



Rules and Regulations
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Version 2

BC Coastal Soccer League

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Part 1 – Overview and Purpose

The BC Coastal Soccer League (BCCSL) is governed by a board comprised of the Youth District Soccer Association Chairs that have clubs and teams that participate. The League provides, facilitates and supports playing environments for males and females in the Under 11 and 12 divisions 1-2, and Under 13 to Under 18 age categories, consisting of Metro to division 3. The League works closely with BC Soccer and the BC SPL to help develop the game and actively promote players while ensuring the ongoing integrity of each level of play.

The league is a BC Soccer sanctioned league operating under and in compliance with the bylaws, rules/regulations and policies of BC Soccer.

The overriding goal of our league is to provide divisions for teams to be competitive at the appropriate caliber. We believe this will provide the best playing experience for all players.

The rules outlined in this document pertain to all divisions other than what is called out.

Part 2 – League Administration and Operation

1. Player Registration

- a) Only players who are properly registered with BC Soccer or its designate can participate in the League.
- b) Each District must provide all registered players and team officials with photo ID cards in accordance with BC Soccer rules no later than September 1 for Metro and October 1 for all other divisions. ID card requirements for BCCSL are as follows:
 - i. The following individuals shall be issued with a photo (taken within 24 months) identification card once they have been registered with BC Soccer’s Registrar or designate:
 - All youth players in the U11 to U18 age categories
 - All youth team officials from U11 and above
 - ii. The photo identification card shall include the player’s or team official’s: Surname, Given Name(s), Club Name, Team Name, Birthdate, Player ID#, level of play and the year in which the playing season ends.
- c) The ID cards must be presented for each league game throughout the remainder of the playing season.

2. Risk Management

- a) Every volunteer or employee of an affiliated BC Soccer organization, age 19 and over, who at any time could be expected in the performance of their duties to:
 - i. be entrusted with performing financial duties;
 - ii. be responsible for book keeping or bank account(s) or any other monetary duties;
 - iii. must have on file the results of a Criminal Record Check completed within the last 36 months.
- b) Every volunteer or employee of an affiliated BC Soccer organization, age 19 and over, who at any time could be expected in the performance of their duties to:
 - i. be with any vulnerable person
 - ii. have on file the results of a Vulnerable Sector Check completed within the last 36months.

3. Team Affiliation

- a) All male and female teams (U13 through U18, all levels and U11/U12 at division 1 and 2 only) must be affiliated through the League's Member Districts and only Districts may forward teams to the League. U11 and U12 division 3 will not be part of this league.
- b) Clubs are strongly encouraged to invest time and effort into selecting the correct divisions for their teams. Clubs that repeatedly put teams at divisions that cause them to be re-tiered may face league sanctions.
- c) The League will determine the divisions, so they are appropriately competitive.
- d) All affiliated youth teams are entitled full participation in the League.
- e) Teams do not have any grandfathered right to Metro
- f) Districts must work with other Districts to ensure all players can have the opportunity to participate at the level suitable to their ability and needs within the parameters of BC Soccer's Bylaws and Rules and Policies.
- g) Each District will pay the appropriate league entry fee (as determined by the BC Coastal Soccer League Board) upon acceptance for each team by September 1st of each year.

3.1 Divisions

- a) The League will consist of Metro to Division 3 for U13 to U18 and U11/U12 at division 1 and 2.

3.2 Metro

- a) Districts will be allotted teams at U13, based on the number of eligible and registered male and female players within the District. At older age groups, teams will be reviewed on an annual basis based on past years results.
- b) Districts will follow the programming guidelines set by BC Soccer for the Metro program.
- c) There is no pre-set minimum or maximum allotment nor is there specific entitlement of an allotment year over year.
- d) Member Districts enter teams in the Metro division according to their allotment as determined annually by the league.
- e) The allotment for the coming season for each District will be announced by the end of May in the preceding season.
- f) The League Operational Committee may adjust allotments to one or more districts from time to time based on the size of the qualified player pool in that District. The allotment must be provided to the District by the League Operational Committee in writing.

