

General Information

The Fraser Valley District operates house leagues at the U11 and U12 age groups, as well as U8-U10 Development Divisions. The age groups are divided into divisions that will meet like-minded teams playing together.

The Fraser Valley District League is administered by representatives who have been appointed by the Fraser Valley Youth Soccer Association and the Alouette District Youth Soccer Association. This league operates under the constitution of the B.C. Soccer Association, and applies each year to the BCSA for permission to operate.

All communication with the District Representatives should be through your club rep. Coaches are not to contact the District Representatives directly.

Team Registration Deadlines

Deadline for team registration is August 15th. To register teams, clubs must provide the following information, club name, team name, coaches' name and contact information which is to include phone number and email address. Clubs will be fined \$150 for any registered team that withdraws from league play. Late registering teams will not be guaranteed play in the league and will be accommodated only if no disruption to the schedule will occur, and will be solely at the discretion of the Fraser Valley District Board. If the Fraser Valley District Board approves the reschedule of a division to add an additional team, there will be a Club fine of \$150.

League Operation

The league schedule is prepared by the Scheduler and covers all regular league play throughout the season. The usual start date is the second Saturday following Labour Day. Normally no games are scheduled for Thanksgiving Weekend.

Rules of Play

The District plays under the guidelines established by the BCSA. Any item in this guide is subject to the operating rules of that body. All teams will play by FIFA rules governing the game. The exception being U-11 and U-12 which will have 8 players on the field and will use modified goal and field size. Clubs will endeavor to use wherever possible goals that measure 6' high and 18' wide. Coaches are to play the games as scheduled on the assigned field regardless of goal size.

Duration of Play

Under 12: 2 X 30 Minutes

Under 11: 2 X 30 Minutes

Under 10: 2 X 30 Minutes

Under 9: 2 X 30 Minutes

Size of Ball

U9 – U12: size 4 Ball

Home Team

The home team must contact the visiting team no later than Thursday evening to confirm the game time,

location and team colours. Should this not happen the visiting team should contact the home team.

Home team must line the field to the satisfaction of the referee. Please be careful to use sports field whitening or other non-toxic material for this purpose. The home team must provide nets and corner flags standing a minimum of 5 feet above the ground for all divisions. Bicycle type flags are not permitted, as there have been cases of severe injury to players.

In the event of a colour clash (both teams in the same coloured strip) the HOME team must change to avoid confusion.

Referees

Referees are supplied by the Home Club. If the referee has not arrived 20 minutes after the scheduled start time and both teams agree to play the game, the home team will referee the first half and the visiting team the second half, unless it is agreed one person will referee the whole game. Team lists should be signed and exchanged and the score will stand as if the referee was present.

If the teams do not agree to play the game, the same procedures will apply to rescheduling as apply to makeup games from field closures.

League Play

The Fraser Valley League is tiered into boys and girls U-11 select and house (Div 3 or 4) and U-12 into house (Div 3 or 4) based on number of teams. U-12 boys (Select, Div 1 and Div 2) should be placed into 5 District League while U-12 Girls (Select, Div 1 and Div 2) should be in BCCGSL. Standings will be kept only for the purpose of cup play. Throughout the season the divisions will be monitored and adjustments may be made as to which level teams will play. The decision of the Fraser Valley League Board to move teams from division to division is not disputable.

The Fraser Valley District schedules a round robin cup format each year. The cup format has been altered to provide more equitable games to finish the year. The U-11 and U-12 divisions will then be assigned to groups and play in a single or double round robin format. Standings for all age groups will be posted at BC Soccer Central for cup play.

Player Identification

Team lists are required for every game for all teams in League or Cup Play. Players' names and jersey numbers should be printed clearly and given as they appear on the BCSA registration forms. All players playing U11 and U12 require identification cards.

Sideline Regulations

Coaching is not allowed on the goal ends of the field. Substitute players must be kept on the sidelines away from the end line goal areas.

After the start of a game, team officials are not to enter the field for any reason until the referee motions you on. When permission has been given only one team official may enter the pitch.

Substitutions

Unlimited substitutions are permitted for all League and District Cup games. Substitutions may be made at any stoppage of play at the referees' discretion. Substitutions must be made at the halfway line.

