

# LISA ADMINISTRATION MANUAL

## Chapter 3

### Rules, Regulations and Policy for Inter Club Competition

(Updated August, 2022)





## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

### Rule 300 Inter-Club Competitions

1. **District Responsibility:** The district board is the responsible authority to oversee all inter-club league and cup play within the jurisdiction of the Lower Island Soccer Association. While many rules, regulations and policies have been developed to govern the process, there are always situations arising which the regulations and policies do not cover. The board, Executive Director, or a board or committee member, as authorized by the board, may make decisions, not inconsistent with the intent of these rules, regulations and policies, to cover those situations.
2. **Club/District Responsibility:** The Association Bylaws state the District Board may, by a majority vote, amend any rule or regulation; however, rules and regulations may also be amended by a majority vote of the membership at any general meeting of the Association. The district board may not overturn an amendment passed at a general meeting.

### Rule 301 Team Formation and Section Entry Policy

1. **Team Formation Responsibility**
  - A. Clubs are responsible for the formation of all teams with the exception of the “Select League” currently the BC Soccer Premier League teams. The LISA board is responsible for the latter teams.
  - B. All teams entered in inter-club competition fall under the responsibility of the LISA board. While some of these inter-club competitions may be managed by member clubs (e.g. some inter-club mini programs), prior permission is required from the LISA board. Special terms and conditions may be attached to operation of the league.
2. **Section Tiering:** The following sections may be represented in inter-club play depending on scheduling considerations and the number of teams enrolled in the entire age-class division:
  - A. Inter Club League: Tier 3 and Tier 4, Gold; Super 8’s and Mini
  - B. Inter-District League: BC Soccer Premier League, Tier 2
3. **Multiple Club Entries:** Clubs may enter more than one team within a single section of play (e.g. two Tier 4 teams). It is only on rare occasions that clubs will seek to enter more than one Tier 3 team in a single section. The LISA board may promote a strong silver team to the gold division in which a club has already entered a Tier 3 team. This will be done after consultation with the club.
4. **Section Size:** Will be determined by the number of teams entered in the entire division (age-class category) not just a particular section:
  - A. Minimum: A minimum of four (4) teams is required for a section.
  - B. Maximum: There is no maximum number of teams in any section, however, if there are more than 10 teams, the section may be divided into two or more sub-sections for scheduling purposes. Where sub-sections are formed there will only be one league winner for the full section.

*Note: Based upon the number of teams entered in the entire division sectional play may not be available at all levels ). The scheduling committee may combine sections together into one league (which may be subsequently split into two sections) even if there are four or more teams applying for league play in a particular section. The final decisions rests with the board.*
5. **Notification of Team Entries:** Clubs must submit advance notice of their team entries to the LISA Office in time to meet the announced deadlines.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

6. **Required Information:** The following information must be supplied with team entries:
  - A. Division and Section (e.g. U13, U14, Tier 3, Tier 4 , Super 8's etc.)
  - B. Team Name (e.g. Raptors, Eagles, etc.).
  - C. Coach and Manager Name and phone number of each. Two contact numbers and at least one email address are needed to provide an alternate contact when confirming game times or changes in schedules. Up to four names can be given. If only one name or no names given, the technical director or registrar will be listed as the contact.
  - D. Email Addresses: all clubs shall provide email addresses for club directors who have need for copies of the schedules.
  - E. Special requests: If possible the scheduling committee may make some minor changes in schedules in order to try and avoid doubling up on home games of two club teams in the same section.
  
7. **Published Schedules**
  - A. Distribution: An attempt will be made to distribute the completed schedules to all clubs early in the week of the scheduled start date. At the earliest possible opportunity the schedules will be published on the web.
  - B. Changes: Will be published and circulated as required. Each circulated schedule will carry the date, and if possible, the reason for the amendment.

