BC COASTAL GIRLS SOCCER LEAGUE

Official Operating Rules for 2011/2012

Last Updated, Aug 16, 2011

BC Coastal Girls Soccer League

BC Coastal Girls Soccer League

Welcome:

The BC Coastal Girls Soccer League (BCCGSL) accepts affiliation of competitive girls divisional teams from the following Coastal Districts:

1. Central Fraser Valley Girls District (aka CFVG)
2. South District Girls Soccer Association (aka SDGSA)
3. Vancouver Youth Soccer Association (aka VYSA)
4. North Shore Youth Soccer Association (aka NSYSA)
5. Richmond Soccer Association (aka RSA)
6. Tri-Cities Soccer Association (TRD)
7. Allouette District (ALO)
8. Burnaby Youth Soccer District (BYD)

Each year the league has 500+ teams in 50+ schedules. This is a significant number of teams and the smooth operation of the league requires that you understand the rules. As a coach you must be aware of several guides and rules that govern activities off the field of play:

1. Your Club Bylaws, Constitution and Policies
2. Your District's Bylaws, Constitution and Policies
3. The League's Bylaws, Constitution and Policies and Operating Rules
4. BC Soccer's Constitution, Bylaws and Rules and Regulations

On the field the rules are governed by FIFA and by rule variations, such as game length, ball size and number of substitutions as published in BC Soccer's Rules and Regulations.

Have a good year and above all remember this is a kids sport played for the enjoyment of the kids.

Rights of the League to override rules

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

Changes from 2010/2011

- Remove references to North District Girls
- Add Alouette, Burnaby and Tri-Cities Districts
- Change all dates to reflect current season
- Important Dates
- 2.1.2 - change reference from Metro to MSL
- 2.2 Distribution of teams – Update

BC Coastal Girls Soccer League

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- Add 2.2.4 - a list of policies that are related to scheduling
- 2.3.4 correct the email address and allow for field/referee schedulers to be added to a distribution list for schedule updates.
- 2.4 update to the deadline for submitting scores and forfeit requests
- 3.1.4 add wording to clarify rescheduling of games cancelled at the field.
- Fine4.2 add a note that the discipline for spitting at an opponent or on hands in a handshake may be up to 8 games.
- 5.4 clarification to the rule on playing Saturdays
- 5.5 clarification to the rule
- 5.5 b) restrict Sunday start times for U12-U16 teams
- 5.6 add reference to rule 5.5
- 5.12 remove the restriction that all players must be registered to the team and replace with the word eligible. This will allow players on permits to be on the team list.
- 5.18 Change to state that use of the Technical Area for league games is no longer mandatory. Rule has been left in for reference purposes.
- Appendix B - Contacts
    - Stats coordinators – update for this season
    - District Contacts –pg.30 – Updates
- Add appendix D – Playing up Permit Rule
- Appendix E – Remove 2010/2011 column
- Minor grammar and spelling mistakes corrected

BC Coastal Girls Soccer League

Risk Management

Each District is responsible for ensuring that BCSA Rule 22 – Risk Management, is adhered to. The League expects all team officials to complete the risk management process before they are issued with BCSA ID card for the 2011/2012 season by their District.

Important Dates for the 2011/2012 Season

Date	**Event**
June 30	U12 Select and U13-U18 Gold and Silver Team Affiliation day
July 31	U13-U18 Bronze team affiliation
Sept 11	League Start
Oct 8-10	Thanksgiving Break
Oct 30	League promotion/demotion review
Dec 11	Last scheduled league game before Christmas
Jan 15	Team-to-Team player transfer deadline
Jan 15	First scheduled League game after Christmas
Feb 12	Last scheduled Bronze and Silver league games
Mar 4	Last scheduled Gold game
	CCC group of 16
	CCC Quarter Finals
Mar 7	Last date for submitting league scores
Mar 10-25	School Closure and official Spring Break (No games scheduled)
	CCC Semi Finals
	Coastal Classic Cup Finals (Silver-Bronze-Red)
Apr 6	Good Friday
Apr 9	Easter Monday

BC Coastal Girls Soccer League

1. LEAGUE OPERATING INFORMATION

1.1. Mandate

1) To manage league play for affiliated girl's competitive teams from associated Districts in the Coastal area.
2) To ensure each division and level provides for competitive play.
3) To manage league cup play
4) To manage additional cup play as determined by the League governors

1.2 Volunteers

All positions of the League are filled by volunteers. Almost all volunteers perform duties with their Districts, Clubs and teams. These people form the volunteer backbone of amateur youth soccer.

The League also relies on volunteers to act as statistics collectors. Collectors usually have no more than 3 league schedules to take care of. If you are willing to act as a statistics collector please tell your District League Representative by August 15.

Besides collecting game scores, stats collectors may also be asked to follow up on a score by the league, provide answers to simple questions by coaches (or direct coaches to speak with their District League Representatives).

2. LEAGUE SCHEDULES

Over 50 schedules are generated each season and it is not unusual, during the first two weeks of play, to have 1 or more revisions published. The scheduler puts in a lot of time and tries to balance the schedules as much as possible. It is not possible to do this for 13 and 14 team leagues and as a result some teams will have more games or byes than other teams.

Schedules are of a fixed length which may result in unbalanced schedules.

2.1. Affiliating teams

Districts are asked to provide the scheduler with a list of teams and contacts by the deadlines posted in the important dates table. The earlier and more complete the data is, the earlier the schedule will be published.

