

# BC COASTAL GIRLS SOCCER LEAGUE



## Official Operating Rules for 2017/18

LAST UPDATED, JULY 11, 2017



# Table of Contents

TABLE OF CONTENTS .....	2
<b>1. LEAGUE OPERATING INFORMATION .....</b>	<b>5</b>
1.1 MANDATE.....	5
1.2 LEAGUE AFFILIATION.....	5
1.3 LEAGUE BOARD COMPOSITION .....	6
1.4 RIGHTS OF THE LEAGUE TO OVERRIDE RULES .....	6
1.5 VOLUNTEERS.....	6
1.6 GENERAL ENQUIRIES.....	7
1.7 COMPLAINTS .....	7
1.8 FEES AND FINES.....	7
<b>2.0 LEAGUE PLAY .....</b>	<b>7</b>
2.1. AFFILIATING TEAMS .....	7
2.1.1 <i>Registration of Teams by Districts</i> .....	7
2.1.2 <i>Team Affiliation Rules</i> .....	7
2.1.3 <i>Requesting Team Name Changes</i> .....	8
2.2. FORMATION OF DIVISIONS.....	8
2.2.1 <i>Beginning of Season</i> .....	8
2.3 LEAGUE STANDINGS.....	9
2.4 LEAGUE SCHEDULE .....	9
2.4.1 <i>Regular League Games</i> .....	10
2.4.2 <i>Holiday Breaks</i> .....	10
2.4.3 <i>Publishing of Game Schedule</i> .....	10
2.4.4 <i>Schedule Adjustments/Re-Alignment</i> .....	10
2.4.5 <i>Game Priority</i> .....	10
<b>3.0 RULES OF PLAY .....</b>	<b>10</b>
3.1 TEAM SIZES .....	11
3.1.1 <i>Playing Up Permits (PUPs)</i> .....	11
3.2 GAME DURATION .....	11
3.3 DAYS OF PLAY .....	11
3.4 TRAVEL .....	12
3.5 SUBSTITUTIONS .....	12
3.6 BALL SIZE .....	12
3.7 RIGHTS OF THE LEAGUE .....	12
3.8 FAIR PLAY HANDSHAKE.....	12
3.9 FINES / BONDS .....	13
<b>4.0 GAME PROCEDURES.....</b>	<b>13</b>
4.1 HOME TEAM RESPONSIBILITIES.....	14
4.1.1 <i>Etiquette of contact</i> .....	14
4.1.2 <i>Initial notification between team</i> .....	14
4.1.3 <i>Notification of time changes</i> .....	14
4.1.4 <i>Notification of Field changes</i> .....	14
4.1.5 <i>Uniforms</i> .....	15
4.2 TEAM INFORMATION .....	15
4.2.1 <i>Team List</i> .....	15
4.2.2 <i>BCSA Photo ID Cards</i> .....	15
4.3 FIELD CONDITION RULE.....	16
4.4 NO REFEREE .....	16
4.5 VOLUNTEER ASSISTANT REFEREES/CLUB LINEPERSONS .....	17
4.6 TEAM OFFICIAL BEHAVIOR .....	17
4.7 FAN BEHAVIOR.....	17

4.8 REPORTING GAME RESULTS .....	17
4.9 CANCELING GAMES .....	18
4.10 POSTPONING GAMES .....	18
4.10.1 School & Church Sanctioned Events .....	18
4.10.2 Request for postponement .....	18
4.11 RULES FOR RE-SCHEDULE OF MAKE-UP GAMES .....	19
4.12 ABANDONED GAMES .....	20
4.13 REPORTING GAME SCORES .....	21
4.14 FORFEITS .....	21
<b>5.0 LEAGUE CHAMPIONSHIP .....</b>	<b>22</b>
<b>6.0 COASTAL B CUP (U13-U18) .....</b>	<b>23</b>
<b>7.0 PROTESTS &amp; APPEALS .....</b>	<b>24</b>
7.1 BASIS FOR PROTESTS .....	24
7.2 PROTEST SUBMISSION .....	24
7.3 PROTEST COMMITTEE .....	25
7.4 PRIOR KNOWLEDGE .....	25
7.5 INELIGIBLE PLAYER .....	25
7.6 REFUND OF FEES .....	25
7.7 APPEALS OF DECISIONS .....	26
<b>8.0 GAME OFFICIALS .....</b>	<b>26</b>
8.1 GAME OFFICIAL .....	26
8.2 REFEREE REPORTING .....	26
<b>9.0 LEAGUE INFORMATION .....</b>	<b>26</b>
LEAGUE EXECUTIVE: .....	26
BOARD MEMBERS/DISTRICT REPS: .....	26
BCCGSL MEMBER DISTRICTS .....	27
<b>APPENDIX A – SCHEDULE OF FINES AND FEES .....</b>	<b>29</b>
<b>APPENDIX B .....</b>	<b>30</b>
<b>APPENDIX C .....</b>	<b>33</b>

Welcome to the BC Coastal Girls Soccer League ***Operating Rules and Procedures***.

This document provides general information for players, team officials and spectators for Districts and Clubs. It is understood that all participants will uphold the rules and responsibilities as set out by the BCCGSL and BC Soccer.

The BCCGSL governs teams from Whistler to Bowen Island out to Mission and down to Surrey. Our principal mandate is to create a League that allows for the development of female youth soccer players in a competitive, fun and safe environment.

BCCGSL is responsible for:

- placing teams in divisions
- creating a balanced home/away schedule to best of our ability
- governing League & League Championship Play
- providing the BCSA with 12 teams for the Coastal B Cup

BCCGSL is NOT responsible for:

- field allocation and game times
- providing game officials
- discipline (District responsibility)

Please read and understand these rules and if you have any questions, contact your District representative.

**We highly recommend you keep a copy of this manual in your coach's bag for quick reference.**

# 1. LEAGUE OPERATING INFORMATION

## 1.1 Mandate

- 1) To manage league play for affiliated female youth competitive and recreational teams from associated Districts in the Coastal area for U12 Div. 1 and all U13 – U18 divisions.
- 2) To ensure each division and level provides for competitive or recreational play
- 3) To manage League Championship play
- 4) To manage additional cup play as determined by the League

## 1.2 League Affiliation

The BC Coastal Girls Soccer League (BCCGSL) accepts affiliation of female youth divisional teams from the following Coastal Districts and their member Clubs that reside within their boundaries:

- 1) Alouette District Youth Soccer Association (ADYSA)
- 2) Burnaby Youth Soccer District (BYSD)
- 3) Fraser Valley Youth Soccer Association (FVYSA)
- 4) North Shore Youth Soccer Association (NSYSA)
- 5) Richmond Soccer Association (RSA)
- 6) South Fraser District Association (SFDA)
- 7) Tri-Cities Youth Soccer Association (TCYSA)
- 8) Vancouver Youth Soccer Association (VYSA)

For the 2017/18 season, U14-U18, the BCCGSL will continue to offer three levels of play:

- Div 1
- Div 2
- Div 3

Divisions 1 and 2 are considered a higher level of competition and is anticipated that players for these teams have been selected using an evaluation process conducted by their Clubs or Youth District. Division 3 is considered to be recreational level; however there may be occasions where some clubs/districts select their Division 3 teams through an evaluation process. Should this be the case for your club please note this on your team affiliation form (under the comments column).