- g) The League takes a player centric approach to team affiliation and may require documentation from the District to support the suitability for affiliation of any given team.
- h) The recommended maximum league size is 16 teams; this number may be adjusted based on the technical assessment of strength of the total player pool and each individual District.
 - i. The League will work actively with the Districts to determine the optimum division size and the competitive structure depending on available qualified player pool and number of participating districts.
 - ii. The League may remove a team mid-season at its discretion based on non-compliance with regulations.
 - iii. Prior to removing a team, the League will provide the District member an opportunity to address or remedy the situation within two weeks of notification.
 - iv. The League and the District member may seek impartial third-party assessment in determining the suitability for affiliation of a team or appeal to BC Soccer.
- i) At the U13 entry year, there is leeway on the number of teams affiliated given that the graduating U12 players are coming into a new playing format and it is difficult to assess how players will do or which player will want to remain in the Metro Program. Within reason, the League will not deny entry to any U13 team forwarded by a District for affiliation within its allotment. Noting that the recommended maximum league size is 16 teams.
- j) Entry into Metro does not imply any special procedures for teams with regard to the Provincial Cup or other BC Soccer matters except where these are so stipulated herein. The Coastal Cup Committee may use the Metro standings to seed the top three (3) or four (4) teams into the Coastal Cup play.

3.3 U11/U12

- a) U11/U12 will follow the small sided rules as outlined by BC Soccer.
- b) Scores will be recorded for tiering purposes only. Standings will not be made public.
- c) Cup play will not occur for U11 and U12, including league championships

4. Assignment of Teams to Divisions

- a) Each District shall work with its affiliated club members to submit teams to the appropriate divisions within the League.

- b) Districts must submit the teams and the desired divisions to the League Operational Committee no later than:
 - i. April 1 for Metro
 - ii. July 7 for Division 1-2
 - iii. July 21 for Division 3
- c) The Scheduling sub-committee will have the latitude to move teams into the appropriate division based on results and an understanding of a team's competitiveness after 6 weeks of play.
- d) Schedules will be re-issued as a result of any re-tiering and league standings will be reset.

5. Norms of Behavior for all League Play

- a) The League expects all its participants to behave in the best interest of the game, in a sporting manner and, in alignment with BC Soccer's Conduct, Ethics and Discipline Standards Policy and Procedures.
- b) Discipline will be conducted by a Discipline Committee established by the League. Discipline may also be referred to a District member or BC Soccer if the Discipline Committee determines that action is required.

5.1 Districts

- a) Districts and/or affiliated clubs may be fined when their teams fail to meet the policy and deadlines provided by the League. Consistent failure to meet deadlines or adhere to policy may jeopardize a District's future ability to affiliate teams.
- b) Districts are responsible for the behavior of their clubs and teams and may be penalized and/or fined for each case of egregious misconduct, and/or be referred to BC Soccer for further sanctions.

5.2 Referees

- a) Referees have the authority to remove any person, including team officials or players, away from the field of play. Any time a person has been red carded or ejected the referee will immediately report the incident on the BC Soccer Discipline site.

5.3 Team, Coaches, and Players

- a) It is the team officials' responsibility to familiarize themselves with FIFA/IFAB's Laws of the Game, BC Soccer Rules and Regulations and Policies, the League Rules, and any

specific policies relating to BCCSL.

- b) The team coach or manager is expected to identify themselves to the center referee and to the other team before the start of the game.
- c) Team coaches and/or managers are responsible for the behavior of themselves, players, parents, and spectators associated with their team. A District may be fined for poor behavior or the team may be removed from the play for any number of games, including removal for the balance of the season or more.
 - i. Team officials are responsible for the behavior of parents and spectators associated within their team. If a spectator is unmanageable, the referee may stop the match until the situation is under control as deemed by the referee.
 - ii. No person from the sidelines shall make any derogatory comments about any player or team official on either team, match officials, or other spectators.
- d) Team officials must oversee and participate in the obligatory pre-game handshakes between the teams and officials. Failure to conduct the pre-game handshake in a sporting manner may result in a fine.
- e) If a player, team official, or spectator is ejected from the game or is asked to leave, they must leave the immediate area and be no closer than 15 meters from the field of play or in a parking lot if within 15 meters.
 - i. The person will still be considered to be in the playing area or park if the individual continues to direct misconduct towards the playing area from outside the park's limits.