### **Rule 302 Promotion and Relegation:**

1. **Just Cause:** The board may reassign a team to another division during the course of the season, however there is a one-round deadline (taking into consideration both the division you are leaving and the division you are entering) by which such a move must take place. Promotion or relegation of a team may require a significant schedule change; therefore, the move will not be made without just cause. A request for a team to be moved must be submitted far enough in advance of the one-round deadline in order for it to be considered and, if approved, the necessary scheduling changes to be made and distributed.
2. **Team Request:** Any team requesting promotion or relegation shall channel their request through the appropriate club authorities.
3. **Club Request:** A club may request the board to reassign a team to another section. The final decision on whether to approve the move remains a decision of the board in consultation with the various Technical Directors, the club, the LISA head scheduler (and scheduling committee) and division score recorders.
4. **Points Earned:** A relegated or promoted team cannot take points earned from one section to another. Points earned shall remain in the original section.
5. **League Standing:** It is possible for a team that has been promoted to finish first in the section from which it was moved. If this does happen, the team will be recognized as the winner of that section.
6. **Missed Games:** Any team that is promoted or relegated during the course of a season may be directed to make up any game, or games, missed because of the move.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

7. **District Cup:** Any promoted or relegated team is not eligible for district cup play at its former section. A promoted team must compete at its current (higher) level and a relegated team must play in the lower section, unless deemed appropriate by the LISA board.
8. **Cup Play:** Cup eligibility of teams may be affected by promotion or relegation.

### Rule 303 Determining League Winners

#### 1. General

- A. **Number of Winners:** In each section of every division, there will be one (and only one) section winner declared. The winning team will receive a perpetual trophy and each player and team official will receive a keeper medallion.
  - B. **Tier 3 League Winner:** In each and every division, the Gold League winner will represent the Lower Island in the Vancouver Island Invitational Cup except:
    - i. If the team does not meet the eligibility requirements, then the representative will be the next highest-finishing team in the section.
    - ii. If no team is eligible then the same system will be used to determine the representative from the silver section in that divisional age group.
  - C. In determining a team's ranking, the board will, in most cases, use the same system as used to determine league winners.
  - D. **Tier 4 and Below:** In these sections, the league winners will be promoted to the next higher section for play in the Lower Island district cup if they meet District Cup eligibility requirements (see District Cup Rules), that is, the bronze winner plays in silver, and the silver in gold.
2. **Determination of Section Standings** The Lower Island board will be the sole authority when it comes to determining exactly what games will count towards the tallying of points to determine the final league standings. To determine what games will count in the final league standings the board will employ the following guidelines:
    - A. Any game played from a completed round will count in the final standings.
    - B. A round will be considered completed if it meets at least one of the following conditions:
      - i. Every game, for every team, scheduled for that round is played.
      - ii. If all those teams with a mathematical chance of finishing atop the standings upon entering the round have played all their games scheduled for that round.
      - iii. If all those teams with a mathematical chance of finishing atop the standings upon entering a round have played enough games in that round, that one, and only one, team has now clinched first place.
      - iv. If, upon entering a round, a team has a mathematical chance of finishing on top the standings but during the playing of that round drops out of mathematical contention, that team will no longer be considered to be in contention.
      - v. If a team is in first place at the end of an earlier completed round, but drops out of mathematical contention in a subsequent round, that team cannot become the league winner.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

- C. Number of Rounds: There is no minimum or maximum number of rounds to be counted in determining the final section standings.
- D. Points Earned: The team with the most points earned from eligible league games played shall be declared the winner.
- E. If in applying the stated criteria of what is a ‘completed’ round it is found that only one round meets the definition, the scheduling committee may adopt an expanded format that will increase the number of games to be counted in the final standings. This could include counting games in the second round involving common opponents of those teams that still had a mathematical chance of finishing in first place were the second round played to completion.

### 3. Tie Breaker Matches

- 1. Two Teams: If two teams are tied at the top of the standings:
  - i. The two teams will play one extra game to determine the league winner.
  - ii. The home team shall be the team that had the fewer “home games” vs the other team.
  - iii. If “tied” in “home games” the “home team” shall be determined by coin toss.
  - iv. If the game is tied at the end of regulation play the two teams will play two halves of extra time according to FIFA rules.
  - v. If tied at the end of extra time, the winner will be decided by kicks from the penalty mark as per FIFA rules (sometimes referred to as a FIFA shootout).
- 2. Three or More Teams: If three or more teams are tied atop the standings, a single-elimination cup format will be employed to determine the league winner. Home fields and the bye(s) will be determined by a random draw.

