. Coaches will sign game sheets at the end of the game.
- The referee is responsible for completing the game sheet after the game. Both coaches and the referee must verify the report is correct, clear and unambiguous, and sign it. Errors are difficult to rectify once the results have been tabulated.
- The referee or a responsible person designated by the referee or league is responsible for ensuring completed game sheets are taken to the administration table immediately following each game.

Coach Comments

Comments by coaches may not be written on the game sheets. Coach comments may be made on the comment sheets provided by the league, signed and submitted to the administration desk at the venue.

Discipline

- All players enter the Cup with no carry-over cautions (yellow cards) from the regular season.
- Players who are serving a suspension from the regular season are not eligible for play in the Cup until the number of suspended games is fulfilled (Cup games count towards serving a suspension).
- Players issued three cautions (yellow cards), cumulative, or one game ejection (red card) during the cup, shall, as a minimum, miss the next scheduled game for his or her team. The actual number of suspended games will be determined by Discipline-by-Review or Discipline-by-Hearing, as required.
- When necessary, the Goulbourn Lanark Soccer League will take whatever other disciplinary action it considers appropriate and all decisions of the league will be final.

Coach Responsibilities

- A game sheet is required for each game.
- The coach must ensure all players, coaches, assistants AND SUPPORTERS behave in a responsible sportsmanlike manner at all times, and that all players, coaches, assistants AND SUPPORTERS are aware that they are subject to all discipline measures available to the Goulbourn Lanark Soccer League for failing to do so.
- Both teams shall be on one side of the field. All supporters shall be on the opposite side of the field. No players, coaches, assistants or supporters may occupy any position along the goal line (from corner flag to corner flag).
- In the event of a colour clash, the Home team must change colours.
- There shall be no balls in the vicinity of any building or parking lot. Any damage resulting from the ignoring of this directive will result in the direct billing of all costs to the respective Clubs involved.
- [Saturday, Sunday] All coaches will first report to the administrative desk located at the venue at least 15 minutes prior to their first game.
- At check-in each team must identify the team official who will be responsible for dealing with the cup officials.
- All games must start at the time scheduled or as soon as a field is available [the minimum number of players needed for a team to play is 7 for the U14 and U18G divisions, 5 for U18B]. If a team has insufficient players within 10 minutes of the start time the following applies:
 - If one team does not have enough players, that team will default the game.
 - If neither team has enough players, both teams will default. If the game is a round robin game, the league may adjust the schedule to exclude the teams from games in subsequent rounds or the "final".
- If a referee is not present at the field at the time scheduled for the start of a game, the Cup Officials should be immediately alerted so an alternate referee can be dispatched.

Note

If weather or other conditions dictate, it may be necessary to abbreviate, postpone, reschedule or cancel the Cup. The Goulbourn Lanark Soccer League will endeavor to inform all coaches as soon as possible if any such action is taken. Notification will also be posted on the league website, www.glsi.ca



Administration

- The President of the Goulbourn Lanark Soccer League may perform or delegate any of his duties.
- A club representative may designate in writing another individual to act as their substitute.
- Cup Officials will be designated to:
 - Break ties in the standings after the round robin games;
 - Assign referees and substitute referees;
- All decisions in respect of the operation of the cup will be conducted at or through the administration desk.
- Cup Officials and referees will only enter into discussions in respect to the operation of the cup with club representatives and persons designated by the coaches of the teams involved in any particular situation.
- Any concerns with respect to any game must be made within one hour of the completion of the game.

Decisions of Cup Officials

All decisions made by Cup Officials shall be final. Continued failure by any player, team official or parent to accept any decision may result in a suspension of the player, team official, or team from further play in the cup.