The team information required is:

- Team Name (do not leave this blank or a name will be assigned by the scheduler)
- Age Division (U12 – U18)
- Level of play (Bronze, Silver, Gold)
- Strength of team (Strong, Average, Weak) – Used for league tiering
- # of returning players
- Primary contact name and number (does not need to be Coach or manager)
- Secondary contact name and number - (does not need to be Coach or manager)
- Home/Away pairings (i.e. which teams will share home and away on the same field and time) (Please refer to special instructions on home/away pairings)
- Special instructions for placement (i.e. two teams from same Club not on same schedule). There is no promise that these requests will be accommodated.
- Email address - (does not need to be Coach or manager)

Requests for changes to published information must be directed to your District's BCCGSL Rep. Each year multiple schedule revisions are published because of the many changes to team names and contact info. The League has set the following deadlines for changes for the 2011-2012 season:

2.1.1 Deadlines for submitting changes to information on schedules

a) Team Names – Last Sunday in August – changes submitted after that will not be published until Thanksgiving.
b) Contact name, phone numbers – Last Sunday in August

2.1.2 Home/Away Pairings

Teams that share a field and time slot are said to be paired. That means that when one team is home the other will be away. The League allows Clubs/Districts to declare which teams are paired. To ensure that your requests for pairing can be accommodated they must be submitted by June 30. In addition there are some rules that must be adhered to:

a) MSL teams cannot be paired with a BCCGSL team
b) U12 Gold can only be paired with other U12 Gold teams
d) U13-U18 Gold and may only be paired with each other
e) U13 –U18 Silver and Bronze may be paired with each other

The league scheduler reserves the right to assign pairings where needed.

2.2. Distribution of teams

Teams are distributed across the schedules in one of two ways:

Tiered – Standings from the previous year and information provided by Clubs/Districts on team strength are used to rank teams. Schedules that are tiered end in a number

Geographic –Schedules are formed by geographic proximity. Those schedules that end in a Letter are geographically formed.

For the 2011/2012 season the following schedules shall be tiered:

- U13-U18 Gold and Silver

For the 2011/2012 season the following schedules shall be in geographic proximity

- U12 Selects/Gold
- U13 – U18 Bronze

2.2.1 Requests by Club

A Club may request, through their District, to place teams in certain groups or “with” or “not with” certain teams. These instructions must be received no later than 15 days after the affiliation deadline to be considered. Such requests will be accommodated where possible.

2.2.2 Requests by District

The District may request that all teams in the District in a certain level be placed in specific groups. Usually this means that all teams from a District will be in the same group. This may include teams that play on Saturdays.

2.2.3. By League Scheduler

The League scheduler attempts to balance numerous requests and may not be able to accommodate them all.

2.2.4 Policies related to scheduling

3 policies exist that are related to schedule creation and maintenance. Please read them so that you are aware of the activities and restrictions related to schedules.

- 2.2.4.1 Policy on schedule creation and maintenance
- 2.2.4.2 Policy on team movement (includes promotions and demotions)
- 2.2.4.3 Policy on approving schedule formats

2.3. Start of League play

2.3.1. Accommodating Cup play

The schedule has several dates that have no league games scheduled and have the words “Cup Selection”. These dates are reserved for round play which will determine which teams will advance to the elimination rounds for cup play at the end of the season. Separate rules for cup selection play are available on the League’s web site. Unless there is an odd number of teams in a group all teams will play each day.

2.3.2. The schedule

The schedule usually starts on the first weekend after Labour Day and runs to the last weekend in February or first week of March. Some dates are labeled “spare”. These dates occur just before and just after the winter break. These dates should be used to replay games postponed in the first half of the season.

2.3.3. Holiday Breaks

No League games are scheduled for the Thanksgiving weekend. If you are entering a tournament enter early.

We also have a 3 to 4 week break at Christmas. The League schedule starts in the first weekend after school recommences. All the volunteers, parents and players get to have some rest after 3 months of games.

2.3.4 Publishing League Schedules

The schedule, and other League information, is distributed to each District rep. The District League reps will then distribute to Clubs. Club or District schedulers may request a copy of schedules or related changes sent by email direct to them by contacting the league at bccgsl@telus.net (subject: schedule distribution list)

Schedules will also be published on htttp://www.bccgsl.ca

In the event that information on the web differs from information provided direct to each District's League Reps, the information provided by District League reps shall be used. It is therefore imperative that District League reps ensure that schedules and other information from the League be distributed in a timely fashion.

All efforts will be made to prevent changes to the schedules once published before the Thanksgiving weekend. However scheduling errors do occur and there may be a need to publish an emergency update, so please ensure that your opponent has the same information as you. When calling an opponent please ensure that you identify yourself and your team clearly.

2.3.5 Requesting Changes

Gold and Silver Teams are not permitted to change team names once the League starts. We expect these teams to be formed early and to have picked their team name early. Since Bronze teams, in some Clubs, are not completely formed until the Labour Day weekend, the League will permit a change of team name if submitted by Oct 1. These requests MUST be routed through your Club to ensure that the name on the League schedule is the same as the name registered with the BCSA. Clubs must then submit the change request to the League through the District League Representative and to BCSA through the District Registrar.

Under no circumstances are changes to be sent directly to the League Scheduler.

