



2026-27 YEL KNOCK OUT COMPETITION RULES

These rules should be read in conjunction with YEL League Rules & Regulations and any instance not covered specifically will be as per YEL League Rules & Regulations.

1. GENERAL	
1.A	Payment of the league entry fee will give, 7v7 teams and upwards, automatic entry to one of the knockout competitions. Any team not wishing to enter a cup competition, must notify the league no later than 30th September
1.B	Teams will be placed into one of the YEL Cup competitions at the discretion of the League
1.C	The YEL Cup Competitions are Saturday or Sunday depending on which section the team is entered into
1.D	3v3 & 5v5 teams may be invited to various alternative events during the season. These are optional and an additional fee may apply
2. PLAYING TIME	
2.A	The period of play shall be the same as league matches. In the event of the scores in a match being level at the end of normal time in all rounds preceding the semi-final stage, extra time shall be played, in two equal periods of 10 minutes each way for 9v9 and 11v11 games and 5 minutes each way for mini soccer (5v5 and 7v7) games. Extra time in semi-finals and the final shall be at the discretion of the league.
2.B	In all rounds preceding the semi-finals, if after extra time the scores are still level, then the result will be decided by the taking of kicks from the penalty mark in accordance with the Laws of the Game. If no extra time has been authorised by the league for the semi-finals and final, and should the scores be level at the end of normal time, the result will be decided by the taking of kicks from the penalty mark in accordance with the Laws of the Game. Five penalty kicks will be taken by each team. If an equal number of penalties are scored by each team, the remaining players on each team who were on the field at the end of normal time/any extra time, will take penalty kicks on a sudden death basis
3. REFEREES, ASSISTANT REFEREES ETC	
3.A	Referees will be allocated, where possible, by YEL. YEL will endeavor to also appoint assistant referees for 9v9 and 11v11 finals.
4. PLAYERS	
4.A	All players shall have been registered and verified by the league prior to the original date of the match to qualify.
4.B	No player shall play for more than one Saturday team and one Sunday team in the same age group in any of the knock out competitions in the same season. (For example U11 Sat Cup, U11 Sat Trophy, U11 Sat Shield etc are all the same competition).
4.C	7v7 upwards - No player shall be eligible to play in a semi-final or final unless they have played at least THREE games for that team during the season – Qualifying games include Cup, YEL organised friendly or League matches. In all age groups, eligibility will be confirmed by reference to FA Full-Time appearance grid. It is the teams responsibility to check these records at all stages. The league reserve the right to do spot checks as and when they see fit. It is essential that teams keep FA Full-Time up to date and that match returns are fully and correctly completed. Players are Cup tied (i.e. not eligible to play) if they have played for another team in any round of any cup competition, on the same playing day, in the same age group in the same season.
4.D	Any team playing an ineligible player shall be automatically disqualified from the competition and may be otherwise dealt with as the YEL Discipline Team may determine
4.E	The League may, at its discretion, reinstate teams to replace expelled or withdrawn teams

4.F	<p>A match cannot take place when teams do not have the minimum numbers of players as shown in the table below. Any team that fails to play due to numbers below the minimum number in the table below will be removed from the competition and the tie awarded to the opposing team unless the low numbers are caused by a school event previously notified to the league and accepted in writing by the league. Teams should wait a maximum 30 minutes after the appointed kick off time for the minimum number of players to start the game to arrive.</p> <table border="1" data-bbox="576 277 1015 501"> <thead> <tr> <th colspan="2">FORMAT MINIMUM NUMBER</th> </tr> </thead> <tbody> <tr> <td>3v3</td> <td>3</td> </tr> <tr> <td>5v5</td> <td>4</td> </tr> <tr> <td>7v7</td> <td>5</td> </tr> <tr> <td>9v9</td> <td>6</td> </tr> <tr> <td>11v11</td> <td>7</td> </tr> </tbody> </table>	FORMAT MINIMUM NUMBER		3v3	3	5v5	4	7v7	5	9v9	6	11v11	7
FORMAT MINIMUM NUMBER													
3v3	3												
5v5	4												
7v7	5												
9v9	6												
11v11	7												

5. GROUNDS

5.A	The first drawn team will be deemed the home team and will provide the pitch and will be responsible for pitch and ref costs. The League reserves the right to arrange neutral venues for all rounds up to and including the semi-finals.
5.B	All Finals will be played at a venue decided by the League.

6. CUP COLOURS

6.A	In the event of a clash of colours League rules shall apply up to and including the quarter finals. In semi-finals and final the second named team will change kit if there is a colour clash.
-----	--

7. MATCH RETURNS, TEAM SHEETS AND PLAYER ID CHECKS

7.A	A match return must be completed on Full-Time within 48 hours of the advertised kick off time, as per league rules. This also includes the Final.
7.B	Team sheets must be completed and a copy supplied to the referee or, if the final, a league official, prior to kick off detailing the full names and shirt numbers of all players who are starting and a list of the substitutes to be used.
7.C	League player ID checks must be carried out in accordance with the procedures detailed in League Regulation 3(A) or, if in the final, carried out by a league official. Failure to do so will lead to a void fixture and the matter will be referred to the YEL Discipline team for a decision. League rules and regulations will apply.

8. OTHER MATTERS

8.A	Where a neutral venue is used, teams will share the cost of the venue and the match officials' fees
8.B	Where semi-finals do not take place at neutral venues, the home team is to pay for venue and match officials' costs
8.C	The league shall not set cup matches or force clubs to play within Nottingham City school or Derby City school holiday periods.
8.D	Ties will be played on the day appointed by the league. Ties can only be postponed under exceptional circumstances which will be adjudicated on a case-by-case basis by the league.
8.E	Once announced the date of the final cannot be changed
8.F	Unless otherwise stated above the League Rules and League Regulations will apply.
8.G	Ties in rounds up to and including the semi-final can only be brought forward a maximum of six days prior to the scheduled date of the fixture, with the agreement of both teams AND the league. This may be extended if ties permit at the discretion of the league.
8.H	A charge will be made for entry of all spectators into all cup final venues. Any club/team that does not agree to this condition, can withdraw from the cup competition at any point up to and including the final.
8.I	The default time for mid-week games will be 6.30pm. Any change to this must be agreed by both teams and the YEL