### 4. Interlocking Split Sections

- A. If a section has been split into two or more sub-sections (also referred to as “pools”) LISA’s scheduling committee may include interlocking league games between teams from different sub-sections as part of the regular league schedule.
- B. If a split section involves interlocking league games between teams from different sub-sections (“pools”) the following rules shall apply:
  - i. Teams will be scheduled to play all the teams within their own pool first before being scheduled to play teams from another pool.
  - ii. In those split sections with interlocking play Round 1 (one) will be defined as the first time the teams play the other teams within their sub-section (pool).
  - iii. Round 2 (two) will be the interlocking round, during which all the teams in a sub-section will be scheduled to play all the teams from the other sub-section.
  - iv. For Round 3 (three) all teams will be scheduled to return to their original sub-section to play all the teams within their pool for a second time.
- C. Where split sections involve interlocking league games the following shall be used to determine a league winner:
  - i. Only the teams finishing on top of their respective sub-sections will be eligible to win that section’s league title. If there are two or more teams tied in one of the sub-sections the playoff for the winner of that sub-section shall proceed as outlined in Rule 303.3.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

- ii. The team that stands alone atop its sub-section's standings will play the team that stands alone atop the standings of the other sub-section to determine the league winner.
- iii. If the two teams played each other during the interlocking round the two teams will play one more game to determine the league winner. This "one more game" will be the second game of a two-game total-points series to determine the league winner. Points earned from the interlocking game between the two teams will remain. If at the end of this "second" game between the two teams they are tied on points (not goals) they will immediately follow up this "second" game with a "mini-game," equal in length to the total extra time allowed for that age division (e.g. a U13 mini-game is 2 x 10 minutes), and possibly kicks from the penalty mark, also known as a FIFA shootout, (if the mini-game ends in a draw) to determine the league champion. This "mini game" is considered a separate, third game in regards to discipline.

EXPLANATION: If the interlocking game was a draw both teams would start the second game with one point. Whoever won the second game would win the league title. If the second game ended in a draw both teams would have two points. A mini-game would immediately follow the end of the second game. If the mini-game ended in a draw the league champion would be decided by FIFA's kicks from the penalty mark. If the interlocking game ended up with a win for one team and a loss for the other, one team would have three points and the other team zero points at the start of the second game. The team with three points would capture the league title with a win or a draw in the second match. If the team with zero points won the second game a mini-game would follow immediately. If the mini-game ended in a draw the league champion would be decided by FIFA's kicks from the penalty mark.

- D. If the two teams played each other during the interlocking round the home team for the second match will be the team that was the visiting team for the interlocking game.
- E. If the two teams did not play each other during the interlocking round then they will play a two-game home-and-away total-points (not goals) series to determine the league winner. Both games will be regulation length. A team will be awarded three points for a win, one point for a draw or zero points for a loss. If the two teams are tied on points (not goals) at the end of the second game a mini-game equal in length to the total extra time allowed for that age division will immediately follow that second game. If the mini-game ends in a draw, FIFA's kicks from the penalty mark will immediately follow the mini-game to determine the league winner.
- F. If the two teams did not play each other during the interlocking round and a two-game home-and-away total-points series is scheduled to determine the league winner a coin toss, conducted by LISA, will determine which team is home for which game. The winner of the coin toss will choose to be home for either the first or second game.
- G. If the two teams did not play each other during the interlocking round and the scheduling committee determines that there is not enough time to complete a two-game home-and-away total-points series, a single-game played in cup format (regulation length and, if needed, extra time and possibly FIFA's kicks from the penalty mark), will be scheduled to determine the league winner. A coin toss, conducted by LISA, will be used to determine the home team.
- H. If Round 3 (the second time teams are scheduled to play teams from within their own sub-section) is not considered complete by LISA's rules definition the scheduling committee may adopt an expanded format that will increase the number of games to be counted in the final standings for that sub-section. This could include counting games from Round 3 involving common opponents of those teams that still had a mathematical chance of finishing atop the standings if Round 3 was played to completion.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

- I. If only the first two rounds are complete for both sub-sections (Round 1 within the sub-section and Round 2, the interlocking round) the league winner will be the team that tops the combined standings of the entire section. (If only the first two rounds are completed the standings would be no different than had the teams remained together as one combined section that had not been split.)
5. **Insufficient Time to Play:** If there is not enough time to complete an extended series of playoff games, a single game, cup format, will be used to determine the winner. A coin toss will be used to determine the home team.