6. Uniforms and Attire

- a) All teams must at all times appear in proper matching uniforms.
 - i. The League requires numbered uniforms for all teams for player identification with each number to be unique and match the team roster provided to the referee.
 - ii. Proper footwear, shirt, shorts, and shin guards are required.
 - iii. Players on a team must all wear the same color of shirt, shorts and socks, except for the goalkeeper.
 - iv. Failure to be properly attired as a team may result in a fine. A color clash is based on the registered home team colors for each team.
 - v. In the event of a color clash it is the responsibility of the home team to change their strip to the satisfaction of the referee.

- vi. Home teams without a change of strip may result in fine.
- vii. Pinnies are an acceptable substitute for club uniforms in case of a clash.
- b) Religious headwear (i.e. turbans, patkas, or keskis), insulin pumps, medical alert bracelets, and soft casts may be worn as per BC Soccer policies.
- c) All jewelry must be removed.
- d) Items of clothing and equipment are subject to the inspection by game officials.

7. Rules of Play

- a) All games are to be played in accordance with the FIFA/IFAB Laws of the Game and BC Soccer Rules and Regulations.
- b) The ball must conform to FIFA/IFAB standards and must conform to the FIFA/IFAB inflation specifications.
 - i. The ball must be size Five (5) for u13 to U18 and size 4 for u11 to u12.
 - ii. The home team must provide two game balls prior to the start of the game. The referee may reject any ball provided.
- c) Unlimited substitutions are permitted in all league games. Substitutions may be made at a stoppage in play at the referee's discretion; and in compliance with the correct FIFA/IFAB procedure
- d) Substitutes must wear jackets or pinnies when on the sidelines that are a different colour than the team's uniforms.
- e) Substituting players should have their jacket or pinnie off and must be ready to play as soon permission from the referee for the substitution is granted.
- f) The player being substituted must be off the field before the new player enters.
- g) Play at the U13 and under age groups will utilize the Retreat Line as required by BC Soccer
- h) Teams are required to provide two completed eligible team list (player names and jersey numbers, team officials) as well as any Fluid Roster players (see section 16) to the referee, prior to the start of the game.

8. Playing Fields

- a) Each District/Club shall ensure that their District Scheduler provides appropriate home fields to the League Schedulers at the beginning of the season subject to closures.
- b) Playing surfaces must be well maintained and appropriate to the level of play. Where

park configuration allows there are to be no spectators behind the players bench

- c) Failure to provide a safe and adequate field may result in a fine.
- d) The home team is responsible for nets, corner flags, and lining of the field. Failure to provide this equipment may result in a fine.
- e) A technical area, per FIFA/IFAB's Laws of the Game must be established at each team's bench. Team officials must remain inside the technical area during the game (except half time) unless approval is received from the referee to leave. Players must remain in the technical area with the exception of substitutions.
- f) No person may coach from behind the goal line and the area behind the goal is to be free of spectators.
- g) Players should not warm up behind the goal area, and playing gear should not be left in the area of the goal posts.
- h) Only team officials and players registered to the team are allowed inside the fenced area or immediate surroundings of the field of play.

9. Financial Control

- a) Monies received will be deposited in a chartered bank or other recognized financial institution in an account in the name to BC Coastal Soccer League (BCCSL).
- b) All accounts of over \$50 or more shall be paid by a cheque or e-transfer, which will be signed/approved by two of the signing officers designated by the Board.
- c) All financial records shall be produced when required by the League Operational Committee or the board with financial statements and reports prepared in accordance with generally accepted accounting principles (GAAP) and BC Soccer rules regarding Notice of Reader
- d) The Treasurer will provide regular reports to the League Operational Committee and board and will provide a year-end financial statement within 30-days of the financial year-end.
- e) The Districts may request a financial review and upon such request, the League Operational Committee must appoint an independent committee, as per BC Soccer requirements, to review the financial records.
- f) The League Operational Committee has the ability to approve or deny non-regular expenditures to the amount of \$500. Anything over and above said amount requires approval of the BCCSL Board.