Reporting Scores

Scores of League games must be reported to the league administrator using the score reporting form found on the Fraser Valley Youth Soccer Association website (www.fvysa.ca). All teams MUST report game scores (win, lose or draw), although league standings will not be posted. The scores are only used to determine teams for cup play. Teams should report any game which was canceled due to field conditions or abandoned by the referee. Both teams must report their game score no later than 6:00 p.m. Sunday. Failure to do so will mean that the opposing coach's reported score will be used by the District Statistician. The final standings will be based on the total points. Points will be awarded as follows: 3 points for a win; 1 point for a draw. Any requests for changes to the league standings must be approved by the Fraser Valley District Board.

No Shows

Games are to start promptly at the scheduled time subject only to the discretion of the referee. Should either team not be at the field by the scheduled time, the referee will allow a 15 minute grace period. If the team does not show by that time, the referee will call the game and submit a report to the District. Forfeitures are awarded at the discretion of the Fraser Valley League Board. Do not claim forfeiture through your club scorekeeper. Submit a report through your club official who will pass it on to the Fraser Valley District Board.

A total of seven registered players are required to begin a game. Under no circumstances are teams to use unregistered players.

All no shows will be fined \$250.

Commitments

Teams are required to complete all games scheduled by the board. Any team failing to play a scheduled game without sufficient cause, and without first informing their District Representative at least 48 hours prior to game time, will be fined \$100 and the missed game will be deemed a make-up game.

The onus is on each team to make arrangements to complete make-up games. Failure of a team to complete all League or Championships make-up games without just cause or specific permission of the Board will result in a fine of \$50 per game not played, to a maximum of \$200 per team for one season. Exceptions may be granted for games that are cancelled or postponed due to field closures and not rescheduled by the Board.

If a make-up game is deemed NP (not played) there will be no claim to the points for either team.

Field Closures and Cancellations

Safety of the player is our number one priority, so use common sense where fields are questionable (i.e. frozen, badly pot-holed, etc.). The referee is responsible for making the final decision as to the playability of the field, but as a coach or manager you should suggest to your players that they play to protect themselves if conditions are "marginal".

As weather becomes poor games may be moved to all-weather surfaces, or they may be cancelled by hosting clubs because of field unavailability. Note that field conditions cannot be consistent throughout our playing communities. Civic Authorities may close grass/turf fields in one municipality while others are left open.

When a field is deemed unplayable on game day by the host club, contact from the home team to the away team must be made minimum 3 hours before game time to allow for alternate field arrangements and/or unnecessary travel.

If the home team cannot provide a grass/turf field due to field closure, solutions are listed below in the order that they are to be arranged:

1st alternative- Visiting team's grass/turf field

2nd alternative- Home team's alternate field

3rd alternative- Visiting team's alternate field

If any of these alternate arrangements can be put in place two (2) evenings before the scheduled game day, the game MUST go ahead and failure to play will result in forfeiture by the refusing team. The hosting team is responsible to ensure a field is available, and that game officials are informed. All efforts of communication should be documented as this information may be used by the 5 District League Board to resolve conflicts.

The Fraser Valley League Board has the right to cancel all games due to severe weather.

Reminder to Coaches Each Week

Both Coaches

1. Confirm field and game time with opposing coach.
2. Confirm team colours.
3. Prepare team lists for each game.
4. Report your score by Sunday at 6:00 p.m.
(Win, Lose or draw)

Home Coach

1. Line the field and set up the nets and corner flags before the game. (make sure goals are secured to ground with spikes, chains or weighted bags.
2. It is your responsibility to inform the visiting coach of directions to the field and of field closures.
3. If necessary, obtain two alternate dates for makeup games.

Abandonment

Games that have been canceled or abandoned by the referee due to rough play, spectator interference or other reasons will be rescheduled subject to a decision by the Fraser Valley District Board. The board may decide to award points to either team or to consider the game a double forfeiture with no points awarded.

Team officials are responsible for the behavior of their own fans. If requested by the referee to control the behavior of a sideline fan, team officials could be reported for failing to give the best effort towards complying with the request.

Discipline

All players, coaches, and managers taking part in the Fraser Valley District Leagues are subject to the control of the respective District Committee. The Discipline Committee may investigate all of the following:

Abandoned Games

Teams with excessive yellow or red cards
Excessive no-shows or forfeitures
Misconduct of teams or officials

The Discipline Committee may make recommendations to the District Committee on such protests as it sees fit.

