



Rules and Regulations

Updated and Board approved

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BC Coastal Soccer League

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Part 1 – Overview and Purpose

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

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

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

The BCCSL has created a Team Formation Guideline to support clubs in determining their correct divisions and team placements. This guideline document must be followed as the BCCSL's minimum standards, and clubs may face fines or sanctions due to continued misplacement of teams.

The BCCSL believes the Fluid Roster Process ('FRP') facilitates player movement between teams at the same club helps teams avoid forfeits or playing games undermanned while helping players who narrowly missed being selected for a higher level stay within touching distance of that level by easily allowing them to be able to be called up to play at that level.

Instances of abuse of the FRP rule will be dealt with by BCCSL and may result in teams or clubs losing all FRP privileges for a specified period of time.

The rules outlined in this document pertain to all divisions other than where noted.

Part 2 – League Administration and Operation

1. Player Registration

- a) Only players who are properly registered with BC Soccer through its district designate can participate in the League.
- b) Each District must provide all registered players and team officials with photo ID cards in accordance with BC Soccer rules no later than October 1 for all divisions. ID card requirements for BCCSL are as follows:
 - i. The following individuals shall be issued with a photo (taken within 24 months)

identification card once they have been registered with BC Soccer:

- All youth players and team officials in the U11 to U18 age categories
- ii. The photo identification card shall include the player's or team official's: Surname, Given Name(s), Club Name, Team Name, Birth year, Player ID#, level of play and the year in which the playing season ends.
- c) The ID cards must be presented for each league game throughout the remainder of the playing season.
 - i. Teams who fail to produce ID cards for their team or individual players may be subject to a forfeit of the game and/or a league fine (as per Fine Schedule, section 18). Referees will still allow the game to go ahead, but any protest will be entertained and may be upheld by the league due to lack of ID cards of an opponent. Discipline issued to players will still be applied as usual, and the club that didn't provide ID cards may be required to provide proof of ID cards after the fact as part of the protest.

2. Risk Management

YOUTH

- a) All BC Soccer directors, volunteers, employees of BC Soccer or an affiliated BC Soccer organization aged 19 years and older participating on a regular basis in any element of youth soccer, adaptive soccer, or who will be with a vulnerable person must have a valid Criminal Record Check and Vulnerable Sector Check on file.
- b) Occasional Volunteers are not required to complete a Criminal Record Check/Vulnerable Sector Check so long as they do not have unsupervised access to a youth or otherwise vulnerable person. An adult who has completed a valid CRC/VSC must be present.

REFEREES

- a) All referees aged 19 years and older must have a valid Criminal Record Check and Vulnerable Sector Check on file with BC Soccer.
- b) The BC Soccer Criminal Record policy can be found [here](#)

3. Team Affiliation

- a) All male and female teams (U13 through U18, all levels and U11/U12 at division 1 and 2 only) must be affiliated through the League's Member Districts and only Districts may forward teams to the League.
- b) The League will determine the number of divisions, so they are appropriately competitive.
- c) Teams do not have any grandfathered right to Metro
- d) Each District will pay the appropriate league entry fee (as determined by the BC Coastal

Soccer League Board) upon acceptance for each team by September 1st of each year.

e) Maximum roster sizes:

- U11 to 12 - 16 players
- U13 to U18 - 22 players

3.1 Divisions

The League will consist of Metro in U14 to U18, and Division 1 to Division 3 for U13 to U18 and U11/U12 at Division 1 and 2.

3.2 Metro

The BCCSL has made changes to the divisional structure that impacts the metro level of play. The metro level of play will be gradually phased out over time, starting in the 2021-22 season when U13 will not have a Metro Division.

BC Soccer has a ‘Metro Programming Policy’ in place, this document is [here](#)

3.3 Division 1

The BCCSL has implemented a change to reduce the number of divisions from 4 to 3, eliminating the metro division over time. For the 2021-22 season, U13 will only have Division 1, 2 and 3. Following are the rules for U13 Division 1 for the 2021-22 season.