2.3.6 General queries

Questions regarding the schedule may be directed through your Stats collector or your District league rep. These volunteers will answer what questions they can and forward any they can't to the League Scheduler. Under no circumstances are questions to be made directly to the League Scheduler.

2.3.7 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. Explanations of the reasons for certain scheduling anomalies are summarized on these pages. We ask that you read this document before you resort to the phone or email to get the answer you want. If you wish to make a complaint please put it in writing and deliver it to your District League Rep. Complaints will not be accepted from any other source or form.

2.4 End of League Play

2.4.1 Last date for reporting scores

The 2012 deadline date for submitting scores or forfeit requests for league games will be Wednesday March 7, 2012.

2.4.2 Determining League Winners

The league determines winners by total points regardless of games played. The League makes every effort to ensure that all teams in a schedule have an equal number of games. There is no tie breaker formula for determining a winner when two teams are tied in points at the end of the season. Where two teams are tied at the end of the season each team is declared co-winners and each will receive gold medals.

3. PRE-GAME PROCEDURES

3.1 Communications between teams

Due to the time of year and the constantly changing coastal weather, fields and times change on occasion. We ask that you make that extra effort to get all games played. The following guidelines were written with fair play in mind and with recognition that last minute changes can't always be accommodated by traveling teams.

Like all amateur sports, the soccer league, Clubs and team officials are all volunteers. The amount of time we have to resolve disputes between teams regarding game scheduling is minimal. We ask that you be flexible and work to resolve problems.

3.1.1 Etiquette of contact

Direct contact must be made with the coach; if a message must be left then call the alternate contact. If messages are left ask them to confirm that they received the message. Never assume that a message has been received.

3.1.2 Initial notification between teams

It is the home team's responsibility to call the away team. This notification should be done no later than the Wednesday before game day.
If the home team does not call the away team by Wednesday, then the Away team should/must call the Home team.

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

Also ensure that the information on the colours of Jerseys is exchanged. It is the Home team's responsibility to change colours if there is a clash; however the Away team may change jerseys if both coaches agree.

3.1.3 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.

3.1.4 Notification of Field changes

If the home team's grass field closes the away team must be notified **immediately** (see grass/grass, gravel/gravel rule.)

Where both teams arrive at a field that has been closed to play on game day, the home team may move the game to an alternate field. 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.

3.2 Grass/Grass, Gravel/Gravel rule

If the away team is notified that the home team's field is gravel, the away team may invoke this rule. The away team must notify the home team that they are trying to arrange for a grass field. Once a field is assigned call the home team. This call must be made by 12:00 noon on the day before the scheduled game to move the game to the away team's field.

Similarly if neither team has a grass field and the home team does not have a field assigned, this rule may be invoked and the game played on a gravel field at the away team.

For the purpose of determining good/better/best in terms of field surface use the following rating from best to worst:

3.2.1 Grass or In filled Artificial Turf
3.2.2 Astro Turf - (Livingstone, Hamber or Coquitlam Town Centre)
3.2.3 Sand/gravel

Cooperation of coaches is required and every effort MUST be made to get the game played.

Assignment and payment of referees is the responsibility of the team who supplies the field.

3.3 Postponing or canceling games

All games must be played by the scheduled date and cannot be cancelled or postponed because one team does not have sufficient players due to injury or illness. FIFA rules state that a game can be played with as few as 7 players on a team. The only time lack of players will be considered as a legitimate reason for postponing/rescheduling a game is:

3.3.1 If the players are attending a sanctioned school or church function and the team will have less than 9 players.
3.3.2 And a request is delivered, in writing, to the League through your District Rep 5 days prior to the game.
3.3.3. 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.

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

3.4 Making up games

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

3.4.1 Rules for scheduling make up games

1. The home team has 1 week from the original schedule date of the game to select a week for the replay. There is no requirement to select the actual date initially just the week.
   a) If the week of the replay is not scheduled by the Sunday following the original scheduled date, the home team will lose the right to schedule the game. The away team will then have 1 week to schedule the replay.
2. There is no restrictions on which day of the week can be used. If playing a week night game under lights, reasonable consideration for travel time is required.
3. Allowable start time for make-up games on weekends:
   a) Friday 6:30pm to 7:30pm
   b) Saturday 9:00am to 8:00pm
   c) Sunday 9:00am to 8:00pm

4. When a weekend is selected for the replay the home team sets the day and time. 5 days notice of actual day and time must be given to the away team. The away team cannot refuse to play a replay game that is scheduled for a weekend.
5. Failure to either team scheduling the replay within the 2 week period will result in the game being deleted from the schedule and will not be added back the schedule unless it affects the league winner.

   Should the away team refuse to play on the week set, the home team must file a forfeit request no later than the Wednesday after the replay date.

3.4.2 Disposition of games not-played

Each year a considerable number of games are not played. In order to encourage teams to get these games played the League has implemented the following rules pertaining to games not played.

a) Points will not be awarded for any games Not-Played by the January restart of League play unless an agreement exists to play a postponed game in the 2nd half of the season. Where no agreement exists to play these games, they WILL be removed from the schedule and no points awarded. This act by the League is not protestable.

b) Points will not be awarded for League games scheduled from January to the end of League play as stated in the schedule on page 5 that are not and reported by the deadline stated in 2.4.1.