Commencing 2017/18, U13 will have two levels of play:

- Div. 1
- Div. 2

Division 1 will be considered the higher level of competition and is anticipated that players for these teams will have been selected using an evaluation process conducted by their Clubs or Youth District. Division 2 is considered to be recreational level.

For U12, the BCCGSL offers 2 levels of play at the beginning of the season:

- Div. 1A
- Div. 1B

Div. 1A and 1B are considered the highest levels of competition for this age group and is anticipated that players for these teams will have been selected using an evaluation process conducted by their Clubs or Districts. After the Winter Break, the League reserves the right to further adjust these tiers for competitive purposes.

### **1.3 League Board Composition**

- 1) Each participating District must appoint one representative to the BCCGSL Board.
- 2) Specific appointments (Chair, Vice-Chair, Treasurer, Secretary) within the Board shall be by internal selection.
- 3) Each District participating in the League shall have one (1) vote.
- 4) A majority of the voting members of the League Board constitutes a quorum.
- 5) A majority vote of those in attendance at a League Board meeting is binding.
- 6) The League Board may make appointments as it sees fit to ensure the efficient operation of the League. These appointed positions do not carry votes.
- 7) An alternate will be accepted as a voting member at a Board League meeting with either the written permission of the District Chair or prior notice to the League Chair or Vice-Chair.
- 8) A tie vote results in a defeated motion.
- 9) A majority of the League District Chairs or their Representatives must vote to approve all changes to the League Rules and Regulations.
- 10) The League also appoints - as selected by the Board - a League Manager, which is a non-voting, remunerated position.

### **1.4 Rights of the League to override rules**

The league reserves the right to override rules and guidelines where exceptional circumstances exist.

### **1.5 Volunteers**

The League also relies on volunteers to act as score takers. Score takers usually take care of a single age group. If you are willing to act as a score taker, please advise your District League representative by August 15.

Besides collecting game scores, score takers may also be tasked with re-confirming game scores with coaches and officials on behalf of the League and acting as an information source for issues relating to the reporting of scores.

## **1.6 General Enquiries**

Questions regarding the schedule may be directed through your District Representative.

## **1.7 Complaints**

It is almost certain that complaints will be made about unbalanced schedules, distribution of teams, number of byes, too many games against top competition, etc. We ask that you read this document prior to contacting League representatives. If you wish to make a complaint, please put it in writing and **deliver it to your District League Representative** via email. Complaints will not be accepted from any other source or form.

## **1.8 Fees and Fines**

The League Board shall determine all fees and fines annually. For the 2016/17 season, team affiliation fee is \$70. Fines are found in Appendix A of this document.

# **2.0 LEAGUE PLAY**

Regular League play involves teams within the same division playing against each other from September through December. The League Board shall review divisions at Thanksgiving and make any adjustments needed at that time. However, it is incumbent that team officials check the website regularly for any changes to their schedule.

It is the intent that games are decided on the field of play; therefore, every attempt should be made to play the game wherever possible.

## **2.1. Affiliating teams**

Districts are required to register their teams online via the BCCGSL affiliation form by the posted deadlines. Please do not change the spreadsheet and its format.

### **2.1.1 Registration of Teams by Districts**

All teams must be submitted for scheduling using the official league affiliation form. No other formats will be accepted - one (1) affiliation form per District.

### **2.1.2 Team Affiliation Rules**

Districts **MUST** ensure that team affiliation information is filed with the League Manager on the deadlines set each year. Unless otherwise changed by a vote of the Member Districts the following affiliation dates are in effect.

- **U14 – U18** Div 1 and 2 and U12 teams\* - July 1
- Div 3 - Aug 1 - if your Division 3 teams are selected through an evaluation process please note that in the comment section on the affiliation form.

- U13 Div. 2 – Aug. 1 if your Division 2 teams are selected through an evaluation process, please note that in the comment section on the affiliation form.

All teams must have a team name and 2 team contacts to be accepted.

\*U12 players must play 8 v 8 format. If underage players are found to have formed a U12 team, the fine will be \$1000 and the team will be withdrawn from the schedule.

### **2.1.3 Requesting Team Name Changes**

Teams are not permitted to change team names once League play commences. Some Districts will have earlier name change deadlines that the League will respect.

## **2.2. Formation of Divisions**

### **2.2.1 Beginning of Season**

Divisions are formed on the basis of two criteria – tiering (competitive level) and geographic locale (recreational level):

**Tiering** – The League makes every attempt to ensure that like-ability teams compete against one another. Districts are permitted to request a particular division for their teams and the League will do its best to accommodate such requests. However, the League also reserves the right to place teams into a different division other than requested based on such factors as League standings from the previous year and/or to facilitate proper game schedules.

**Geographic locale** – The League will form divisions based primarily on geographic proximity.

For the 2017/18 season the following schedules shall be tiered unless otherwise noted:

- U12 Div. 1A (1 – post-Winter Break); U14-U18 Div. 1 and 2 & U13 Div. 1

For the 2017/18 season the following schedules shall be in geographic proximity unless otherwise noted:

- U12 Div. 1B (at start of season)
- U14-U18 Div. 3, U13 Div. 2
- U17 & U18 Div. 3 teams shall be grouped together

In forming divisions, the League will also take into consideration:

- results of preceding season (wins, losses, ties, goal differential)
- comments/information of Districts/Clubs (e.g. addition or deletion of players)



- balancing of schedules
- accommodating travel time (for U12 Div. 1B and U13-U18 teams only)
- District/Club preference for day of week for playing of games
- **the League reserves the right to make necessary adjustments to groupings on a yearly basis, dependent on registration numbers each season.**

## **2.3 League Standings**

Standings in a division shall be determined by the outcome of scheduled League games with points awarded as follows:

- three (3) points given for a win
- one (1) point given for a draw
- zero (0) points given for a loss.

All ties during League Play will remain ties with no overtime. League standings will be used to determine the Groupings for the “League Championships” that takes place at the conclusion of regular League play.

In the event of a tie, the tiebreaker protocol shall be:

- 1<sup>st</sup> tie-breaker – head to head results
- 2<sup>nd</sup> tie-breaker – average points/game
- 3<sup>rd</sup> tie-breaker – most wins
- 4<sup>th</sup> tie-breaker – fewest goals against
- 5<sup>th</sup> tie-breaker – at the discretion of the League Board

Forfeits and other disciplinary action may result in loss of points.

## **2.4 League Schedule**

### **Rules regarding maintenance of schedules**

1. Schedules published by Labour Day will not be changed before the Thanksgiving break, without the unanimous consent of all Districts who have teams on the schedule being changed.
2. Schedules will not be altered to correct imbalances of home/away games or number of times that teams play each other after Labour Day.
3. Name and contact changes – it is very important that all contacts have the correct phone number and email address. Only contacts will be changed after teams are submitted for scheduling. Team names cannot be changed after the season starts. Some Districts will have earlier name change deadlines that the League will respect. Team contact information will be available online. Any contact information changes should be emailed to your District Rep.