10. Referees and Assistant Referees

- a) The League is to provide a safe environment to allow for referee development in line with BC Soccer's Referee Development Program.
- b) The league strongly suggests that districts and clubs provide referee development programs in accordance with BC Soccer.
- c) Each District will be responsible to access BC Soccer's database of qualified referees and have a listing of available registered referees for all divisions.
 - i. Referees must be currently registered with BC Soccer.
 - ii. Referees must have a classification of Youth or above.
- d) The league supports BC Soccer's recommendations for referee scheduling; at Metro we require the center referee to be a minimum of two years older than the age category of play.
- e) Referees must disclose to their Referee Scheduler any potential conflicts of interest in the game assigned to them.
- f) A maximum fee schedule for referee and assistant referee will be set by the league.
- g) For Metro U13 – U18 and for all other divisions, U-15 to U-18 league and cup games, the home team, Club or District must provide two uniformed assistant referees with Entry Level qualifications or higher.
- h) Club Linesperson U-14 and below other than Metro (Parent / Fan)
 - i. While it is mandatory that club linespersons be provided for each U-14 and below game, referees have the right to either not use or dismiss them at his / her discretion.
 - ii. If you are a "club linesperson", your job is to call the whole ball "out". At no time shall "club linespersons" call or indicate offside.
 - iii. Coaches are not to act as a linesperson as it impedes their ability to properly guide their team during the game.
 - iv. Individuals must refrain from coaching while carrying out the linesperson duties

11. League Scheduling

- a) The League Operational Committee shall select from, the alternatives provided by the League Scheduler, the nature and extent of league play each season which includes the number of games and number of rounds and provide to the Board for final approval. The league will provide a calendar to indicate when games will be played prior to the

start of the season.

- b) The League may schedule games on Friday, Saturday, or Sunday. Where there are teams travelling more than 75kms (one way) or that require a ferry for travel, no games will be scheduled on Fridays.
- c) No games will start prior to 08:30 A.M. unless both coaches agree to a change in time.
- d) Starting times for games requiring travel by ferry are to be scheduled between 12 noon and 2:00 P.M. unless both coaches agree to a change in time.
- e) Any week night game that starts prior to 7:00 P.M will need both coaches approval. If disagreement occurs, it would go to the league for a decision.
- f) The League will not accept any attempted forfeits of away games due to length travel requirements.
- g) The League shall publish a complete schedule 10 days before the first scheduled league game. Where divisional restructuring occurs, league schedules will be altered after the adjustments are made.
- h) Teams are expected to play all scheduled games throughout the season on or before the scheduled dates.
- i) The League Operational Committee can change a division format for scheduling or lack of time for completing the schedule.
- j) All clubs field allocation times for teams in the league, will be sent to the league scheduler as soon as possible, but no later than August 15th.
- k) Team officials of opposing teams must contact each other prior to scheduled games in order to confirm the game location, the kick off time, and the opposition's uniform color's
 - i. At a minimum the home team is required to contact the visiting team no less than 48 hours prior to match day. If the visiting team has not heard from or received confirmation from the home team coach by the dead line stated earlier, the visiting team coach must also be able to show they attempted to contact the home team coach as well and report the lack of contact to their club's District Rep.

12. League Standings

- a) The points system to determine the standings is as follows:
 - i. 3 points for a win;
 - ii. 1 point for a tie;

- iii. 0 points for a loss.
- b) Coastal B cup wildcards will be determined by League Championship standings at the end of the season.

13. Statistics and Reporting of Scores

- a) All scores need to be reported by 9:00pm Monday following the game.
- b) Failure to report scores may result in a fine to the home District of the team failing to report.
- c) The standings of teams resigning or removed from the League (or a division within) before completion of the schedule will be expunged from the records as follows:
 - i. If a resignation or removal occurs prior to the completion of the October re-tiering of the schedule, all results involving that team will be expunged from the league record.
 - ii. If a resignation or removal occurs prior to the start of League Championship play, but has completed the first round only the second round results will be expunged.

