

<p>LEEWIN NATURALISTE JUNIOR SOCCER ASSOCIATION</p>

Knockout Competition and Finals

The Knock-Out Cup is a second competition for the FIFA leagues. The Knock-Out Cup is NOT the finals of the League; it is a separate competition. This season the entire Knockout Cup will not take place after the end of the regular home and away competition, but rather will feature Quarter-finals and Semi-final rounds that take place during the regular home and away season and will also include the U12's for their inaugural Cup feature this season.

Cup Quarter Finals - 17th June 2023

Cup Semi Finals – 26th August 2023

The LNJSAs Grand-Final (Day) matches will be held as per previous seasons, following completion of the regular home and away season.

Cup Grand Final Day – 16th September 2023 @ Capel Recreation Grounds

The U13's & U14's / U15's LNJSAs Development Teams will NOT participate in the LNJSAs Knockout Cup competition. Players who play with the Development Teams will play for with their regular club team in the Knockout Cup.

In the Knock-Out Cup teams are drawn at random to play each other with winners progressing to the next Cup Round.

Knockout Cup Match Rules

1. Teams are not allowed to play new players (players that did not play for the team during the League season) for the Cup games.
2. **Being Cup-Tied** - If a player has played for more than one team during the season i.e. they played games during the season for a higher age group or division, they must choose which team they play for in the Knockout Comp. They will only be able to play for one team in the Knockout Comp. They may not play for a second team even if their first team is eliminated.

3. For the QF's and SF's, the first mentioned team is responsible for setting up of the pitch. The referee will be supplied by the LNJSA Referee Coordinator and a *pre-filled match card* will be supplied by the LNJSA Match Recorder. **Team lists are to be emailed to the LNJSA Match Recorder one week prior to the cup round taking place – lnjsa.matchrecorder@gmail.com**. Where a referee cannot be allocated by the LNJSA Referee Coordinator, the home team will be responsible for supplying a referee.
4. The game will be played for the regular duration of a match as has been played throughout the season. If there is a DRAW after the regular playing time, a **penalty shoot-out** will determine the winner of the match.
5. There is no extra time to be played for Quarter and Semi Final matches. CUP FINALS will have extra time (2 x 10 min.)
6. **Penalty shoot-out rules:** Only players that were on the pitch after extra time are eligible to take a penalty (substitute players are not to take part in the penalty shoot-out!). The following rules apply to a penalty shoot-out:
 - (a) The starting team is determined by throwing the coin!
 - (b) Selected five players from each team take ONE shot each, alternating between the teams.
 - (c) If there is still a draw, additional players will take shots, alternating between the team until one player prevails.
 - (d) If there is still a draw after all eleven players have taken a penalty, the first five players will be invited to take a second shot, alternating between the team until one player prevails.
 - (e) Keepers are eligible to take penalties.
 - (f) Only the keeper and the penalty taker are allowed in the penalty area.
7. If there is a penalty shoot-out, the following game(s) may start after a delay. Players and coaches are reminded to be aware of this.
8. Referee F&B votes are not allocated for the Cup games. The match card is required to ascertain the result and that only registered players that played throughout the season participate in the game.
9. A squad is to be limited to 17 players per game (a maximum of SIX substitute players are permitted).

U12's Division

With ten participating teams, the U12's division teams will be drawn into two Quarter Final 'Groups' and two standard Quarter Final Games. This will allow 4 teams to progress to the Semi Final.