### Rule 304 Failure of Official to Show for a League Game

1. If the assigned referee does not show up and two carded referee assistants have been assigned to the match they will agree upon which one will take over as the referee.
2. If only one carded referee assistant shows up at the match that assistant will now referee the match.
3. If the assigned referee does not show up and no referee assistants have been assigned to the match (or do not show up at the match site) then the two teams are encouraged to play the match by mutually agreeing upon a substitute to assume the role of referee. A note stating this agreement should be written on the team lists of both teams and must be signed by a team official from both teams. Both teams will therefore have a copy of their agreement to play the match with a substitute referee.
4. If the match is not played because there is no one to referee or the teams could not agree upon a substitute referee, **it is both teams responsibility to make-up this game and inform the score recorder and LISA Head Scheduler of the new playdate. This game will be considered an unplayed match until it has been rescheduled and played.**
5. If the two teams do not play the match because there was no one to referee, and instead play an exhibition game, a note stating such should be written on the team lists of both teams, and must be signed by team officials from both teams. Both teams will therefore have a copy of the agreement. **It is now the responsibility of both teams to make-up this game and inform the score recorder and LISA Head Scheduler of the new playdate. This game will be considered an unplayed match until it has been rescheduled and played.**
6. **If both teams are not in agreement on Monday morning and cannot produce signed agreement(s) then LISA will deem this match unplayed and it will be the responsibility of both teams to make-up this game and inform the score recorder and LISA Head Scheduler of the new playdate. This game will be considered an unplayed match until it has been rescheduled and played.**

### Rule 305 Outstanding Games (General): An “outstanding game” is any game that has not been played by the time the scheduled date for that game has passed.

1. **Procedure:** For any outstanding game, the Lower Island Board may:
  - A. Award Points: Award points to either the visiting team or the home team as a result of a confirmed forfeiture or default.
  - B. Cancel Option for Game: Declare that the option for playing the outstanding game “no longer exists”.
  - C. Reschedule the Game: If rescheduled and the rescheduled date is missed, the game remains outstanding until otherwise declared by the board.
  - D. Mutual Consent Replay Date: Allow the teams or clubs, by mutual consent , to reschedule a game to a mutually acceptable date and time.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

E. **Deadlines:** Issue a deadline for the playing of any outstanding game. It is the responsibility of the teams and clubs involved to see that the game is played on or before the deadline. If the game is not played by the deadline the game remains an outstanding game until otherwise declared by the board. There is a two-week period, commencing at the time that the outstanding game was originally scheduled, in which both teams must agree upon a rescheduled game date. This agreed upon date, however, does not have to be scheduled within the two-week period; it may be rescheduled at any time before the League deadline.

### 2. Outstanding Games on Entering Next Round of Play

- A. In the event an outstanding league game that has not been played or rescheduled by the time the two teams are *again scheduled to play*, the outstanding game shall take the place of the scheduled game for that day.
- B. The “home” team will become the team that was to be the “home” team for the outstanding game and the field location will have to be adjusted accordingly.
- C. Points earned shall be applied to the “outstanding” game round no matter where the game was played or who ended up being the “home team”.
- D. The option of playing of any outstanding game expires at the end of the regular season.

### Rule 306 Score Reporting (All League and Cup Games):

1. **Volunteer Score Recorders:** A volunteer score recorder will be named for each division of play. The recorder will be responsible for general management of the division. Inquiries about matters concerning the playing of games and standings should, in the first instance, be discussed with the score LISA Office . The LISA Office in consultation with the head scheduler and the scheduling committee will assist in making decisions about promotion and relegation or other matters concerning the division.
2. **Postponing/Rescheduling Games:** Team officials cannot postpone or reschedule games for any reason, unless prior approval has been received from the scheduling committee.
3. **League and Cup Games:** It is the responsibility of both teams to email or phone in the score by 5:00 p.m. on the day of the game,.
4. **Score Reporting Details:** The emailer or caller shall provide the name of the club, division, section, team and game score (e.g. U16, Bronze Score, Bays United Tigers, 3 versus Cowichan Rebels, 3).
5. **Postponed/Rescheduled Games:** Both teams must advise if the game was not played and provide the reason (i.e. field closed, etc.). If it is known in advance that a game will not be played the score recorder shall be advised as soon as possible.
6. **Fines for No-Show:** Refer to rule 603.2(C).
7. **Team Fails to Start Game or Continue Game after it has started:** Refer to Rule 603.2(C) and Rule 603.2(D).
8. **No Field Available:** If the “home club” cannot supply a field for a league game at the scheduled start time and the “visiting team” can supply a field at that time, the game must be played at the visiting field. However, this arrangement must be finalized by 8:00 p.m. on the Thursday preceding the game. If a field is available outside the scheduled start time, both teams must be in agreement to move to that time.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