14. Rescheduling and Game Abandonment

- a) Notwithstanding below, teams will make an effort to complete all games scheduled by the League Scheduler.
- b) When inclement weather or some other unforeseen event forces closure of the home teams' fields then the game may be rescheduled on the opposing team's field if there is sufficient notice, time, field availability and an agreement between both coaches. The team providing the field is responsible for all costs associated.
- c) If 75% or more scheduled League games are not played due to bad weather that weekend, all games will be removed from the schedule and no points will be awarded for any games played.
- d) Only the assigned referee may deem the field unplayable at the scheduled match time or at any time during the game.
- e) Requests for game postponement must be made through the District scheduler to the League Scheduler.
 - i. Requests will only be considered for very unusual circumstances, i.e. Provincial or National competitions, heavy team involvement in a special school or religious function, or injury or illness which reduces the team roster size below nine (9) players. Any rescheduling will be at the discretion of the League Scheduler and the

League Operational Committee.

- ii. Requests for game postponement must be made to the League Scheduler by the District Scheduler only and be made by phone and followed up immediately by an e-mail stating full particulars.
 - iii. No game postponement will be authorized later than 9:00 P.M. on the Tuesday prior to the game unless both teams agree.
- f) If a team is held responsible for the abandonment of a game they will be subject to a fine which will be payable by the District, and the team may be referred to discipline.
- g) If a referee does not appear for the game, team officials may agree on a referee.
- i. In all cases a fifteen (15) minute allowance must be given before abandoning the game. Teams may then agree to play a shortened game.
 - ii. Should the game be played, then it is understood that the game stands as an official league game.
 - iii. Should rescheduling be required, the procedures detailed in 14.e of this section will be followed.
- h) Only a referee can abandon a game in progress.
- i) If a game is abandoned due to unforeseen circumstances (eg. lights go out, snow storm hits) and 75% of the game has been played the result stands.
- j) If a game is abandoned as per subsection i of this section and 75% of the game has not been played, the League Operational Committee can require the game to be rescheduled.
- k) If players, team officials, or spectators force a game to be abandoned, the League will investigate, and has the right to declare a winner and points will be awarded as a forfeiture to the faultless team as a 1-0 win, regardless of the score at the time of the abandonment. The team at fault will be subject to a fine and the team will be referred to discipline.
- If the League determines both teams were at fault for the abandonment, the League Operational Committee has the right to record the result as a 0-0 draw, a loss for both, both teams will be subject to a fine and both teams will be referred to discipline.
- l) Coaches must report an abandoned game to their Club or District representative as an incomplete game.

15. Complaints, Protests and Appeals

- a) Should coaches or managers have a complaint regarding the performance of a referee,

the complaint should be directed in writing to their own District, not the league. If it is about the conduct of the referee, the complaint should go to BC Soccer.

- b) Protests shall be dealt with by the League Operational Committee under BC Soccer Rules and Regulations, Rule 11 – Protests.
 - i. The protest must be e-mailed to the League Operational Committee within 48 hours of the day of the game being completed. The basis of the protest must be clearly stated
 - ii. A protest fee of \$250 (cheques made payable to BCCSL) along with a copy of the protest must be received by the League Operational Committee within four (4) days.
 - iii. The fee will be refunded if the protest is upheld.
- c) If a team official has knowledge of the basis for a protest before the game, he/she must advise the referee that the game is being played under protest.
- d) A protest will only be considered on the grounds of:
 - i. Misinterpretation of the FIFA Laws of the Game. A game cannot be protested based on the referee’s judgment of the ‘facts’ of the game.
 - ii. Eligibility of players.
 - iii. Breaches of Competition Rules and Regulations.
- e) Protests relating to the grounds, posts, crossbars, etc., will not be entertained unless notice (with particulars included) is given to the referee prior to the beginning of the game. The referee must believe the issue seriously affected the outcome of the game for the protest to be reviewed.
- f) The League Operational Committee will form a Protest Committee to review all protests. All parties affected will be provided a written ruling which shall include the rationale for the decision and the BC Soccer appeal procedure.