### 2.4.1 Regular League Games

The schedule starts on the first weekend after Labour Day and runs to the first weekend in January. Some dates are labeled “make-up”. These dates occur just before the winter break. These dates should be used to replay games postponed in the first half of the season.

### 2.4.2 Holiday Breaks

No League games are scheduled for the Thanksgiving weekend and Winter Break.

### 2.4.3 Publishing of Game Schedule

The schedule and other League information will be available online at [www.bccgsl.com](http://www.bccgsl.com). The League Manager will advise District representatives by email of changes to the schedules.

### 2.4.4 Schedule Adjustments/Re-Alignment

Possible re-alignment (only if required) will take place after the conclusion of games played the week prior to Thanksgiving. All efforts will be made to not make changes to the schedules until this date has passed. However scheduling errors do occur and there may be a need to change the online schedule, so make sure you **confirm** your schedule on a regular basis.

1. The purpose of realignment is to ensure, as much as possible, teams play in Divisions of similar ability.
2. Realignment shall take effect after Thanksgiving break, whether or not all the games have been played.
3. Any movement will be addressed via a League committee and discussed with the District representatives involved.
4. Teams moving up or down a tier will be given the average points of the division **into which they are moving** as of completion of games played prior to the Thanksgiving break. Teams moving laterally will retain their points.

The League will also be re-evaluating the U12 Divisions at Winter Break and may make changes as needed.

### 2.4.5 Game Priority

The priority for games to be played is as follows:

- 1) League Championship
- 2) District Cup

## 3.0 RULES OF PLAY

U12's will use the Retreat Line (Appendix C). As of the 2016/17 season, U13's will also be using the Retreat Line to align with BC SPL and MSL.

### **3.1 Team Sizes**

Under BC Soccer Rule 4 – Affiliation l) & m), teams are limited to the following player maximums:

- U12 - the maximum shall be 16 players (District's may set their own limit)
- U13-U16 - the maximum shall be 18 players
- U17 and U18 - the maximum shall be 20 players

BC Soccer defines a team (other than “small sided” teams) as having a minimum of 11 players.

#### **3.1.1 Playing Up Permits (PUPs)**

The League recognizes that there will be occasions in which teams are ‘short’ players or there may be some players whom could benefit from playing at a higher level. To this end, intra-Club Playing Up Permits are allowed. The permit and relevant details are found in Appendix B of this document and on-line on our website under Documents. No Permits are allowed for League Championship play.

### **3.2 Game Duration**

The duration of the games shall be as follows:

- U-18                2 equal halves of 45 minutes each
- U-17                2 equal halves of 45 minutes each
- U-16                2 equal halves of 40 minutes each
- U-15                2 equal halves of 40 minutes each
- U-14                2 equal halves of 35 minutes each
- U-13                2 equal halves of 35 minutes each
- U-12                2 equal halves of 30 minutes each

### **3.3 Days of play**

League games have traditionally been scheduled for Sunday; however, teams in the U12-U18 Divisions may play their regular home games on Friday night, Saturday or Sunday provided intent to play home games on Friday or Saturday was given with affiliation. These teams shall have FRI or SAT incorporated in their team name.

Allowable start times for games on weekends are:

- Saturday 9:00 am to 7:00 pm
- Sunday 9:00 am\* to 7:00 pm (U12-U15 teams should not play a league game on a Saturday or Sunday that ends later than 8:00 pm unless agreed to by both teams)

- Friday night games can start no earlier than 6:30 pm and end no later than 9:00 pm. No Friday games are permitted in which a team must travel via BC Ferries.

Teams situated in areas with more inclement winter weather conditions will have their home games front-ended loaded in the schedule.

\*Some Districts can only provide turf to their U12 teams with earlier than 9:00 am start times. It is the responsibility of the home team to inform the visiting team in a timely manner and gain consent. If consent is not forthcoming, the home team must move the game start to the allowable times set out above.

### **3.4 Travel**

Home teams MUST take into account the travel distance of the Away team, especially for teams travelling to or from Chilliwack, Whistler, Squamish, Pemberton and Sechelt. Such games should be scheduled to start no earlier than **10:00** am and end no later than 7:00 pm unless agreed to by both teams.

### **3.5 Substitutions**

Substitutions shall be unlimited for all age groups in all League, Championship and Cup games.

### **3.6 Ball Size**

A regulation size five (5) soccer ball shall be used in all U18, U17, U16, U15 U14 and U13 division games. A regulation size four (4) soccer ball shall be used for U12 division games.

### **3.7 Rights of the League**

The League has the authority to order any game replayed or forfeited.

### **3.8 Fair Play Handshake**

The end-of-game handshake is a soccer tradition that says, “we both fought hard and honourably to win the game but it is now over and the results are in”. It is a show of respect to the opposing team and an acknowledgement that the game was played in the spirit of good sportsmanship, regardless of the outcome. All participants should be gracious in victory and defeat.

The BCCGSL supports the FIFA Fair Play Handshake policy that directs teams to have a pre-game handshake - organized by the team’s officials or team captains – as well as an end-of-match handshake between players and coaches, usually at centre field. ~~The post-match handshake should not be done if it cannot be done in a respectful and sincere manner.~~

Referees should also be thanked in the same manner at the conclusion of the match.

### **3.9 Fines / Bonds**

The League Board and/or Discipline/Protest/Appeals Committee established by the Board may – after a thorough investigation and if necessary, a hearing– levy a fine or require a Performance Bond for a specific period of time and purpose or set further terms of punishment for non-compliance of League rules.

A performance bond is to guarantee proper behaviour of the team (players, coaches, officials, fans) until the end of the team's playing season. If the League has determined that a bond is warranted, it will issue a written demand for the posting of a bond, along with the dollar amount, to the relevant District via the District representative and copied to the Club. Payment of fines and posting of bonds are the responsibility of the District or Club with which the team is affiliated. The bond will be deposited in the League bank account and is not required to pay any interest on any bond levied. Fines and Performance Bonds become due immediately. Failure by the team (via the District or Club) to pay the fine or remit a bond will result in the team being suspended from League sanctioned soccer activities until the assessed amounts are fully paid. The bond money will be returned once the team's commitment to all League games, including Provincial Cup, have been completed. The League reserves the right to retain part or all of bond funds if the conditions on which the bond was issued are violated.

A team will be ineligible for Championship or Cup play if payment of all fines accumulated by the team is not received by the end of regular season play.

### **3.10 Red Card Offences**

If an individual is ejected from a game or is requested to leave, they must leave the immediate area.

All disciplinary action falls under the jurisdiction of member Districts and/or Clubs.