4. POST GAME PROCEDURES

4.1 Referees

The referee's responsibility to monitor activities does not end at the final whistle. If a player or team official's actions after a game has ended is deemed to be an infraction of the Laws of the Game, such as use of foul or abusive language or physical abuse toward other players, team officials or a game official, the referee may take appropriate actions which will result in disciplinary action against the player or Team official.

4.2 Hand Shakes

Hand shakes or other means of friendly recognition after each game is mandatory in soccer. Teams will participate in their cheers and then meet at mid-field. This is a sign of fair play.

The referee will monitor the handshakes and if a player or team official is seen acting in an unsportsmanlike manner, may issue an appropriate card.

NOTE: SPITTING on hands prior to shaking hands is not only unsporting but unhealthy. Referees still have the authority to caution or eject players and coaches after a game is completed. Note that the discipline may be up to 8 games for the first incident.

4.3 Reporting game results

The statistics collector for each schedule is printed on the bottom of the schedule along with a phone number and email address. Either method may be used to communicate your scores on Sunday night. Both teams should do this. Statistics collectors will NOT call the teams. If a score is not reported it will be shown as "NP" or not played on the game by game detail page on the web. If there is no indication from the coaches that a game is rescheduled to be replayed it will be dealt with according to rule 3.4.2

The Stats collector needs to send in their score lists and any information collected to the Age Group Score Coordinator by Monday morning to have them published on the web by Wednesday.

Do's for team officials:

- ✓ If you are not sure of the score ask the ref after the game or confer with the opposing coach.
- ✓ Identify one person from your team with a cell phone to call in the score from the field immediately after the game.
- ✓ Both Teams must call in the score win or lose
- ✓ Both Teams should also report to the stats collectors 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)

Don't for team officials

- Unless the stats collector states otherwise, please use email. If calling, don't call stat collectors after 8:00 PM unless you have been permitted to do so by the stats collector.
- Don't call prior to 10:00 AM in the morning unless you have been permitted to do so by the stats collector.

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

If you are consistently late with your scores I will call you at 4:00am on Sunday to get them.

Please note that everyone involved with the League 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.

As goal difference does not enter into the equation as to which team will win the division championships, the Stats Collectors within the Silver and Bronze division can impose a goal differential for reporting scores on the web. The true final score should always be reported to the Stats Collector to ensure that if teams need to be reassigned that the League can react quickly.

Coaches are strongly encouraged not to run up the scores on opposing teams. Coaches and teams doing so will be reported to their District Officials for disciplinary action.

4.4 Protest filing

A protest will only be considered on the grounds of misinterpretation of F.I.F.A. Laws of the Game, on the eligibility of players, or on breaches of Competition Rules & Regulations. An affiliated team may lodge a protest with the League arising out of any League or cup game scheduled by the, League. A protest must be in writing, stating the grounds upon which the protest is lodged.

A protest of any League game must be submitted 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.

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.

The protest shall be signed by the team coach or manager. An emailed document 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) shall be determined each year by August 15 and shall be published in appendix C of this document.

Details to be included with the protest are:

- Schedule name
- Both team names
- Date and time of game
- Location of game
- Referee number, where possible
- Grounds for the protest
    - Which FIFA Law was misinterpreted and how.
    - Ineligibility of player(s)
    - Breach of BCSA or BCCGSL Rules and Regulations
- Signature of a Team Official (an email is considered signed under BC Law)

4.5 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. A few are:

- Team used an ineligible player (a player not registered to the team or a player under suspension)
- Insufficient players to start the game.
- Last minute cancellations by team due to insufficient players
- Failure of a team to show up for a game.
- Causing a game to be abandoned

Request for forfeit is done through a "Forfeiture Request Form" available in the appendix of these regulations or contact the league administrator at bccgsl@telus.net who will send you the form in MS Word format . The form is to be completed and delivered to the League by email (bccgsl@telus.net) within 72 hours of the scheduled match game time. Once the "Forfeiture Request Form" is officially received by the Stats Collector, the League will review the request and determine an official response to the request.

If, upon availability of positive evidence, a team is found to have used an ineligible player, the team may forfeit all games in which the ineligible players participated.

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 Not-Played. Refer to Rule 3.4 Make-up games for determination of scores.

Since goals for and against are not used to determine league champions, forfeits will be recorded as a 0-1 loss against the forfeiting team.

The league may impose a fee for a forfeit submission by a team. The fee shall be published in Appendix C in this document

4.6 Appeals

Appeals from the decision of the League shall be made to the BC Soccer Association.

The applicant for "leave to appeal" shall:
Make written application to BC Soccer's Executive Director within ten (10) working days after issuance of the District's, League's or Committee's decision, setting out:

a) The decision sought to be appealed
b) A concise statement of the facts; and
c) A concise submission stating the By-Law, BCSA Rule or Regulation or BCCGSL

Operating Rule that has been contravened and setting out clearly in what respect the decision is alleged to be wrong.

It is extremely important that an Appeal contain the above three items, specifically the EXACT rule or regulation that has been contravened.