16. Fluid Roster Process

- a) BCCSL believes a policy that facilitates player movement between teams at the same club helps teams avoid forfeits or playing games undermanned while helping players who narrowly missed being selected for a higher level stay within touching distance of that level by easily allowing them to be able to be called up to play at that level.
- b) To that end, the policy for what was previously called Intra-Club Permits or Playing Up Policy will be changed to the BCCSL Fluid Roster Policy (FRP).

- c) This policy is intended to facilitate games being played rather than forfeited or played with undermanned teams as well as to act as a development tool for clubs. Instances of abuse will be dealt with by BCCSL and may result in teams or clubs losing all FRP privileges for a specified period of time.
- d) This policy is in effect, with noted exceptions, for U11 to U18 players.
- e) Any player with a valid BC Soccer ID card (see section 1b) will be allowed to play for another team at the same Club under the following conditions:
 - i. The League shall grant a registered player permission to play for a team within the Club at the same age or the age group one year older than theirs as long as the player is currently playing a lower calibre of play, if at the same age, or the same or lower calibre of play if they are a year younger. Movement of players in Div 3 shall be permitted between teams at the same level. The player must provide his or her BC ID card to the game officials to be eligible to play under FRP.
 - ii. Teams that do not have another team from their Club in a lower division within the same age or a younger team in the same or lower division may use the FRP to pull players from another team at their Club that plays in the same division as them.
 - iii. Players can only use the FRP for league games. League Championship games are considered league games but no teams will be allowed to use FRP for players from the same division they played in between the first round of re-tiering in October and the start of League Championship play. Players must be from a lower division or a younger age group at the same or lower division for League Championship games.
 - iv. Clubs must limit players to two games per weekend to safeguard against them playing too many games and being exposed to potential injury.
 - v. Team game day roster, including FRP's cannot exceed the declared roster size registered with BC Soccer.
 - vi. No team shall be allowed to use players from U10 teams to play under the FRP.
 - vii. For District run U11 and U12 Div 3, where the District has opted not to provide BC ID cards, the District can opt to use a paper-based FRP process that makes the details needed on the BC ID card clear. The paper would then be presented to game officials in lieu of an ID card.

17. League Championships Division 1-3

- a) After the completion of League Play in December, all U13-U18 teams will commence play for the "League Championship". Teams in each age group will be ranked according

to their Divisional standings (i.e. Div. 1A, 1B, 2A, 2B) and those teams grouped geographically (Divisions 3+) will be melded according to their standings. Then, groups of 4-6 teams will be created. Teams within each group will play a round robin format with the top 4 teams of each grouping advancing to semi-finals and then a Finals weekend.

18. Fine Schedule

- a) All fines are applied to the respective District.
- b) Any attempted forfeits of away games due to length travel requirements, up to \$500.
- c) Cancelling a scheduled league game without prior approval from the League Schedule, up to \$500.
- d) Cases of egregious misconduct of teams, players and team officials, up to \$1,000 each.
- e) Cases of poor spectator behavior, up to \$1,000 each.
- f) Failure of a team not to complete all league games, up to \$500.
- g) Failure of home team providing nets, corner flags, and lining of the field, up to \$100.
- h) Failure to abide by the FRP rules, up to \$500.
- i) Failure to be properly attired as a team, up to \$250.
- j) Failure to conduct the pre-game handshake in a sporting manner, up to \$500 each case.
- k) Failure to produce ID cards for any/all players and team officials for league and/or cup games, up to \$250.
- l) Failure to provide a safe and adequate field, up to \$500.
- m) Failure to report scores, up to \$100 each case.
- n) Failure to return any trophy in good condition, charged for repairing or replacement and up to \$200.
- o) Force a game to be abandoned, up to \$500.
- p) Home teams without a change strip, up to \$250.