All players, coaches or managers who have received a red card and/or a game ejection must attend a discipline hearing.

Any player or coach/manager receiving a red card and/or a game ejection is suspended from that moment on until he attends a Discipline Hearing and has fully served his suspension.

All red cards carry an automatic one game suspension. This one game is served automatically by sitting out the very next League or Cup game after the game in which the red card was issued. There are NO exceptions to this procedure.

Yellow cards have the same automatic provision. Anyone with a total of three yellow cards and/or a caution/warning in one season must sit out the game immediately after the game in which the third yellow card was issued.

It is the responsibility of the player's coach to ensure that a suspension is carried out. This may be verified by the District.

Please note that games canceled because of weather or a stoppage in schedule does not count as a game suspension completed.

Players or coaches under suspension are not eligible to play or otherwise participate in any tournament games or any other soccer related activities, including practices, until they have sat out their required League or Cup suspension.

All red cards and/or game ejections require attendance at a disciplinary hearing. Failure to attend when called to a hearing may result in an indefinite suspension. Your Club Rep will contact you, as soon as the referees report has been received; to let you know the date you are to attend. The Discipline Committee at the hearing decides what additional penalty may be imposed on the person who was given the red card by the referee. This group can suspend a player within the guidelines established by the Canadian Soccer Association and the B.C. Soccer Association from time served up to a lifetime. To appeal a decision made by the District Discipline Committee, please follow the procedure to BCSA Appeals and Protests for discipline guide.

Please note that an appeal of a decision rendered by a District Board must be submitted within 4 days from the day such a decision is received.

Suspended team officials must arrange for someone to fill their position, and inform their league coordinator of that person's name and phone number.

The suspended team official may go to the field, but must stay well back from the sideline. He must not coach verbally or by hand signals. The players must be told not to approach him, before, during or after the game. In most cases the best solution is for the suspended person to stay away from the games.

Protest and Appeals

A team may protest any scheduled game. The referee must be notified at the game. All protests must be submitted in writing (oral protests will not be considered) signed by the affiliated team coach or manager, and submitted in triplicate, within 48 hours of the date of the match to which it relates, to the District Secretary. A cheque for \$250 made payable to: The Fraser Valley District must accompany the protest for it to be properly filed.

All protests and appeals should be filed with your FVYSA club rep.

A protest will only be considered on the grounds of interpretation of the F.I.F.A. Laws of the Game, on the eligibility of players, or on breaches of Competition Rules and Regulations.

Any protest relating to the ground, goal posts or other equipment (e.g. nets, balls, corner flags, etc.) shall not be considered unless notice has been given to the referee before the game starts. If the problem cannot be solved without delaying the game a protest must still be made in writing, and be properly submitted to be considered. No protest will be considered if, in the opinion of the referee, the objection lodged did not seriously affect the outcome of the game.

No protests will be considered for U-11 or U-12 concerning field or goal size.

The Protest Procedure

After forwarding a copy of the protest to the other team involved (within 48 hours of receiving the protest) the District Committee will ask the other teams officials for a written report. The referee will also supply a written report to the committee. The Protest Committees decision will be conveyed in writing to both teams.

All appeals of the District Protest Committee must be made to the BCSA Appeals Committee within 4 days of the rendering of the decision. The format of the appeal (written, signed, 3 copies, etc.) is the same as a protest, except that you are appealing the decision itself and must include a copy of the decision made by the District Committee. The District Protests Committee will forward all information they used directly to the BCSA. A cheque payable to the B.C. Soccer Association for the \$250 appeal fee, must accompany the appeal for it to be properly filed.

Fees are always returned if your appeal is upheld, and generally forfeited if your appeal is denied, this applies to both District and BCSA appeals. Further appeal is possible, ask the BCSA to provide details if you wish to appeal their decision.

Fraser Valley Youth Soccer Association League Playing Up Permit (League game only)

Once a player is registered on a team, he/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 FVYSA 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.
- 10) From October 1st onwards, any FVYSA Div. 3 – Div. 4, U-11 to U-12 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.



Fraser Valley Youth Soccer Association 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 FVYSA, 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 FVYSA 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) must be accompanied by the player's valid ID card.