- a) No league cap at U13 Intake in total amount of teams
- b) There will be no tiers within Division 1. Any teams that are not competitive will be moved down to Division 2 at the re-tiering break.
- c) Successful placement of teams within the BCCSL will ensure good standing within the league and not impact future placement of teams within Division 1.
- d) When determining the placement of teams, the pyramid structure is to be followed as per the following.
 - i. Clubs must have at least 1 team in each division to support a Division 1 placement:

Div 1 – 1 team*
Div 2 – 1+ teams
Div 3 – 1+ teams

*clubs will have the ability to add a second balanced team within Division 1 provided they have followed the recommended pyramid structure with a larger base within Division 2 and 3.

3.4 U11/U12

- a) U11/U12 will follow the small sided rules as outlined by BC Soccer

- b) Scores will be recorded for tiering purposes only. Scores and standings will not be made public
- c) Cup play will not occur for U11 and U12, including league championships
- d) The league expects that districts will accommodate teams moved down from Division 2 at the re-tiering break
- e) The league will consider teams from district based leagues to move into BCCSL Division 2 at the re-tiering break

4. Assignment of Teams to Divisions

- a) Each District shall work with its affiliated club members to submit teams to the appropriate divisions within the League
- b) Districts must submit the teams and the desired divisions to the League Manager no later than:
 - i. June 15 for Metro + Division 1
 - ii. July 15 for Division 2
 - iii. August 1 for Division 3

Note: The league suggests that districts suggest a deadline to clubs at least 10 days ahead of these BCCSL deadlines.

- c) The League Manager, in consultation with member districts and their clubs, will have the latitude to move teams into the appropriate division based on results and an understanding of a team's competitiveness at a minimum of 5 weeks of play based on the calendar. This is the first re-tiering break, followed by another secondary re-tiering period over the Christmas break if required.
- d) Teams moved to another division at a re-tiering break will receive the average points from that new division they are moved into.

5. League Discipline

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

5.1 Districts

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

and/or fined for each case of egregious misconduct, and/or be referred to BC Soccer for further sanctions.

5.2 Referees

- a) Referees have the authority to remove any person, including team officials or players, away from the field of play. Any time a person has been red carded or ejected the referee will immediately report the incident in the league's discipline system

5.3 Team, Coaches, and Players

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

6. Rules of Play

- a) All games are to be played in accordance with the FIFA/IFAB Laws of the Game and BC Soccer Rules and Regulations.
- b) Play at the U13 and under age groups will utilize the Retreat Line as required by BC Soccer
- c) Teams are required to provide two completed eligible team rosters (player names and jersey numbers, team officials) as well as any Fluid Roster players (see section 16) to the referee, prior to the start of the game

7. Playing Fields

- a) Each District/Club shall ensure that their District Scheduler provides appropriate home fields to the League Schedulers at the beginning of the season subject to closures
- b) Where park configuration allows, there are to be no spectators behind the team benches
- c) Failure to provide a safe and adequate field may result in a fine
- d) The home team is responsible for nets, corner flags, and lining of the field. Failure to provide this equipment may result in a fine
- e) A technical area, per FIFA/IFAB's Laws of the Game must be established at each team's bench. Team officials must remain inside the technical area during the game (except half time) unless approval is received from the referee to leave. Players must remain in the technical area except for substitutions
- f) No person may coach from behind the goal line and the area behind the goal is to be free of spectators
- g) Players should not warm up behind the goal area. Playing gear should not be left in the area of the goal posts
- h) Only team officials and players registered to the team are allowed inside the fenced area or immediate surroundings of the field of play

8. Financial Control

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

9. Referees and Assistant Referees

- a) Each District will be responsible to access BC Soccer's database of qualified referees and have a listing of available registered referees for all divisions
 - i. Referees must be currently registered with BC Soccer and comply with all BC Soccer rules
 - ii. Referees must have a classification of Youth or above

- iii. All referees aged 19 years and older must have a valid Criminal Record Check and Vulnerable Sector Check on file with BC Soccer
- b) The league supports BC Soccer's recommendations for referee scheduling; at Metro the center referee must be a minimum of 2 years older than the age category of play
- c) Referees must disclose to their Referee Scheduler any potential conflicts of interest in the game assigned to them
- d) A maximum fee schedule for referee and assistant referee will be set by the league
- e) At all BCCSL levels, clubs/districts must assign a centre referee
- f) The home team, Club or District must provide two uniformed assistant referees with Entry Level qualifications or higher for the following divisions:
 - 1. Metro U14-U18, Division 1 U13
 - 2. Division 1-3 U15-U18
- g) For divisions not identified above, each team must supply a Linesperson (Parent / Fan) and must adhere to the following:
 - i. While it is mandatory that team linespersons be provided for each U-14 and below game, referees have the right to either not use or dismiss them at his / her discretion
 - ii. If you are a "team linesperson", your job is to call the whole ball "out". At no time shall "team linespersons" call or indicate offside
 - iii. Coaches are not to act as a linesperson as it impedes their ability to properly guide their team during the game
 - iv. Individuals must refrain from coaching while carrying out the linesperson duties