### **3.11 BC Soccer Rules and Regulations**

Unless otherwise noted, **BC Soccer Rules and Regulations** apply to League, Championship and Cup games (see [www.bcsoccer.net](http://www.bcsoccer.net)). In the event of any discrepancy between this document and the **Rules and Regulations** of the British Columbia Soccer Association, the documented Rules and Regulations as recorded by BC Soccer shall have precedence.

## **4.0 GAME PROCEDURES**

Due to the time of year and the constantly changing coastal weather, changes to field venues and game start times are inevitable. Every effort should be made to get games played. The following guidelines were written with fair play in mind and with the recognition that traveling teams cannot always accommodate last minute changes.

We ask that you be flexible and work to resolve problems in a respectful and diplomatic manner.

Due to the complex nature of each of our 8 Districts, BCCGSL does not publish game fields or times thus it is imperative that home teams contact visiting teams as soon as they receive their home game information.

## **4.1 Home Team Responsibilities**

### **4.1.1 Etiquette of contact**

Direct contact must be made with the coach or other team official. If a message must be left, ask them to confirm that they received the message and then call the alternate contact. Never assume that a message has been received. If contact has been made by email, please request a confirmation email.

### **4.1.2 Initial notification between team**

It is the home team's responsibility to contact the away team to verify the field location, game time and home team colours. This notification should be done no later than the Thursday evening prior to game day.

If the home team does not contact the away team by Wednesday, then the Away team should/must contact the Home team to verify game details.

Please be patient and courteous – each District has different field allocations that the League respects and may not be given their fields until the Wednesday or Thursday before.

Note the home team must tell the away team whether the field is grass, gravel or artificial turf.

### **4.1.3 Notification of time changes**

Notification of time changes must be relayed to the Away coach by 12:00 noon on the day prior to the game.

Both teams must make every effort to get games played. Please be flexible.

### **4.1.4 Notification of Field changes**

It is inevitable that field venues will change due to weather, field conditions or other unforeseen circumstances. It is also recognized that since decisions as to the playability of fields rests primarily with City officials, the decision on whether or not to close fields can vary between municipal jurisdictions.

If the Home team's grass field closes, the Away team must be notified **immediately** (see Field Condition rule 4.3).

Where both teams arrive at a field on game day and find that it has been closed (either by the referee, Club or civic authorities), the Home team may move the game to an alternate field if available. Travel time between fields must be accommodated and the game must start no later than 1 hour **after** the original game time. If the travel time and start time cannot be accommodated, the Away team may refuse to play and the game will be made-up. In the case of a game being cancelled at game time, the travelling team may elect to re-schedule the game at their field. A team may not refuse to play on an all weather sand/gravel field.

In the case of adverse weather conditions, or when field conditions caused by recent weather pose either risk to players or risk of damage to the field, prior to game day and the visiting team was properly notified (i.e. did not travel), the game will be rescheduled to the home team's field. It is inevitable that field venues will change due to weather, field conditions or other unforeseen circumstances. It is also recognized that since decisions as to the playability of fields rests primarily with City officials, the decision on whether or not to close fields can vary between municipal jurisdictions.

It is the responsibility of the team supplying the field to ensure payment to game officials and pertinent field costs, regardless of where the game was originally scheduled.

#### **4.1.5 Uniforms**

In the event that the uniform colours of both teams are similar, the "Home" team must change to uniform colours distinct from its opponents. The referee has the authority to determine if team colours are similar.

### **4.2 Team Information**

#### **4.2.1 Team List**

Teams are required to provide a completed eligible team list (player names and jersey numbers, team officials) to the referee and to the opposing team prior to the start of the game as well as any Playing Up Permits (PUPs - 4.1.1). Please see our website under "Documents" for a template.

#### **4.2.2 BCSA Photo ID Cards**

**All** players and team officials must present their BCSA photo ID cards at all games from October 1<sup>st</sup> onwards. After this date, players and team officials without valid BCSA ID Cards will be ineligible to play, coach or manage. An exception will be made only when the person not able to present their BCSA photo ID has a letter of permission from the appointed District Registrar or designate.

If a team fails to produce valid BCSA ID cards, the game is to proceed but will

considered to have been played as "under protest" and will be reviewed by the Board. Teams failing to produce BCSA ID cards by half time, may be subject to a fine, discipline or forfeit unless the team was deemed by the League Board to be "not at fault" for failing to produce the ID cards. Proof of valid ID cards from District Registrars is acceptable in the case of missing cards.

#### **4.2.3 Team Officials**

Team officials consist of coaches, assistant coaches, managers and assistant managers. Only BCSA photo ID carded officials are permitted on the team bench or designated bench area. As per ***BCSA Rules and Regulations rule 24 (m)***:

*Team officials of any youth team shall consist of a minimum of one member of the same gender as the players on the team.*

Therefore, in order to comply with BCSC Rules and Regulations, all BCCGSL teams have at least one female team official.

#### **4.3 Field Condition rule**

If the Home team's field and alternate are closed, the game is cancelled and will not be re-scheduled.

If both teams wish to play the game and the Away team can provide a field, then Home team can travel to the Away team. The team providing the field must assume all costs associated.

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.

**\*\*For League Championship Games** – if Home field is unavailable, the Home team must inform the Away team immediately and if the Away team can provide a field, the Home team must travel.

#### **4.4 No Referee**

If the referee has not shown 15 minutes after the designated start time, the Home team will referee the first half and the Away team will referee the second half, unless it is mutually agreed that one person will referee the whole game. The game result will stand as if a referee had officiated the game, with points awarded accordingly.

In divisions where sanctioned Assistant Referees (AR) are in attendance and the referee has not shown 15 minutes after the designated start time, an AR may take the place of the Referee and officiate the game as long as both the Home team and Away team have provided their concurrence. The game result will stand as if a referee had officiated the game, with points awarded accordingly.



If a coach does not agree to play the game, it shall be re-scheduled to the next available make up date. Home field assignment moves to the Away team's venue. All make up games must be played by dates as determined by the League each season and published on our website.

#### ***4.5 Volunteer Assistant Referees/Club Linepersons***

In games where no Assistant Referees (AR) are provided, volunteers are to be used as "unofficial" ARs (linepersons) in order to assist the referee in calling the line - indicating when the whole ball is out and which team has possession for throwing the ball in to play. Ideally, each team should provide one lineperson. Coaches should not act in the capacity of linesperson. Linepersons should be considered neutral participants and should refrain from coaching or otherwise communicating with players on the field, except as it relates to indicating ball possession.

#### ***4.6 Team Official Behavior***

Any team official found guilty of abuse to a referee, player or member of the League will be subject to disciplinary action under BCSA Discipline Policy. Each individual District runs discipline for BCCGSL.

#### ***4.7 Fan Behavior***

Team officials are responsible for the behavior of their fans towards players, opposing team officials, referees or other fans and must exercise reasonable precautions against insulting or offensive behavior, disturbances, threatening or disorderly conduct, verbal abuse or physical assault directed towards anyone at games - particularly of officials - before, during and after the match. Speak to your fans before the referee has to request you to do so. If requested by the referee to control sideline behavior, a team official could be reported for failing to use best efforts to comply with this request.

#### ***4.8 Reporting game results***

The Score Taker for each age group can be found on the website. Scores shall be reported by email on Sunday night by the winning team or, in the event of a tie, by the home team. Score Takers will NOT contact the teams. If a score is not reported it will be shown as "-:-" on our website and may be recorded as a double forfeiture.

**When reporting scores, please make sure to include date of game, age group, tier or LC Group #, club, home team name AND club, visiting team name as Score Takers receive scores for ALL teams. For example:**

**September 1, 2017, U18 Div. 3W/U18 G8 – NSG Strikers 0 v. LAD Vipers 2.**

The Score Taker will email results to the League Manager. The sooner the scores are reported, the sooner the results appear online.

Please also report any red or yellow cards issued by the Referee.

Results for U12 should be reported to the Score Taker to assist with future divisional tiering. Standings or scores will not be posted nor released for this age group.

#### **4.9 Canceling games**

All games must be played by the scheduled date. **Coaches cannot cancel games.**

#### **4.10 Postponing games**

Games cannot be postponed except under the following exceptions:

##### **4.10.1 School & Church Sanctioned Events**

FIFA rules state that a game can be played with as few as 7 players on a team, BCCGSL's minimum is now 9 players (*\*\*revised as of the 2015/16 season*). The only time lack of players will be considered as a legitimate reason for postponing/rescheduling a game is:

- a) If the players are attending a sanctioned school or church function and the team will have fewer than 9 players.
- b) and a request is delivered, via email, to the League through your District Rep 7 days prior to the game.
- c) and the League approves the request.

Permission to postpone or cancel games because a team is involved in a tournament is not a valid reason and shall NOT be considered by the League.

##### **4.10.2 Request for postponement**

A team may request that the opposing team reschedule a game or both teams may wish to postpone a game. All requests for postponing a game **must** be submitted to your District Representative via e-mail, who will take your request to the League for review. Providing both teams are in agreement **and have received League approval**, postponing a game is permitted with the make-up rules under 4.11 considered to be in effect.

In the event of mutual agreement, teams must confirm the make-up date via e-mail and copy the confirmation e-mail to the District Reps.

There is NO obligation for a team to agree to a reschedule of a game nor is it guaranteed that the League will grant postponement requests.

If a game has not been postponed by one of the methods listed a, regardless of the circumstances, all parties involved must proceed to the playing field and prepare to play observing game time regulations.

Teams may agree to play their game earlier than scheduled without League approval.

**Teams must make every effort to make-up games that have not been played on their scheduled date.**

#### ***4.11 Rules for Re-Schedule of Make-Up Games***

Unanticipated games consist of games not played due to:

- 1) Field or weather conditions
- 2) Officiating referees(s) are not available

The team that has travelled and experienced either 1) or 2) above is now the Home team.

An anticipated re-schedule is when a team has requested and received acceptance from the opposing team that a game may be re-scheduled or when both teams have jointly agreed to re-schedule (see 4.10.2). The original Home team remains the same.

- 1) Unanticipated un-played games must be rescheduled by the Home team for the next available League scheduled make up weekend unless both teams agree to an alternate date. The Home team has 1 week from the original game date to confirm the make up date or else home field is awarded to the Away team. If an unanticipated make-up game has not been played by the last date to report League Game scores for regular season games or Championship scores for League Championship games, the game will be considered as cancelled with no points awarded to either team.
- 2) Anticipated un-played games must be played on the agreed-upon date, no later than the last date to report League Game or Championship scores. If an anticipated make-up game does not get played, the game will be considered forfeit by the requesting team and a score of 1-0 will be awarded the accommodating team for the purpose of calculating standings. If both teams had jointly agreed to re-schedule and the game does not get played, the game will be considered as un-played with no points awarded to either team.

- 3) The League reserves the right to deny or limit the number of games that are permitted to be postponed. The League may also award forfeits on teams if appropriate efforts are not made to make up un-played games.
- 4) There is no restriction on which day of the week can be used. If playing a weeknight game under lights, reasonable consideration for travel time is required.
- 5) Allowable start time for make-up games on weekends:
  - a. Friday 6:30pm to 7:30pm
  - b. Saturday 9:00am to 7:00pm
  - c. Sunday 9:00am to 7:00pm
- 6) Refusal by a team to play a make-up game or a team that fails to appear will result in a forfeiture of the game with points awarded the opposing team.
- 7) Failure by both teams to appear will be recorded as a loss for both teams. This is considered a willful forfeit and may result in a fine for each team.
- 8) The League reserves the right to examine the circumstances of forfeit and un-played games and award points accordingly.

#### **4.12 Abandoned Games**

- Only a Referee can abandon a game.
- If a game is abandoned due to unforeseen circumstances (i.e. lights go out, snow storm hits, etc) and 75% of the game has been played, the League has the right to declare the game “played” and will use the score as of the time of abandonment as the final score.
- If 75% of the game has not been played and the abandonment was the result of unforeseen circumstances, at the discretion of the League Board, the game will then be re-scheduled or the game may be cancelled with the game not included in the standings.
- If players, coaches, team officials or spectators force a match to be abandoned, the League 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 abandonment.
- If both teams were at fault for the abandonment as determined by game officials and the League, the match will be recorded as a 0-0 loss for both teams and teams may be subject to a fine.

Games abandoned on account of the actions of coaches, players, team officials, spectators will not be replayed. Except at the discretion of the League, abandoned games will not be re-scheduled.

Coaches must report a game as abandoned to the Score Taker.

### **4.13 Reporting Game Scores**

- If you are not sure of the score, ask the referee after the game or confer with the opposing coach.
- Identify one person from your team with a cell phone with email access and have them report the score from the field.
- Email in the score (winning team or, in the event of a tie, Home team)
- Report to the Score Taker all cards shown or ejections (coaches or spectators) by the referee during a match. Please indicate which team/player was issued the card or ejected from the game. (If you are not able to get detailed information then summary information will do. i.e. Yellow card to AnyClub Storm)

Delays in reporting scores will result in delays in posting standings. If you want timely stats then the first step begins with you.

Please note that everyone involved with the League with the exception of the League Manager are volunteers and hold regular jobs and there may be a delay in posting stats from time to time. We strongly urge you to refrain from making complaints regarding the publishing of standings on the web.

Coaches are strongly encouraged not to run up the scores on opposing teams. A goal differential of more than 3 goals is considered to be "running up the score". Coaches and teams doing so will be reported to their District Officials for disciplinary action.

### **4.14 Forfeits**

Under no circumstances may a referee declare a game a forfeit nor may a coach "claim" a forfeit. Only the League has the authority to declare a game forfeited. There are few valid justifications for awarding a forfeit.

In the case of forfeiture, the score shall stand a 1-0 against the forfeiting team unless otherwise indicated by the League.

Forfeits are not automatic and must be requested by a team and approved by the League. Directions to request for forfeit are found on our website under "Game Forfeit". This must be done within 72 hours after scheduled game start time. The League will review the request and determine an official response to the request.