9. **Weekday Games:** Outstanding games may be played outside the weekend by mutual consent of the teams involved and with the prior permission of the scheduling committee.
10. **Fine for Failure to Report:** Refer to Rule 603.2(A).
11. **Game Points (League):** Points for league games shall be awarded on the following basis:
  - Win: Three (3) points for a win.
  - Tie: One (1) point for a tie.
  - Loss: Zero (0) points for a loss.

### Rule 307 Team Lists

1. **Team Official Responsibility:** it is the responsibility of a team official to ensure two copies of a proper team list are submitted to the game official before the start of the game.
2. **Listing of Players/Coaches:** The team official is responsible to ensure every player and team official at the game is eligible to play and is listed on the team list.
3. **Signature on Team List:** a registered team official who is present at the time and place the game is played must sign the team list.
4. **Team List Information:** The team list shall provide the following information:
  - A. Name: The first and last name of all eligible players available for use in the game for which the list is to be submitted.
  - B. Jersey Number: The unique jersey number of each player must be noted beside the player's name on the team list.
  - C. Club, Division and Team Name
  - D. Names of Team Officials
  - E. Location of the Game
  - F. Time and Date of the Game
5. **Ineligible Players and Team Officials:** The names of any ineligible players or team officials (e.g. suspended, etc) must either not appear on the team list, or if the team lists are previously prepared, the ineligible player(s) must be clearly scratched from the list by running a line through the name and then initialled by the team official signing the team list.
6. **Absent Players:** Absent or late players do not need to be scratched from the team list.
7. **Requirement to Produce Team Lists:** A district official may at any time request a Game or Team official to supply a copy of a team list.
8. **Failure to Comply:** Failure to properly complete and submit a team list may result in forfeiture of the game if protest is upheld.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

### Rule 308 Game Protests

#### 1. General

- A. Reasons: A protest will only be considered on the grounds of misinterpretation of FIFA laws of the game, on the eligibility of players or on breaches of the Competition Rules and Regulations.
- B. Prior Knowledge: In dealing with any protest, the board may take into consideration the possession by the protesting team of any prior knowledge, which, if properly used, might have obviated the protest.
- C. Legal Counsel: No barrister or solicitor shall represent any such association, league, team or player at the hearing of any appeal unless he/she be an executive officer for the association, league, team concerned, and has been such for a period of three months immediately preceding the lodgement of the appeal and his/her name appears on the printed list of such association, league or team as an executive officer.

#### 2. Protest Procedure

- A. Any team that decides to protest the outcome of a game must
  - i. Submit Protest within 48 Hours: Give written notice of the protest to the LISA within 48 hours of when the game ended (i.e. if the game ends at 4pm on Sunday, submit protest *before* 4pm on the immediate Tuesday)
  - ii. Means of Notification: The basic protest may be faxed or emailed to the LISA. A request should be made for a written confirmation to ensure the fax or email has arrived. The protest notice should indicate that the original and backup documents, along with the cheque, are being delivered to the LISA office *within the 48-hour period*. In the event the protest is being mailed the “postmark” shall be taken as the limiting date in all cases.
  - iii. Authority to File Protest: a registered Coach or Manager of the team filing the protest must sign the original protest.
- B. Required Documents and Fees: The protest shall include:
  - i. Team Lists: if the protest involves a subject related to the team list, a copy of the team lists may be required;
  - ii. Documents: a written summary of the reasons for the protest accompanied by any other relevant information.
  - iii. Protest Fee: the appropriate protest fee (cheques payable to LISA) must be included; protest fees may be sent by regular mail. The protest fee is set annually by LISA.
- C. Fee Disposition:
  - i. Fee Return: if the protest is upheld the protest fee will be returned;
  - ii. Fee Retained: if the protest is not upheld the protest fee will be retained.