10. League Scheduling

- a) The League Manager shall select from the alternatives provided by the League Scheduler, the nature and extent of league play each season which includes the number of games and number of rounds, and provide to the Board for final approval. The League Manager will provide a calendar to indicate when games will be played prior to the start of the season.
- b) Districts/Clubs may schedule games on Friday, Saturday, or Sunday, with approval from the League Scheduler. Where there are teams travelling more than 75kms (one way) or that require a ferry for travel:
 - i. No games will be scheduled on Fridays
 - ii. Are not to have a scheduled kickoff game prior to 10am or after 5pm on Saturday or Sunday
 - iii. Starting times for games requiring travel by ferry are to be scheduled between 12 noon and 2:00 P.M. unless both coaches agree to a change in time
- c) No games will start prior to 08:30 A.M. unless both coaches agree to a change in time
- d) Any weeknight game that starts prior to 7:00 P.M will need both coaches' approval. If disagreement occurs, it would go to the league for a decision

- e) The League shall publish a complete schedule 10 days before the first scheduled league game. Where divisional restructuring occurs, league schedules will be altered after adjustments are made
- f) Teams are expected to play all scheduled games throughout the season on or before the scheduled dates
- g) The League Manager can change a division format for scheduling or lack of time for completing the schedule
- h) Each club's field allocation times for metro teams in the league will be entered in the scheduling system within 10 days for the full season. Failure to do so will result in a fine and/or sanction
- i) Each club must submit Division 1/2/3 home field schedules for 6 weeks of play 5 days prior to the first scheduled league game. Fields and game times after the 1st re-tiering period will be entered for 6 weeks of play 5 days prior to the first scheduled game. Failure to do so within 28 days of a scheduled game will result in fines and/or sanctions
- j) Team officials of opposing teams must contact each other prior to scheduled games in order to confirm game location, the kick off time, and the opposition's uniform colors
 - i. At a minimum the home team is required to contact the visiting team no less than 48 hours prior to match day. If the visiting team has not heard from or received confirmation from the home team coach by the deadline stated earlier, the visiting team coach must also be able to show they attempted to contact the home team coach as well and report the lack of contact to their club's District Rep

11. League Standings

The points system to determine the standings is as follows:

- a. 3 points for a win;
- b. 1 point for a tie;
- c. 0 points for a loss.

12. Coastal Cup Qualification

- a) Coastal B cup wildcards will be determined by final standings at the end of the season.
- b) At U13, which the Island districts are not entering, seven 'wild card' berths will be awarded to Lower Mainland teams
- c) For B Cup divisions, the divisional berths will be broken down as
 - i) 2 divisions (ie: East and West) – 7 district reps plus the next best 2 from each division based on points per game (PPG)
 - ii) 3 divisions (ie: East, South, West) – 7 district reps plus the top team in each group. Then the next best team will be drawn to complete the spots
- d) All wildcards must come from Division 1

13. Statistics and Reporting of Scores

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

14. Rescheduling and Game Abandonment

- a) Notwithstanding below, teams will make an effort to complete all games scheduled by the League Scheduler
- b) Teams who refuse reasonable make-up game options as determined by the league or are non-compliant in finding a make-up game option with their opponent and/or the league, will be at risk of a league fine and/or penalty of a deduction of 3 points from the standings
- c) When inclement weather or some other unforeseen event forces closure of the home teams' fields then the game may be rescheduled on the opposing team's field if there is sufficient notice, time, field availability and an agreement between both coaches. The team providing the field is responsible for all costs associated
- d) Only the assigned referee may deem the field unplayable at the scheduled match time or at any time during the game
- e) Requests for game postponement must be made through the District scheduler to the League Scheduler
 - i. Requests will only be considered for special circumstances, i.e. travel tournaments, heavy team involvement in a special school or religious function, or injury or illness which reduces the team roster size below nine (9) players. Any rescheduling will be at the discretion of the League Scheduler and the League General Manager.
 - ii. Requests for game postponement must be made to the League Scheduler by the District Scheduler only and be made by phone and followed up immediately by an email stating full particulars. Any postponed games due to travel tournament conflicts, must be rescheduled before departure.
 - iii. No game postponement will be authorized later than 9:00 P.M. on the Tuesday prior to the game unless both teams agree
- f) If a team is held responsible for the abandonment of a game, they will be subject to a fine which will be payable by the District, and the team may be referred to discipline
- g) If a referee does not appear for the game, team officials may agree on a referee
 - i. In all cases a fifteen (15) minute allowance must be given before abandoning the game. Teams may then agree to play a shortened game

- ii. Should the game be played, then it is understood that the game stands as an official league game
 - iii. Should rescheduling be required, the procedures detailed in 14.e of this section will be followed
- h) Only a referee can abandon a game in progress
 - i) If a game is abandoned due to unforeseen circumstances (e.g. lights go out, snow storm hits) and 75% of the game has been played the result stands
 - j) If a game is abandoned as per subsection i of this section and 75% of the game has not been played, the League Manager can require the game to be rescheduled
 - k) If players, team officials, or spectators cause a game to be abandoned, the League will investigate, and has the right to declare a winner. Points will be awarded as a forfeiture to the faultless team as a 1-0 win, regardless of the score at the time of the abandonment. The team at fault will be subject to a fine and referred to discipline.
If the League determines both teams were at fault for the abandonment, the League Operational Committee has the right to record the result as a 0-0 draw, a loss for both, both teams will be subject to a fine and both teams will be referred to discipline
 - l) Coaches must report an abandoned game to their Club or District representative as an incomplete game
 - m) For make up games:
 - i. If a whole weekend of games is cancelled due to weather or field closures, the BCCSL Scheduler will reschedule those games to an available weekend, and on a date where both teams don't have scheduled games. Or, a mutually agreed upon rescheduled date can be provided to the BCCSL within 5 days of the cancellation.
 - ii. Within 5 days of a game cancellation or postponement, the home team's scheduler (or district scheduler designate) will provide 2 rescheduled game options that are on a regularly scheduled BCCSL play weekend, and that don't conflict with either of the team's scheduled games.
 - a) The visiting team will choose from one of the options presented within 48 hours.
 - b) Failure for either team to reschedule with these guidelines will result in a forfeit of the match.
 - iii. In the event multiple games are cancelled, they must be rescheduled in the order of the original scheduled games.

15. Complaints, Protests and Appeals

- a) Should coaches or managers have a complaint regarding the performance of a referee, the complaint should be directed in writing to their own District, not the league. If it is about the conduct of the referee, the complaint should go to BC Soccer
- b) Protests shall be dealt with by the League Operational Committee under BC Soccer Rules and Regulations, Rule 11 – Protests

- i. The protest must be completed [here](#) within 48 hours of the day of the game being completed. The basis of the protest must be clearly stated
 - ii. A protest fee of \$250 (cheques made payable to BC Coastal Soccer League) along with a copy of the protest must be received by the League Manager within 4 days of the game being completed. The mailing address is:
BC Coastal Soccer League
% Matt Holbrook
Unit 217 - #8 - 6014 Vedder Road
Chilliwack, BC, V2R5P5
 - iii. The fee will be refunded if the protest is upheld
- c) If a team official has knowledge of the basis for a protest before the game, he/she must advise the referee that the game is being played under protest
 - d) A protest will only be considered on the grounds of:
 - i. Misinterpretation of the FIFA Laws of the Game. A game cannot be protested based on the referee's judgment of the 'facts' of the game.
 - ii. Eligibility of players.
 - iii. Breaches of BCCSL Rules and Regulations.
 - e) Protests relating to the grounds, posts, crossbars, etc., will not be entertained unless notice (with particulars included) is given to the referee prior to the beginning of the game. The referee must believe the issue seriously affected the outcome of the game for the protest to be reviewed.
 - f) The League's Protest Manager will form a Protest Committee to review all protests. All parties affected will be provided a written ruling which shall include the rationale for the decision and the BC Soccer appeal procedure.