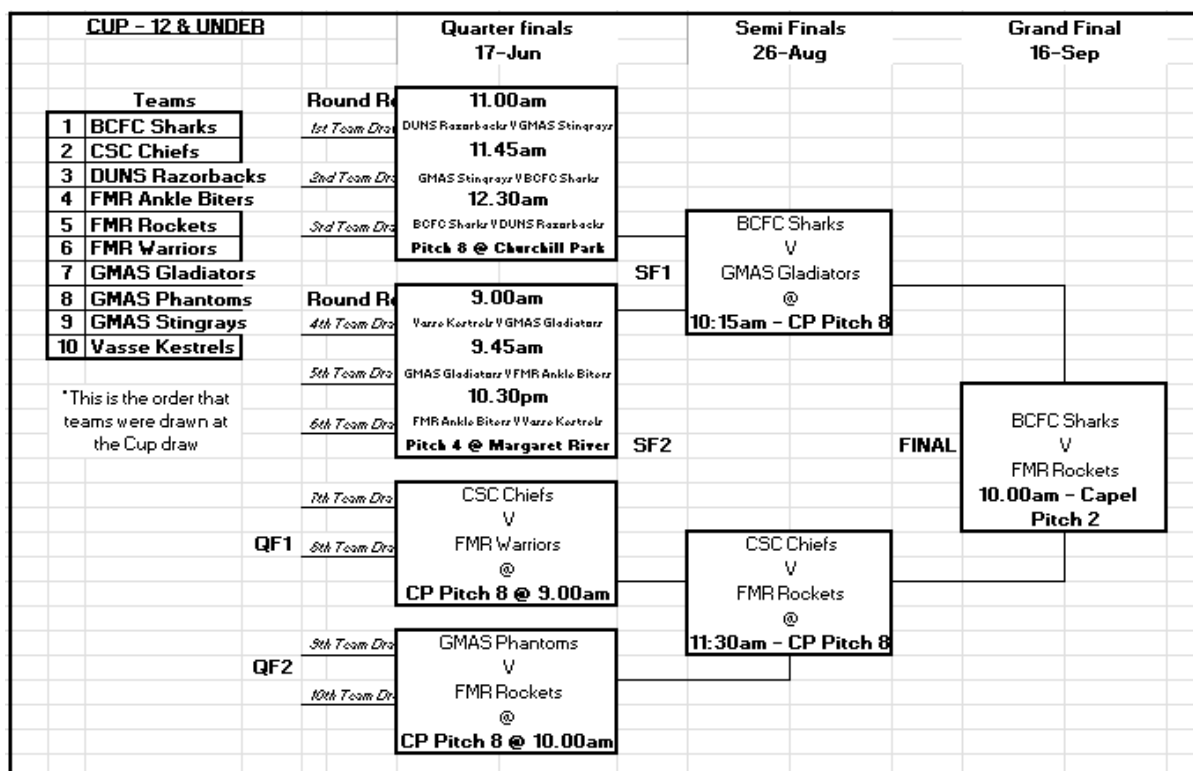
On the QF Round, the teams drawn into the QF Groups will be fixtured to play each team once, in a round robin format. Each match will be 30 minutes in duration (2 x 15 min halves). There will be a 5-min half time break and a 10 min break between each game.

The overall winner of the QF Groups round robin will progress to the Semi Final, along with the winner of each the QF Games. The QF Group winner will be determined by the following criteria:

- Points (3 for a win 1, for a draw, 0 for a loss)
- Goal Difference (Goals for less goals against)
- Highest Goals scored

If two teams are unable to be separated by the above criteria, they will participate in a penalty shoot-out to determine the overall winner.

See diagram below:

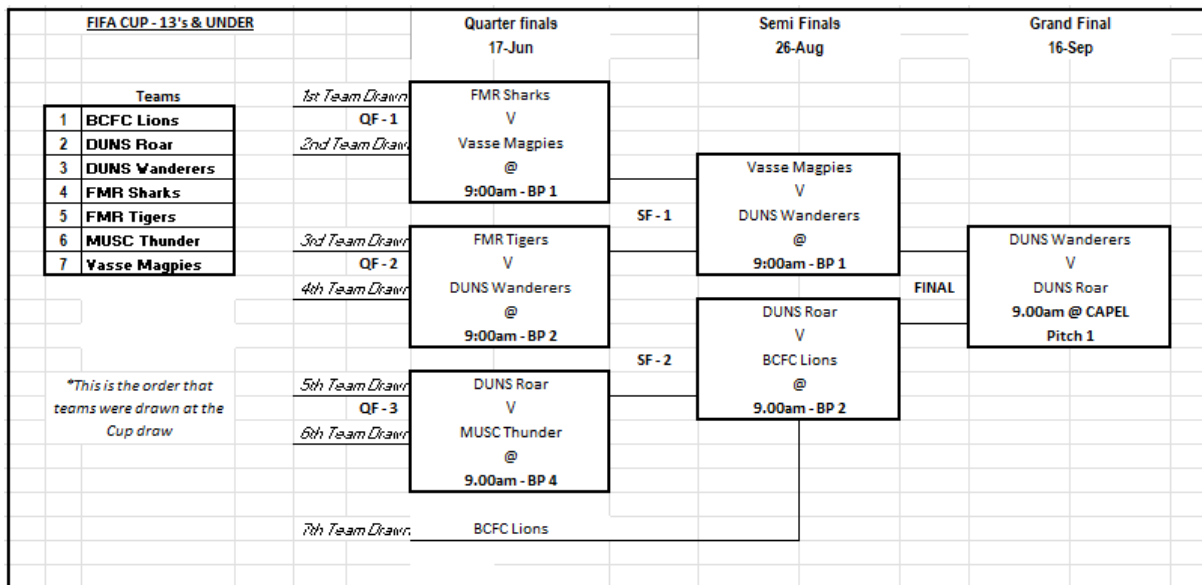


U13's Division

With seven participating teams, the U13's division will use the same format as used in previous seasons for 7-team divisions.

At the Cup Quarter Final draw, teams will be drawn into Quarter Final matches with the last team drawn out progressing automatically to the Semi-Final round.

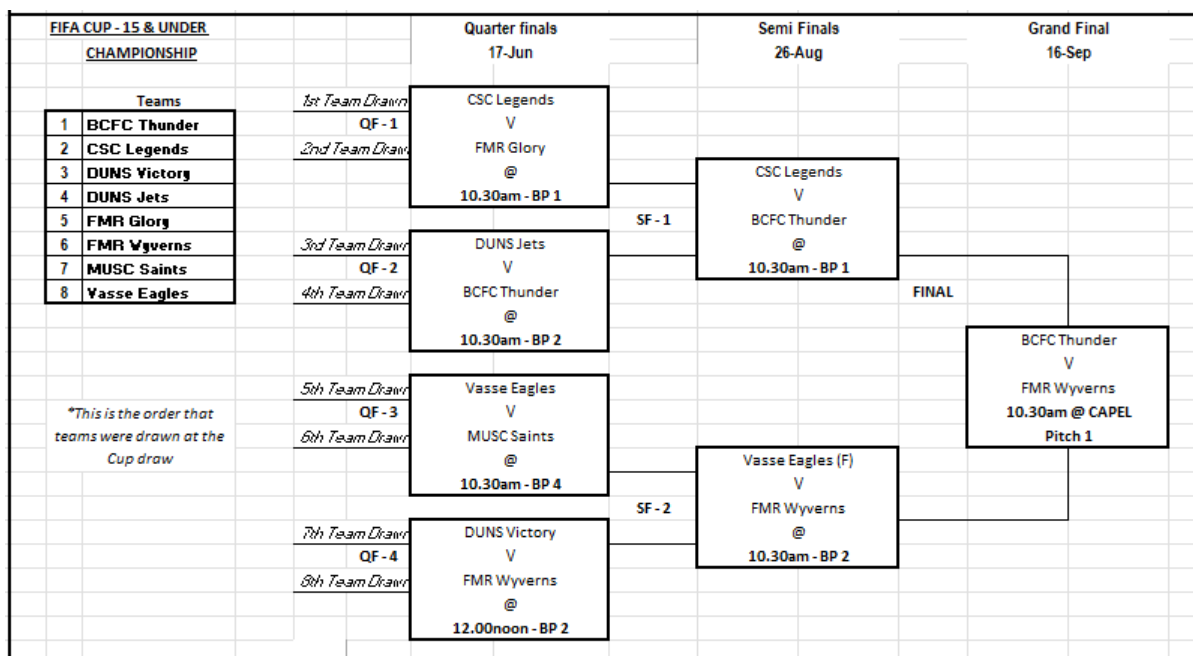
See diagram below:



U15's Championship Division

With 8 teams participating in the U15's Championship Division, at the Quarter Final draw, the teams will be drawn into Quarter Final matches.

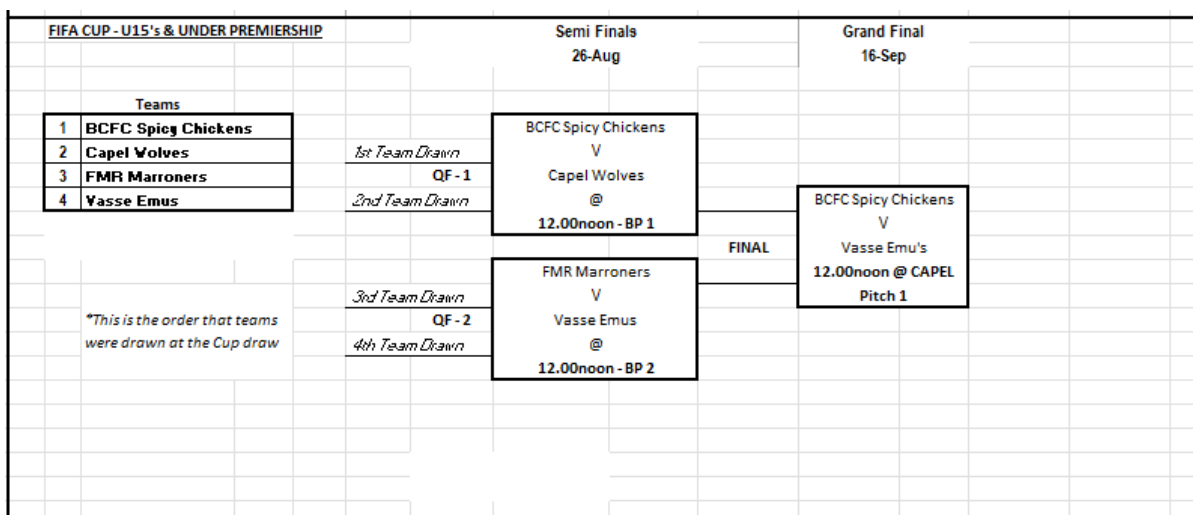
See diagram below:



U15's Premiership Division

With four participating teams, the U15's Premiership division will not play Quarter Final matches but play an additional Home and Away round. At the Quarter Final draw, the U15's Premiership division teams will be drawn directly into Semi Final matches.

See diagram below:



Youth League Division

With five participating teams, the Youth League division will not play QF matches, but will play an additional Home and Away round. At the Cup Quarter-final draw, the Youth League division teams will be drawn into a SF 'Group' and a standard SF Game.

On the SF Round, the teams drawn into the SF Groups will be fixtured to play each other team once, in a round robin format. Each match will be 70 min in duration (2 x 30 min halves). There will be a 10-min half time break and a 20 min break between each game.

The overall winner of the SF Group round robin will progress to the Cup Final, along with the winner of the SF Game. The SF Group winner will be determined by the following criteria:

- Points (3 for a win 1, for a draw, 0 for a loss)
- Goal Difference (Goals for less goals against)
- Highest Goals scored

If two teams are unable to be separated by the above criteria, they will participate in a penalty shoot-out to determine the overall winner.

See diagram below:

