

General Information

- The Fraser Valley Youth Soccer Association (FVYSA) operates The Fraser Valley Youth Soccer League. This league provides game play for Division 3 teams at the U11 and U12 age groups (boys and girls) as well as provides festival opportunities for U8-U10.
- It is the intent that all age groups are divided into divisions that will meet like-minded teams playing together.
- All communication with the League should be through your club rep. Coaches should not contact the League directly.

Team Affiliations

- Deadline for team registration is August 15th but may be altered by the FVYSA Executive.
- 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 in the league approved spreadsheet.
- 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 FVYSA Executive.
- If the FVYSA Executive approves the reschedule of a division to add an additional team, there will be a Club fine of \$150.
- Recommended Maximum Roster Sizes is 16

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. Typically, no games are scheduled for Thanksgiving Weekend.

Rules of Play

The FVYSA League 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

Size of Ball

U11 – U12: size 4

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.
- Where applicable, the Home club 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 conflict (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 FVYSA League is tiered into boys and girls U11 and U12 based on number of teams submitted by the member clubs. U11 and U12 boys and girls (Select, Div 1 and Div 2) should be placed into BCCSL. No standings will be kept however, teams are asked to submit scores after each game. Throughout the season the divisions will be monitored and adjustments may be made to create more competitive groups-. The decision of the FVYSA League Executive to move teams from division to division is not disputable.

Player Identification

All registered players are required to have identification cards by October 1st of each season.

Team lists and identification cards are required for each game. The team list must include players' names and jersey numbers should be printed clearly and given as they appear on the BCSA registration forms.

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 games. Substitutions may be made at any stoppage of play at the referees' discretion. Substitutions must be made at the halfway line.

Reporting Scores

The score of League games must be reported to the league administrator using the score reporting format provided with the league schedule which can be 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. Both teams must report their game score no later than 6:00 p.m. Sunday.

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 League. Forfeitures are awarded at the discretion of the FVYSA League. Do not claim forfeiture through the league score reporting system. Submit a report through your club official who will pass it on to the FVYSA Executive.

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 league. 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 make-up games without just cause or specific permission of the Executive 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 Executive.

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, please 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 2 hours before game time to allow for alternate field arrangements and/or unnecessary travel.

The FVYSA League Executive 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 FVYSA District Executive. The executive 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 Youth Soccer League is 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 Executive 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 Executive 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 Youth Soccer Association 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 U11 or U12 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 applicable appeal fee, must accompany the appeal for it to be properly filed.

Fees are almost 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 League Fluid Roster Process

- a) This policy is in effect, with noted exceptions, for U11 to U12 players.
- b) Any player with a valid BC Soccer ID card will be allowed to play for another team at the same Club under the following conditions:
 - The League shall grant a registered player permission to play for a team within the Club at the same age or up to two years older as long as the player is currently playing a lower caliber of play, if at the same age, or the same or lower caliber of play if they are younger. Movement of players in Div. 3 shall be permitted between teams at the same level. The player must provide his or her BC ID card to the game officials to be eligible to play under FRP
 - Teams that do not have another team from their Club in a lower division within the same age or a younger team in the same or lower division may use the FRP to pull players from another team at their Club that plays in the same division as them
 - Players can only use the FRP for league games. League Championship games are considered league games, but no teams will be allowed to use FRP for players from the same division they played in between the first round of re-tiering in October and the start of League Championship play. Players must be from a lower division or a younger age group at the same or lower division for League Championship games aside from teams that were in Division 3 prior to League Championship play
 - Clubs must limit players to two games per weekend to safeguard against them playing too many games and being exposed to potential injury
 - Team game day rosters, including FRP's, cannot exceed the allowable FVYSL recommended maximum roster size.
 - No team shall be allowed to use players that may be deemed eligible but are registered to teams that play within the BC Coastal Soccer League.
 - For Club run U10 programs where the club has opted not to provide BC ID cards, the club can opt to use a paper-based FRP process that makes the details needed on the BC ID card clear. The paper would then be presented to game officials in lieu of an ID card.