16. Forfeits

A forfeit by a team will be recorded as 1-0 for the opponent, and a minimum \$250 fine plus possible game and travel costs will be applied to the team that forfeits. The BCCSL rules clearly lay out very limited options for requesting the re-scheduling of games. Forfeits, no-show teams, or games not played for any reason, should be reported to the BCCSL Scheduler by District Schedulers, not directly to the league by teams or clubs.

17. Tie-Breaking Formula

The league will continue using PPG (points per game) to determine final standings. This will be used in all divisions where an uneven number of games have been played. After using PPG, remaining ties in standings will be broken with the following formula:

- 1) Head to head results
- 2) If there are no head to head games or the total points between the teams is level, then goal difference will be looked at next

- 3) If goal difference is the same, then most goals scored (based on average per game if necessary) will be used
- 4) If all these don't break the tie, a coin toss by the League Manager will break the tie

18. Fluid Roster Process

- a) This policy is in effect, with noted exceptions, for U11 to U18 players
- b) Any player with a valid BC Soccer ID card (see section 1b) will be allowed to play for another team at the same Club under the following conditions:
 - i. The League shall grant a registered player permission to play for a team within the Club at the same age or 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
 - ii. Teams that do not have another team from their Club in a lower division within the same age or a younger team in the same or lower division may use the FRP to pull players from another team at their Club that plays in the same division as them
 - iii. Players can only use the FRP for league games. League Championship games are considered league games, but no teams will be allowed to use FRP for players from the same division they played in between the first round of re-tiering in October and the start of League Championship play. Players must be from a lower division or a younger age group at the same or lower division for League Championship games aside from teams that were in Division 3 prior to League Championship play
 - iv. Clubs must limit players to two games per weekend to safeguard against them playing too many games and being exposed to potential injury
 - v. Team game day rosters, including FRP's, cannot exceed the allowable BCCSL roster size
 - vi. No team shall be allowed to use players from U10 teams to play under the FRP
 - vii. For District run U11 and U12 Div. 3, where the District has opted not to provide BC ID cards, the District can opt to use a paper-based FRP process that makes the details needed on the BC ID card clear. The paper would then be presented to game officials in lieu of an ID card

19. League Championships Division 2-3

- a) After the completion of League Play in December, all U13-U18 teams will commence play for the "League Championship". Teams in each age group will be ranked according to their Divisional standings (i.e. Div. 1A, 1B, 2A, 2B) and those teams grouped geographically (Divisions 3+) will be melded according to their standings. Then, groups of 4-6 teams will be created. Teams within each group will play a round robin format with the top 2 teams of each group advancing to a final game.
- b) Round robin games can end in a draw with no winner required
- c) Cup Final games that end in a draw will go directly to penalty kicks and will be decided by a 5 player shoot-out. If additional pk's are required, teams will alternate additional players until a

winner has been declared.

20. Fine Schedule

All fines are applied to the respective District.

- a) Any attempted forfeits of away games due to length travel requirements, up to \$500
- b) Any forfeit of a game not covered in section 14, a minimum of \$250 plus possible game and travel costs will be applied to the team that forfeits
- c) Cancelling a scheduled league game without prior approval from the League Scheduler, up to \$500
- d) Cases of egregious misconduct of teams, players, spectators and team officials, up to \$1,000
- e) Failure of a team not to complete all league games, up to \$500
- f) Failure of home team providing nets, corner flags, and lining of the field, up to \$100
- g) Failure to abide by the FRP rules, up to \$500
- h) Failure to be properly attired as a team, up to \$250
- i) Failure to conduct the pre-game handshake in a sporting manner, up to \$500 each case
- j) Failure to produce ID cards for any/all players and team officials for league and/or cup games, up to \$250
- k) Failure to provide a safe and adequate field, up to \$500
- l) Failure to report scores, up to \$100 each case
- m) Force a game to be abandoned, up to \$500
- n) Home teams without a change strip, up to \$250
- o) Refusal to play a make-up game option that was provided in a reasonable manner by the opponent and/or the league itself, up to \$500
- p) Withdrawal of committed team after BCCSL's submission deadline, up to \$500 per team
- q) Failure to input game times and locations a minimum of 28 days prior to the game, \$50 for each game
- r) BCCSL reserves the right to fine clubs up to \$2000 for affiliating an excessive number of teams that require re-tiering