Forward the said written application signed by the affiliated team coach, manager, or official; registered player or registered game official (referee, assistant referee)

Forward with the written application and the appropriate fee. The fee is published on BC Soccer's web site. The Appeal Committee may deduct an administration fee from all applications for "leave to appeal" as determined by the committee

A complete list of all rules and regulations pertaining to protests and appeals is found in the BC Soccer Rules and Regulations downloadable from BC Soccer's web site at http://www.bcsoccer.net

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5. RULES OF PLAY

5.1. Teams are limited to the following player maximums:

5.1.1. for U12 the maximum shall be 16 players (District's may set their own limit)

5.1.2. For U13-U16 the maximum shall be 18

5.1.3. For U17 and U18 the maximum shall be 20

5.2. All games shall be played under the By-laws and Rules and Regulations of the Association.

5.3. 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

5.4. League games have traditionally been scheduled for Sunday; however, teams in the U12-U15 bronze level groups may play their regular home games on Saturday by applying to the league for approval.

5.5. Home teams MUST take into account the travel distance of the away team especially where teams that must travel to, from or between Chilliwack, Whistler, Squamish, Pemberton and Sechelt are involved. Such games should be scheduled to start no earlier than 12:00. For all other games the allowable start time for games on weekends are:

a) Saturday 9:00am to 8:00pm

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

5.6. The home District or Club shall determine the venue and time of League games subject to 5.4 and 5.5 above.

5.7. In all instances, the team declared "home" team is responsible for ensuring the field is marked, nets and flags are in place and supplying the game ball.

5.8. 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.

5.9. Any team failing to fulfill a scheduled league game without just cause will forfeit the game to its scheduled opponents. Note that forfeits are not automatic and must be requested by a team and approved by the League.

5.10. At game time only the referee may declare the field unplayable. Coaches may not agree between themselves to play a game on a field that is closed by the referee. Also coaches may not agree to cancel a game where a referee is present. When the away team has travelled to a game and it is canceled the away team has the right to schedule the replay. All facility and game official fees will be the responsibility of the team providing the field.

5.11. 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.

5.12. All teams shall furnish a complete list of those **players eligible** for use in the game for which the list is to be submitted. The list shall be completed in duplicate, both copies of which shall be given to the referee at or before half time of the game. The team list shall bear the name of the team, date of the game, the name of the opposing team and the name of each player. The team list shall contain the name of players currently under suspension (with name crossed out) and therefore ineligible to take part in the game. The team list must contain the signature of a team official in charge of the team.

5.13. The number of Substitutions is not limited. However the referee does have the authority to determine when substitutions may be made.

5.14. Substitutions shall be made only during the stoppage in play and with the referee's consent.

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

5.16. Photo Identification Cards for both players and team officials are required at the U13 – U18 age. And for all team officials at U12 and younger ages. It is incumbent on team officials to present the photo ID cards of the players and team officials to the referee prior to any League or cup games. A grace period shall be allowed until October 1 of the Coastal playing season. After this date, players and team officials without validated 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.

5.17. Youth to Youth permits are allowed for gold and silver levels of play only. Refer to the Youth Permit rule in appendix D.

5.18. Technical area – for reference purposes only

5.18.1. The intent of imposing structure on position of teams at game time is to bring some order to the sidelines. Coaching instructions should only be given to players from one side of the field. Separating teams and spectators allows a game official to determine whether improper language is coming from the benches or the team supporters. It also allows the game official to refer to one side of the field when substitutions are taking place. Finally it allows coaches to coach without interference from spectators or team supporters. The game officials can then concentrate all their effort on the game and one sideline and ignore the distractions that come from team supporters. In the event that team supporters are getting out of hand a game official can simply stop play and inform one or both teams to bring the sidelines under control before the game will continue. Under no circumstances should game officials have to talk to spectators.

5.18.2. **Location**

Where field conditions permit, the location of the **Technical Area or Coaching Area** is on one side of the field, that is opposite to the side of the field where spectators will be located. Players and carded Team Officials are required to be in this area at all times during game play. Carded Team Officials are required to inform and ensure that spectators of their team understand and conform to this requirement as the team is responsible for the conduct of their spectators.

NOTE:In the event that a technical areas cannot be put on a field then opposing teams and team supporters can occupy opposite sides of the field.

5.18.3. **Dimensions**

The **Technical Area or Coaching Area** will be on the opposite side of the field from the spectators. The midfield corner of the areas shall start 5 meters from the halfway line and 1 meter from the touchline and extend to a point parallel to the 18 yard line, parallel to the touchline, on either side of the halfway line. There shall be no back line. In the event that lines are not painted for the areas, each team is required to mark out this area with field cones so Team Officials, Players and Game Officials know where the technical area is. (see appendix E for diagram of field markings)

5.18.4. **Team Officials and Player Dress and Conduct in the Technical Area or Coaching Area**

Team Officials and Players in the **Technical Area or Coaching Area** must at all time be wearing a colored bib that contrasts the colors of their uniforms, track suits or rain gear. Team Officials and Players are encouraged to cheer their team on or to make positive comments about the play of the game but must do

so behind the 2 meter distance from the field of play. Players must either be seated or stand in an orderly fashion for identification purposes and to avoid impending players taking Throw-ins.

5.18.5. **Leaving the Technical Area or Coaching Area**

Team Officials may leave the Technical Area or Coaching Area to tend to players requiring medical attention on the field at the direction of the referee. Any player requiring attention on the field must be removed from the field as soon as it is safe as per FIFA's Additional Instructions for referees, assistant referees and fourth officials "*Dealing With Injured Players*". Team Officials can leave the area to visit a changing room provided another Team Official has been informed.