Note that the League may take up to 30 or more days to evaluate a forfeit request depending on the circumstances. The League will not entertain requests for forfeits of games un-played.

The forfeiting team will be fined \$250 and \$500 each additional Forfeit in a season by same team as per Appendix A.

## 5.0 LEAGUE CHAMPIONSHIP

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 2 teams of each grouping advancing to the Finals weekend.

### **No Permits are allowed during League Championship.**

For round robin play, there will be NO extra time. If the game is tied at the end of regulation play, teams go straight to kicks from the penalty mark with points awarded both teams as specified.

Points in round robin play shall be awarded as follows:

- Win in regulation: 4 points
- Win via shoot out: 2 points
- Shoot out loss: 1 point
- Loss in regulation: 0 points

In the event of a tie, the tiebreaker protocol shall be:

- 1<sup>st</sup> tie-breaker – head to head results in round robin play
- 2<sup>nd</sup> tie-breaker – average points/game in round robin play
- 3<sup>rd</sup> tie-breaker – most wins in round robin play
- 4<sup>th</sup> tie-breaker – fewest goals against in round robin play
- 5<sup>th</sup> tie-breaker – at the discretion of the League Board
- Forfeits will be decided by the League Board.

Points are tallied at the conclusion of round robin play. The two teams with the most points accumulated in each group compete in the Finals.

If a League Championship Round Robin game is still un-played (see Field Condition Rule for LC Games 4.3), they must be played during the 2 scheduled make up weekends provided in the League Calendar. Teams must be prepared to play these weekends. Failure to do so will result in neither team receiving points. All un-played League Championship Round Robin games must be reported to your District Rep immediately. Decisions as to who will host will be determined by the League on a case by case basis.

First place teams in each Group will host the Finals.

For the League Championship Finals games only, should the game be tied after regulation time, extra time will be played.

Extra time is as follows:

- U13-U16 = 2 x 10 minute halves
- U17-U18 = 2 x 15 minute halves

If the game is still tied after extra time, kicks from the penalty mark will determine the winner.

## **6.0 Coastal B Cup (U13-U18)**

The Coastal B Cup is governed by BC Soccer, collectively known as the “Coastal Cup” for U13-U18 divisions. It is the regional qualification competition to choose teams for the Provincial Championships from the Coastal region as well as teams from the Island region.

The Coastal B Cup is comprised usually of Division 1 teams but is open to any affiliated youth team\* except BC Premier League teams, Metro Select Level teams, or Vancouver Island Premier League teams as declared on entry forms submitted by October 15th in the current Coastal playing season and by May 1st in the current Interior playing season. Two Lower Mainland teams and one Island team will qualify for the Provincials.

In accordance with BC Soccer, all head coaches for teams entering this competition must have the Soccer For Life Certification.

The B Cup for girls is comprised of an initial “group of 16” teams - 8 District teams from the BCCGSL, 4 “wild card” teams from the BCCGSL and 2 Island teams.

The 8 Districts comprising the BCCGL and the two Island districts play in-District to identify their nominating teams (or otherwise select teams), with a single District representative team qualifying in each age group.

To accommodate entries of multiple teams from larger/stronger districts, and to fill the byes in the Metro Vancouver (Lower Mainland) section of the draw (there are 12 spots for Metro Vancouver, of which Districts can fill 8), in addition to the District teams, ‘wild card’ (WC) berths will be awarded to Metro Vancouver teams at the discretion of the BC Coastal Girls League. The “wild cards” from the BCCGSL will consist of the next 4 teams based on standings upon completion of BCCGSL League Championship play, for a total of 12 teams representing Metro Vancouver. Some Districts may not fill all their age group District Berths. Any “unoccupied” District Berths shall be filled with Wild Cards.

To accommodate District Berth Play Downs, the League Calendar has set aside 2 weekends. Games for these dates may be played on Friday, Saturday or Sunday at the discretion of each District.

Play downs for Coastal B Cup are run by BC Soccer and normally commence after Spring Break with the finals held in May. The champions qualify to represent the Coastal Region in the Provincial Cup, held in July.

For more information, check out the BC Coastal Cup website at [www.bccoastalcup.com](http://www.bccoastalcup.com).

## **7.0 Protests & Appeals**

Protests must be submitted to your District Representative, who will in turn submit it to the League Manager and BCCGSL Chair for review.

See 7.7 for further information regarding a League decision you are appealing.

### **7.1 Basis for Protests**

Team officials may protest any scheduled League, Championship or Cup game. A protest will only be considered on the grounds of:

- Misinterpretation of FIFA Laws of the Game
- Eligibility of players
- Breaches of Competition Rules & Regulations.

### **7.2 Protest Submission**

All protests must be submitted in writing (preferably via email) and include the following information:

- Schedule name
- Both team names
- Date and time of game
- Location of game
- Referee number, where possible
- Grounds for the protest (i.e. FIFA Law, ineligibility of player(s), breach of BCSA/BCCGSL Rules and/or Regulations)
- Signature of a Team Official (coach or manager) (an email is considered signed under BC Law)

The protest fee must accompany the protest when filed with the League. The fee payable to (BC Coastal Girls Soccer league if by cheque) is published in Appendix A of this document.

A protest of any League game must be submitted to the League Manager and your District Rep within forty-eight (48) hours of the date of the match to which it relates. In the event that the protest is mailed, the post-mark shall be taken as the limiting date in all cases. If it is emailed the date it is sent shall be used. The League is not responsible for non-delivery of email notes. If the League does not receive an email note within 48 hours of the sending of the note, the protest MAY not be heard.



A copy of the protest shall be forwarded by the League to the opposing team within two (2) working days after the receipt of the protest and request their written response. The referee will also be requested to supply a written report.

After a review and evaluation of the information, a decision will be rendered and conveyed in writing to both teams.

Protests for Provincial Cup Play (B Cup) fall under the jurisdiction of the BCSA and must be submitted directly to the BCSA Protest Committee in accordance with their procedures.

### **7.3 Protest Committee**

A Protest Committee is required to provide to all parties affected by a decision with a written ruling, which shall include the rationale for the decision and the Association's appeal procedures, within 5 working days of rendering the decision. A decision of the Protest Committee on a League, Championship or Cup protest game played under the jurisdiction of the League shall be final and binding.

### **7.4 Prior Knowledge**

In dealing with any protest, the League may take into consideration the possession by the protesting team of any prior knowledge, which, if properly used, might have obviated the protest.

### **7.5 Ineligible Player**

Any team playing a player that is declared ineligible by the League shall forfeit the game (s) to its opponents provided the protest(s) is upheld. A player declared ineligible by a District's registrar shall automatically be declared ineligible by the League.

An ineligible player is defined as including, but not limited to, any one of the following:

- a. playing for more than one team at the same age level and in the same division;
- b. not registered with the team and playing without a proper Player-Up Permit
- d. non-registered, or registered using unacceptable proof of age
- f. serving suspension
- g. using another player's BCSA ID card
- h. using a tampered BCSA ID card
- j. non-resident
- k. any player not properly registered on the register

The League reserves the right to determine the eligibility of players.