#### 3. Appeal Procedure

- A. The outcome of any protest may be appealed to BC Soccer by submitting a written request to BC Soccer within ten (10) working days after issuance from LISA of the results of the protest, setting out
  - i. the decision sought to be appealed;
  - ii. a concise statement of the facts; and,



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

- iii. a concise submission stating the By-Law, Rule or Regulation that has been contravened and setting out clearly in what respect the decision is alleged to be wrong.
- B. Please refer to the BCSA JUDICIAL CODE & POLICIES OF BC SOCCER Rule 5.0 “Appeals Policy” for complete details
- C.

### Rule 309 Field Standards and Team Colours

1. **Field Standards:** While field conditions are sometimes a concern, if they are found to meet basic safety and technical standards there should be no reason to abandon a game.
2. **Final Authority of Game Conditions:** The game official is the final authority as to whether conditions at the time and place of the game are adequate for the game to be played, or if in progress, to continue to be played.
3. **Home Club/Team Responsibility:** The home club /team shall be responsible for the following pre game actions:
  - A. Marking the field;
  - B. Setting up the field as per the guidelines outlined in Rule 308.5;
  - C. Obtaining the services of a game official;
  - D. Unless otherwise required each team shall provide a line official.
4. **Team Colours:** In the event both teams are wearing the same or similar colours, the “home team” must change to colours distinct from the visiting opponent. The game official has the authority to determine if the team colours are too similar.
5. **Field Guidelines:** Following are some basic guidelines
  - A. Field Size Maximum: As IFAB Laws of the Game Dictate
  - B. Fields must be adequately lined.
  - C. Corner flags (minimum 5 feet or 1.5 meters high) must be in place for all league and cup games.
  - D. Retreat Line must be marked with cones at the sidelines, as per Rule 315
  - E. For league and district cup matches, goal nets are recommended but not mandatory.
  - F. For Provincial cup matches, goal nets must be used.
  - G. Protests based upon the field lining, grounds condition, corner flags and/or nets not being in place will not be accepted if the game official decided to go ahead with the game.

### Rule 310 Club Colours and Jersey Numbers

1. Each club has an approved colour scheme for their uniform equipment. Teams must wear these colours at every league or cup match.
2. Every club must receive prior written approval from the district board before any change is made to their colour scheme. As of 2016, the approved colours are:



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

Club	Colour
Bays United	Emerald green, white accent
Cowichan Valley	Yellow and black
Gorge FC	Vertical black and white stripes
Juan de Fuca	Royal blue and black
Lakehill Soccer	Red and white and black
Peninsula Soccer	Red top with blue sleeves
Prospect Lake	Orange with black trim
Salt Spring Island	Silver and black
Saanich Fusion*	White
Sooke Soccer	Royal blue and white
Westcastle IA	TBD
Selects (BCSPL)	Blue (home), white and black (away)

\*when playing Salt Spring, and there is a colour conflict, Saanich Fusion will wear alternate jerseys whether away or home

- Each player must wear a jersey with a unique (non-duplicating) number of a minimum 15 cm high. The numbers must be readily discernible to the officiating crew and must be securely attached so as not to create a playing hazard.
- Keepers must wear colours that are distinctive from the team colours and opposing keeper.

**Rule 311 Injured Players:** Subject to the final authority of the game official as noted below:

- No player shall be allowed to play in any regularly scheduled game with an injury which could be aggravated by playing or which constitutes a danger to others.
- At the referee's discretion, no player wearing a cast or splint that constitutes a potential danger to other players shall be permitted to play in any regularly scheduled game.
- Protective orthopaedic devices (a device used to protect a previously injured area that has since healed) or prosthetic devices may be worn provided that:
  - The device is properly fitted and approved by a physician
  - There is no protruding metal
  - A letter from the physician, stating that the player's involvement is permitted, is in possession of the player or coach of the team on which the player is playing;
- In each of the above cases and without restriction, the game official may apply the official rules of the game in a manner that he or she determines appropriate.