Players may leave the area to visit a changing room provided they have communicated such with one of their Team Officials. It is recommended that any player leaving the area to visit a changing room is accompanied by another player for safety reasons or Team Official of the same gender

Team Officials and Players who need to leave the game early for personal reasons need to inform a Team Official. Players must be accompanied by their parent, legal guardian or guardian from the area immediately.

5.18.6. **Players Warming Up**

Players warming up to prepare for being substituted into the game or for staying warm can warm up in the area between their team's Technical Area or Coaching Area and the Corner Flag. While doing this, the player must be wearing a colored bib so they can be identified as an off field player. Also, they are required to not communicate with or cheer any of the players in the field of play and they must be at least 7 meters from the Corner Flag is there if a Corner Kick taking place.

5.18.7. **Substituting from the Technical Area or Coaching Area**

(To be used for Cup play only when 4th officials are used)

Players being substituted must be accompanied by a Team Official and stand at the Halfway Line where the Team Official will hail the referee to request a substitution at the discretion of the referee. Note that players being substituted must be in game strip ready to enter the Field of Play but still wearing a bib until the referee permits the substitution. The substituting player(s) must not enter the Field of Play until the player coming off is in the Technical Area or Coaching Area and the player(s) have exchanged the bib(s) which is a visual aid for the referee when many players are substituted at the same time.

5.18.8. **Technical Area or Coaching Area and Sending off Offences**

Team Officials who are asked to leave the vicinity of the game must vacate the Technical Area or Coaching Area immediately. In the case of Players who are sent off they must leave the vicinity of the field of play and/or Technical Area or Coaching Area immediately and be escorted by a Team Official to their parent, legal guardian or guardian on the spectator's side of the field.

6. GAME OFFICIALS

6.1. Districts of the home team are responsible for ensuring that appropriate game officials are assigned to matches. Such responsibility may be delegated to individual Clubs or a Central scheduling agency.

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

6.3. Assistant referees must be assigned to matches for the U16, U17 and U18 divisions. Failure to do so will lead to disciplinary action against the District by the League.

6.4. In the event that a referee does not show up for a game, within 15 minutes of scheduled game time, the coaches may agree to play the game using parent referees. Each team should referee half the game or agree that one person should referee the entire game. If a coach does not agree to play the game it shall be postponed to a later date. Home field assignment moves to the away team's venue.

7. GAME PROTEST

7.1. A protest will only be considered on the grounds of misinterpretation of F.I.F.A. Laws of the Game, on the eligibility of players, or on breaches of BCSA Rules & Regulations or BCCGSL Operating Rules.

7.2. No protest relating to the grounds, goal posts, bars, or other appurtenances shall be entertained by the League.

7.3. A Protest Committee is required to provide to all parties affected by a decision, 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.

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

7.6. An affiliated team may lodge a protest with the League arising out of any league or League cup game scheduled by the BCCGSL. Such protest must be in writing, stating the grounds upon which the protest is lodged.

7.7. A protest of any League game must be submitted 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 an email note is not received by the League with 48 hours of the sending of the note, the protest MAY not be heard.

7.8. A copy of the protest shall be forwarded by the League having jurisdiction to the opposing team within 2 working days of receipt.

7.9. The protest shall be signed by the team coach or manager as per the team's registration with the District or BCSA. Any protest emailed to the League is declared to be signed.

7.10. A protest fee must accompany the protest when filed with the League.

7.11. The fee (payable to the League) shall be determined and circulated by the League prior to August 15th annually, in advance of the forthcoming season.

7.12. 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.

7.13. A decision of the League Cup Scheduling Committee on a protest arising from a cup selection competition game played under the jurisdiction of the League shall be final and binding.

BC Coastal Girls Soccer League

Appendix B - Contacts

League

Chair	Stewart MacPherson
Vice Chair	Steve Horvath
Secretary/Treasurer	Noreen Miles
Scheduler	Pete Skinner
Chair, Protest Committee	
Event Coordinator	
Classic Cup programmes	
Discipline:	
North Shore	Paul Macdonald
Tri-Cities	
Central Fraser Valley	Steve Horvath
Vancouver Youth	
South District	
Richmond Soccer	
Burnaby Youth	
Alouette District	

Directors/ District Reps:

North Shore Youth	Paul Macdonald
Tri-Cities	Alex Barnetson
Vancouver	David Joseph Lizette Berdahl
Central Fraser Valley Girls	Steve Horvath
South District Girls	
Richmond Soccer	Stewart Macpherson
Alouette	Shannon Pederson Dionne Anderson
Burnaby Youth	Ian Fingler

BC Coastal Girls Soccer League

Age coordinators

Division	Name	Email
U12		
U13		
U14		
U15		
U16		
U17		
U18		

And a host of volunteers

League Communications
Mail address: 24969 Marshall Ave, Maple Ridge, BC, V4R 1S4
Email: BCCGSL@telus.net

Schedules and standings: http://www.BCCGSL.ca

BC Coastal Girls Soccer League

Districts

Central Fraser Valley Girls (CFV)

Vice Chair: Steve Horvath
Fax:
Email: shorvath23310@shaw.ca
Website:

Clubs:

Abbotsford Soccer Association
Aldergrove Youth Soccer Club
Chilliwack Youth Soccer Association
Langley Girls Soccer Association

Tri-Cities Soccer District

Chair: Alex Barnetson
Fax:
Email: abarnetson@shaw.ca
Website:

Clubs:

Coquitlam City Metro Ford Soccer Club
North Coquitlam United Soccer Club
Port Coquitlam FC Soccer Association
Port Moody Soccer Club

North Shore (NS)

VP Girls: Paul Macdonald
Fax:
Email: pauldmac@shaw.ca
Website: http://www.northshoredistrictsoccer.com

Clubs:

West Vancouver Soccer Club
North Shore Girls Soccer Club
Sunshine Coast Youth Soccer Association
Pemberton Soccer Association
Squamish Youth Soccer Association
Whistler Youth Soccer Association

BC Coastal Girls Soccer League

South District Girls (SD)

Chair: **Corry Street**
Fax:
Email: **APPLECOR@aol.com**
Website: **http://www.sdgsa.ca**

Clubs:

Guildford Athletic Club
Ladner Girls Soccer Club
Semiahmoo Girls Soccer Club
Sur-Del Girls Soccer
Surrey Football Club
Surrey United Soccer Club
Tsawwassen Soccer Club
Central City

Vancouver Youth Soccer Association

Vice Chair Girls: **David Joseph**
FAX:
Email:
Web site: **http://www.VYSA.ca/**

CLUBS:

Douglas Park Soccer Club
Kensington - Little Mountain Soccer Association
Vancouver United Football Club
Killarney Youth Soccer Association
Kerrisdale Soccer Club
Marpole Soccer Club
Vancouver Girls Soccer Club

Richmond Soccer Association

VP Girls: Aiman El-Ramly
FAX:
Email: aiman@ze.com
Web site: **http://** www.richmondgirlssoccer.com
CLUBS:

Richmond Girls

Alouette District

Chair: Ann Steen
Fax
Email
Web site: http://
Clubs:

BC Coastal Girls Soccer League

Golden Ears United Soccer Club
Pitt Meadows United Soccer Club
Mission Soccer Club

Burnaby Youth Soccer District

Chair: John Berry
Fax:
Email: theberrys@shaw.ca
Web Site:
Clubs:
Burnaby Girls Soccer Club Royal City Youth Soccer Club
Cliff Avenue United Football Club

BC Coastal Girls Soccer League

Appendix C – Schedule of Fines and Fees

Schedule of Fines and Performance Bonds

Offense	**Penalty**	Details
C1.Team found to be the cause of an Abandoned Game without just cause.	Loss of points and fine and/or posting of a performance bond	1st Offense in one season – $100 Fine and $200 Performance Bond 2nd offense in season - $200 fine and $400 performance bond
C2. Postponing a game without League Authorization	Loss of points for both teams and posting of performance bond	1st Offense in one season – $200 performance bond to each team 2nd Offense in one season - $200 fine and posting of $400 performance bond
C3. Failure to be ready to play at scheduled game time without just cause.	Loss of points + costs and/or Performance bond.	All costs for game officials and field lining will be levied against the offending team.
C4. Forfeiture of game without just cause	Fine and possible performance bond	$100 fine plus game official costs. League may also impose a performance bond of up to $200. For each succeeding game forfeited the fine and performance bond shall double
C5. Failure to supply a qualified referee		Each offense $40 payable by District
C6. Failure to supply two assistant referees for U16 and up		Each offense $20 for each assistant referee not provided. Payable by District
C7. Withdrawal of team once Schedule is distributed.		$100 fine to District
C8. Failure to comply with deadlines to provide team affiliation information to League		$50 per team (Effective June 1, 2008)
C9. Protest Fee		$250for 2011/2012
C10. Appeal Fee		$250 for 2011/2012

BC Coastal Girls Soccer League

Appendix D:

BCCGSL Playing Up Permit Rule

BCCGSL Board has approved playing up within Gold and Silver levels, the focus is on player development and there are a number of rules that must to be followed for this initiative to be effective. Management of the Playing Up Permits (PUP) will be done by the BCCGSL Representative for each District or their appointed designate. **To be valid, the permit must be fully completed and handed to the game official and the opposing team prior to the start of the game, and from October 1st onward the permit must be accompanied by the player's valid ID card. The rules are as follows:**

1. The league shall grant a player registered with a team playing in the league permission to play for a BCCGSL a Gold or Silver level team operated by the same club, provided the player has the consent of their registered team and the approval of the youth district, as follows:

a. • Players playing in the BCCGSL Gold or silver level U-12 to U-18 may play on permit for a league team in the same Club playing at a higher calibre in their own age group, or may play in an older age division at an equal or higher calibre.

b. • Each division within the BCCGSL Gold or silver level (Gold 1, Gold 2, etc.) is not considered a different calibre.

2. A Playing Up Permit (PUP) will be allowed for league games only, and NOT for any Cup games. Registered Out-of-District players shall be eligible to play under permit. Players under suspension shall NOT be eligible to play under permit.

3. 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 Designate 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. Permits must not be approved if doing so would imperil the player's registered team's ability to meet its scheduled commitments.

4. A PUP is valid only for the team, day and league game stated on the permit application form. Should the game not be played as scheduled then the PUP is void and a new one required for the rescheduled date.

5. 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.

6. From October 1st onwards, any BCCGSL Gold/Silver U-13 to U-18 player with a Playing Up Permit must also present a valid ID card to be eligible to play. U12 players are not issued cards as per BCSA Rules.

7. 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 more than three (3) times in one season.