### **7.6 Refund of Fees**

In the event that a protest is upheld by League, the protest fee shall be refunded less any administrative costs. In the event that the protest is denied, the protest fee shall be retained.

## **7.7 Appeals of Decisions**

As per **BCSA Rules and Regulations rule 12 (v)**:

*Appeals from an inter-District League shall be made to BCSA.*

This appeal must include a \$500 cheque and will be returned (minus a \$50 administrative fee) if the decision is in your favour.

## **8.0 GAME OFFICIALS**

Districts of the home team are responsible for ensuring that appropriate game officials are assigned to matches.

### **8.1 Game Official**

A game official, not registered with BCSA, may not be assigned to referee a BCCGSL match, except in emergency situations.

### **8.2 Referee Reporting**

Referees must promptly report problems of improper behavior by coaches, players and fans to their Districts and if warranted, the BCCGSL.

## **9.0 LEAGUE INFORMATION**

### **League Executive:**

Chair	Andrea Laycock
Vice Chair	Darrell Dudley
Secretary	Michelle Chui
Treasurer	Pasquale Balletta
League Manager	Gordon Quan

**Discipline: contact your District**

### **Board Members/District Reps:**

Alouette	Dan Mikolay	u9allstars@gmail.com
Burnaby	Pasquale Balletta	pandaballetta2@gmail.com
Fraser Valley	Andrea Laycock	soccer-coach88@shaw.ca
North Shore	Jeff Mulock	jeffmulock@shaw.ca

Richmond	Bryan Wevers	bryanwevers@gmail.com
South District	Steve Couper	scoup@dcc.net
Tri-Cities	Darrell Dudley	ariddesert@shaw.ca
Vancouver	Mark Monro	mmonro@vysa.ca

**Score Takers – please see our website**

**Schedules and standings - <http://www.bccgsl.ca>**

## ***BCCGSL Member Districts***

### ***Alouette District Youth Soccer Association (ADYSA)***

Chair: Mario Santos  
 Clubs: Albion Football Club  
 Mission Soccer Club  
 West Coast Auto Group Football Club

### ***Burnaby District Youth Soccer Association (BDYSA)***

Chair: John Berry  
 Clubs: Burnaby Girls Soccer Club  
 Cliff Avenue United Football Club  
 Royal City Youth Soccer Club

### ***Fraser Valley Youth Soccer Association (FVYSA)***

Chair: Andrea Laycock  
 Clubs: Abbotsford Soccer Club  
 Abbotsford United Football Club  
 Aldergrove Youth Soccer Club  
 Chilliwack Football Club  
 Langley United Soccer Association  
 Preston GM Langley Football Club

### ***North Shore Youth Soccer Association (NSYSA)***

Chair: Dave Hargreaves  
 Clubs: Bowen Island Football Club  
 North Shore Girls Soccer Club

Pemberton Soccer Association  
Squamish Youth Soccer Association  
Sunshine Coast Youth Soccer Association  
West Vancouver Soccer Club  
Whistler Youth Soccer Association

**Richmond Soccer Association (RSA)**

Chair: Dave Monk  
Club: Richmond Girls Soccer Association

**South Fraser District Association (SFDA)**

Chair: Bruce McCallum  
Clubs: BC Tigers Football Club  
Central City Breakers Football Club  
Coastal Football Club  
Greater Vancouver United Sports Club  
Guildford Athletic Club  
Pacific United Football Club  
South Delta United Soccer Club  
SurDel Girls Soccer  
Surrey Football Club  
Surrey United Soccer Club

**Tri-Cities Youth Soccer Association (TCYSA)**

Chair: Joe Basic  
Clubs: Coquitlam Metro-Ford Soccer Club  
North Coquitlam United Soccer Club  
Port Coquitlam Euro-Rite Football Club  
Port Moody Soccer Club

**Vancouver Youth Soccer Association (VYSA)**

Chair: Ian McCarthy  
Clubs: Italian Canadian Sports Federation  
Kensington Little Mountain Soccer Club  
Killarney Youth Soccer Association  
Marpole Soccer Club  
Vancouver Athletic Football Club  
Vancouver United Football Club

## Appendix A – Schedule of Fines and Fees

Offense	Penalty	Details
<b>A1. Failure to comply with deadlines to provide team affiliation information to League/Late Team Entries</b>	Team may not start until after Thanksgiving Break or at the discretion of the League.	\$500/team Fine payable by the District
<b>A2. Withdrawal of team once schedule is posted.</b>		\$500 Fine to District
<b>A3. Forfeiture of a League or League Championship Game</b>	Win awarded to the team that did not forfeit. Score reported as a 1-0 win.	\$250 Fine payable by the District. \$500 each additional Forfeit in a season by same team.
<b>A4. Failure to produce BCID cards by half time after September 30.</b>		\$100 Fine payable by the District.
<b>A6. Team found to be the cause of an abandoned game without just cause</b>	Loss of points. Win awarded to the non-offending team. Score will be recorded as 1-0.	1 <sup>st</sup> offence in one season - \$100 Fine. 2 <sup>nd</sup> offense in a season - \$200 Fine.
<b>A.7 Failure of a Referee to properly understand BCCGSL Operating Rules resulting in an unplayed game or improper game procedures.</b>		\$500 Fine payable by the District.
<b>A8. Failure to supply a qualified referee for League or League Championship Game</b>		\$100 Fine payable by the District
<b>A9. Failure to supply two assistant referees for U16 and up for a League or League Championship Game</b>		\$50 Fine for each assistant referee not provided payable by the District
<b>A10. Affiliating an under-aged U12 team.</b>	Team will be withdrawn from the schedule	\$1000 Fine payable by the District.
<b>A11. Protest Fee</b>		\$250 payable to the League
<b>A12. Appeal Fee</b>		\$500 payable to BC Soccer

## Appendix B



### British Columbia Coastal Girls Soccer League Playing Up Permit (League game only)

\_\_\_\_\_, registered with: \_\_\_\_\_  
(Player Name and ID No.) (Releasing team – Age Group, Division, Club & Team name)

is permitted to play for \_\_\_\_\_ of BCCGSL, in its game versus:  
(Obtaining team – Age Group, Division, Club & Team name)

\_\_\_\_\_ on: \_\_\_\_\_  
(Opposing team – Age Group, Division, Club & Team name) (Date)

Releasing team's consent given by:

Name \_\_\_\_\_ Email \_\_\_\_\_  
(Player's registered team official, position)

Phone \_\_\_\_\_ Signature \_\_\_\_\_

Approval and verification by District Designate authorized to sign this Permit:

On behalf of: \_\_\_\_\_, I \_\_\_\_\_, give our District's approval for this permit.  
(Youth District) (Name of Authorized Designate)

I have verified that this permit conforms to all requirements of the BCCGSL Permit Rule.

Title: \_\_\_\_\_ Signature: \_\_\_\_\_

To be valid, the permit must be fully completed and handed to the game official and the opposing team before the start of the game, and (from October 1<sup>st</sup> onwards) must be accompanied by the player's valid ID card.

---

## **British Columbia Coastal Girls Soccer League Playing Up Permit (League game only)**

Once a player is registered on a team, she must not play for another team. The only exception to playing non-registered team players is under the auspices of an intra-Club "Playing Up Permit". A Playing-Up Permit allows for a player registered on one registered League team to play for another registered League team **within the same Club** in a higher division for a single game. Playing-Up Permits can be issued at the discretion of the District and League Board. The District and the League must approve special circumstances. The general rules are as follows:

- 1) The league shall grant a player registered with a team playing in the league permission to play for any higher division team operated by the same club WITHIN their own age group OR play in an OLDER age division of equal or higher caliber, provided the player has the consent of their registered team and the approval of their District.
- 2) Any player requesting a PUP must apply for permission by completing a permit form supplied by their District's BCCGSL Rep. or appointed designate. The application form bearing the consent of the releasing team must be approved by the District Registrar prior to the game (digital signatures are permitted). Each District may set additional conditions for approval or elect to not approve any Playing-Up Permit, as it deems appropriate.
- 3) The permit is only valid for the team, day and league game stated on the application form. Should the game not be played as scheduled, the PUP is void and a new one required for the rescheduled date.
- 4) A Playing Up Permit (PUP) will be allowed for league games only. Under no circumstances will a Playing-Up Permit be allowed for League Championship or League Cup games.
- 5) Registered Out-of-District players are eligible to play under permit as long as the total number of Out-of-District players (including those on permit) on a team roster does not exceed 5 players.
- 6) Players under suspension shall NOT be eligible to play under permit.
- 7) Should a team play an ineligible player i.e. without a valid Playing-Up Permit, the opposing team will have sufficient grounds for a protest and the team, player or team official will be subject to game forfeiture and additional League discipline.
- 8) An approved PUP form for the permitted player must be presented to the game official and the opposing coach prior to the start of the game. Playing-up players must also bring their valid BCSA player ID card to the match.
- 9) Teams shall not be granted permits for more than three (3) players for any one League game. A player shall not play on a permit for more than three (3) times in one season. **As of the 2017/18 season, U12s shall have unlimited permits.**
- 10) From October 1st onwards, any BCCGSL Div. 1 – Div. 3, U-12 to U-18 player with a Playing-Up Permit must also present a valid ID card to be eligible to play.
- 11) Any disciplinary action applied from misconduct reported while playing in a game under a PUP shall be served during future games with their registered team
- 12) The referee must give a copy of this permit to the opposition and include the permit in his/her referee report for the match.
- 13) Playing-Up Permits are not required for tournaments or other non-League affiliated events.



## Appendix C

### U12 & 13\* Retreat Line (\*as of 2016/17 season)

The retreat line initiative is designed to encourage and foster improvements in the following areas of small-sided soccer:

- Elimination of deliberate high press defensive tactics
- Constructive and technical build-up starting in the defensive third of the field
- Building confidence in our U12 & U13 players by allowing them more time and space when receiving a goal kick
- Goalkeepers taking the goal kicks. Note – Any player is allowed to take a goal kick however we want to encourage our goalkeepers to take as many as possible.
- This initiative is for GOAL KICKS ONLY.
- U12 & U13 - the retreat line/offside line is the line marking the attacking 1/3 (see diagrams below).

Below is information pertaining to the implementation of the retreat line into the U12 small-sided soccer game format.

#### Retreat Line Procedure:

The Retreat line comes into play when the ball has gone out of play for a goal kick. All opposing players will retreat back behind the offside line/retreat line on the field. The opposing players may not pressure the ball until:

1. The player taking the goal kick has successfully put the ball into play and it is touched by their teammate (on their side of the offside line/retreat line). See diagram 1 below

OR

The ball is played beyond the offside line/retreat line into the middle third of the field. See diagram #2 below

OR

2. The ball leaves the field of play.

If a team decides to take the goal kick quickly, they are allowed to and the ball will be in play once it leaves the penalty area. The opposition's position on the field will not come into effect.

#### Encroachment of retreat line:

If the defending team encroaches across the retreat line before an opposition player touches the ball then the referee blows the play stopped and issues a re-take of the goal kick.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for non-respect of the restart.

### Making the Right Decision:

At times, the correct pass is a long one, players need to recognize the positions of the opposing team and act accordingly. If there is an opportunity to play quickly to create a counter attack, it should be encouraged.

This supports the development of decision making for young players and the speed of their distribution.

Diagram #1

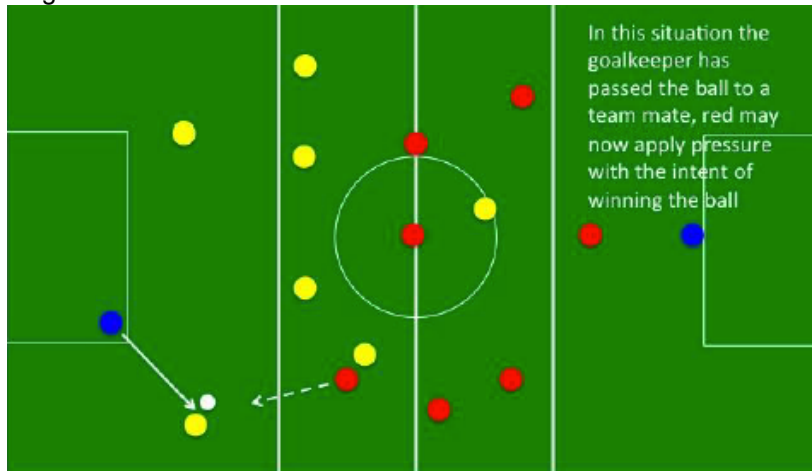


Diagram #2

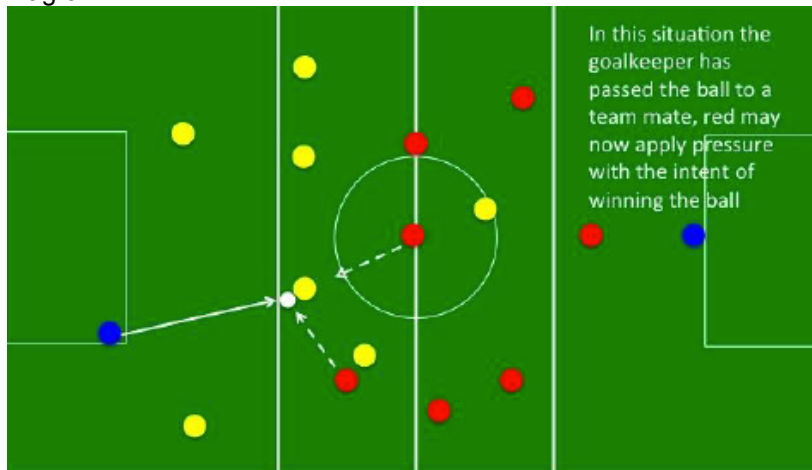


Diagram #3