8. The game time team list must include all registered players and permit players eligible and available to play in the game. The number of players on the team list presented to the game official shall not exceed the maximum players allowed per team according to BCSA Rule 4) j). ie max. 18 players for U13 to U16, max. 20 players for U17 to U18). For U12 the maximum number of players is 16.

9. Any disciplinary action applied from misconduct reported while playing in a game under permit shall be served during future games of their registered team, as per discipline rules.

10. Any team playing a player on a permit that does not conform to the above rules risks suspension, a fine of up to $250.00 for playing an ineligible player, and will have permit privileges withdrawn. Any District approving permits not conforming to the above rules can be sanctioned by withdrawal of permit privileges for its District for up to one year, as well as a fine of up to $250.00.

THE REFEREE MUST INCLUDE THE PERMIT NUMBER AND THE DETAILS OF THIS PERMIT IN HIS/HER REFEREE REPORT FOR THE MATCH.

BC Coastal Girls Soccer League

Sample Playing Up Permit:

<u>BC Coastal Girls Soccer League Intra-Club Permit</u> (League Games Only)

_____, registered with: _____
(Player) (Releasing Team)

is permitted to play for _____ of BCCGSL Division: U-_____
(Obtaining Team) (Age/Calibre)

in its game versus: _____on: _____
(Opposing Team) (Date)

Releasing team's consent given by:

Name _____ Signature: _____
(Player's registered team official)

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 with 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 1st onwards) for U13-18 must be accompanied by the player's valid ID card.

BC Coastal Girls Soccer League Intra-Club Permit (ICP) Rules

2. The league shall grant a player registered with a team playing in the league permission to play for a BCCGSL a Gold or Silver level team operated by the same club, provided the player has the consent of their registered team and the approval of the youth district, as follows:
    a. • Players playing in the BCCGSL Gold or silver level U-12 to U-18 may play on permit for a league team in the same Club playing at a higher calibre in their own age group, or may play in an older age division at an equal or higher calibre.
    b. • Each division within the BCCGSL Gold or silver level (Gold 1, Gold 2, etc.) is not considered a different calibre.

2. A Playing Up Permit (PUP) will be allowed for league games only, and NOT for any Cup games. Registered Out-of-District players shall be eligible to play under permit. Players under suspension shall NOT be eligible to play under permit.

3. 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 Designate 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. Permits must not be approved if doing so would imperil the player's registered team's ability to meet its scheduled commitments.

4. A PUP is valid only for the team, day and league game stated on the permit application form. Should the game not be played as scheduled then the PUP is void and a new one required for the rescheduled date.

5. 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.

6. From October 1st onwards, any BCCGSL Gold/Silver U-13 to U-18 player with a Playing Up Permit must also present a valid ID card to be eligible to play. U12 players are not issued cards as per BCSA Rules.

7. 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 more than three (3) times in one season.

8. The game time team list must include all registered players and permit players eligible and available to play in the game. The number of players on the team list presented to the game official shall not exceed the maximum players allowed per team according to BCSA Rule 4) j). ie max. 18 players for U13 to U16, max. 20 players for U17 to U18). For U12 the maximum number of players is 16.

9. Any disciplinary action applied from misconduct reported while playing in a game under permit shall be served during future games of their registered team, as per discipline rules.

10. Any team playing a player on a permit that does not conform to the above rules risks suspension, a fine of up to $250.00 for playing an ineligible player, and will have permit privileges withdrawn. Any District approving permits not conforming to the above rules can be sanctioned by withdrawal of permit privileges for its District for up to one year, as well as a fine of up to $250.00.

BC Coastal Girls Soccer League

Appendix E – Reference Material: School Calendar

DESIGNATION	2011/2012
Days in session	193
Minimum number of days of instruction	186
Maximum number of non-instructional days	6
Schools open	Sep 6
Thanksgiving Day	Oct 10
Remembrance Day	Nov 11
Schools close for winter vacation	Friday Dec 16
Winter vacation period	Dec 19 – Jan 2
Schools reopen after Winter vacation	Tuesday Jan 3
Schools close for Spring vacation	Friday Mar 16
Spring vacation period	Mar 19-23
Schools reopen after Spring vacation	Monday Mar 26
Good Friday	Apr 6
Easter Monday	Apr 9
Victoria Day	May 20
Administrative day	Fri June 29
Schools close	Fri June 29

BC Coastal Girls Soccer League

Appendix G – Forfeiture Request Form

Date of forfeit Submission_____

Date and time scheduled match: _____
If make-up game, please provide original week scheduled date:: _____
Game Officials Name and Number: _____
Field Location: _____

Age Division: U- _____ Level: _____ Game Type: League ☐ Cup ☐

Game id number if league: _____

Home Team:
Club:_____ **Team Name:_____**
Head Coach:_____ **Telephone Number:_____**
I am requesting the forfeit _____

Visiting Team:
Club:_____ **Nickname:_____**
Head Coach:_____ **Telephone Number:_____**
I am requesting the forfeit _____

Reason For Forfeit Request:

____ Insufficient players to start the game.
____ Abandonment caused by a team's actions
____ Cancellation by team due to insufficient players
____ Failure of a team to show up for a game.
____ Failure of the opposing team to accept rescheduled match dates and times in correspondence to section ***3.4.1 Rules for scheduling make up games***. To claim this reason this form must be accompanied by copies of all communications showing that the procedure was followed.

Additional Comments: _____
_____
_____
_____
_____
_____