**Rule 312 Scheduled Game Day and Times**

- Standardized Times:** There will be a standardized game day and start time within every age-class division, as follows:



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

Playing Division	Day	Playing Time	Game Length & Ball Size
U14	Saturday	Anytime between 11:00am and 12:30pm,	2 X 40 min. #5
U15	Saturday	Anytime between 2:15pm and 4:00pm	2 X 40 min. #5
U16	Saturday	Anytime between 2:15pm and 4:00pm	2 X 40 min. #5
U17	Sunday	Anytime between 10:00 am and 12:00pm	2 X 45 min. #5
U18	Sunday	Anytime between 10:00 am and 12:00pm	2 X 45 min. #5

- A. Extra Time: There is no overtime in regular league play.
- B. Special Requests: Requests for an interim or partial change to standardized start time or game day for by any particular club, for all or part of the season, must be submitted in writing by the club seeking the change. Any team requesting a change must process their request through their own club executive. The requests will be circulated to all clubs for comment.
- C. Clubs must make every effort to accommodate time request involving teams with players from Salt Spring Island and the Southern Gulf Islands to accommodate ferry schedules
- D. Emergency Situations: In emergency situation, the LISA board may change a game start time and/or game day without prior consultation with the clubs.
- E. Cup Matches: The LISA has the right to schedule district cup, provincial cup and Island cup matches for any day of the week and at any start time and may interrupt the regular season league schedule for the purposes of facilitating these games.
- F. League Matches: In special situations the LISA board, in conjunction with the scheduling committee, has the right to reschedule any outstanding game for any day of the week or for any start time.

### 2. Changes in Game Times



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

- A. Subject to the provisions of this section team officials cannot postpone, cancel or reschedule games for any reason unless approved in advance by LISA.
  - B. If the home club can not supply a field for a league game in order to start at its scheduled time and the visiting club can supply a field for the scheduled date and time, the game *must* be played at the visiting club's field. However, this arrangement must be made by 8 p.m. on the Thursday preceding any game scheduled for the weekend.
  - C. If a field is available to play a game outside of its scheduled start time *both* teams must be in agreement to the change in start time. Teams and clubs shall try and show some flexibility with respect to minor adjustments in game start times.
  - D. It is the responsibility of a team official to contact the opposition as well in advance as possible of a scheduled game in order to make sure both teams are aware of the particulars relating to the game. It does not matter who (visitor or home) initiates the call. If field availability is in question, contact should be made as soon as possible.
3. **Failure to Show for a Scheduled Game:** A club may be assessed an \$80.00 fine for each time one of its teams fails to show for a scheduled league, district cup, island cup or provincial cup game, unless there is reasonable cause acceptable to the LISA.

**Rule 313 Guest Players** A player currently registered to a team may participate as a guest player on another registered team in a sanctioned tournament or exhibition match, however, the player shall first: seek and be in possession of a written release from his or her team prior to such participation, and must then obtain written permission from the District and must give first priority to his or her registered team at games and practices.

1. **Prohibition:** A team may not pick up guest players for regular season games and may only do so for the Provincial cup finals in July under very strict circumstances (refer to BC Soccer Cup Rules).

**Rule 314 Dispensated Teams:** District dispensated teams are BCSPL teams that are formed subject to the prior approval of BC Soccer.

1. Dispensated teams may be formed by the district during the course of the regular season from players actively participating on club teams, however:
  - A. No player will be eligible to join a dispensated team if their club teams become "cup tied" for either "A" or "B" cup.
  - B. During the course of the regular season all players on dispensated teams must give their first commitment to their regular season team in games, practices or other events.

**Rule 315 Private or Development Team Formation**

1. **Affiliation Approval:** Any club, person or group forming a private team or development team and desires to enter that team in approved competitions or tournaments, or intends to play exhibition matches against affiliated teams, must obtain prior approval from the District, BC Soccer or the CSA depending on the location of the competition.
2. **Non- Sanctioned Teams:** No LISA (BC Soccer) affiliated team shall compete against a non-affiliated team and shall not participate in events involving non-affiliated teams.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

3. **Private Leagues:** These rules shall not apply to any player, team or league that is formed solely for training and competition purposes that is wholly self-contained and does not desire to play their team or teams in any affiliated competitions or to play exhibition matches against any affiliated team.
4. **Affiliation Defined:** Affiliated competition, team or player means any group affiliated with FIFA (e.g. CSA, USYSA, BC Soccer, LISA etc.)
5. **Registered Players:** Private teams may only use BC Soccer registered players in forming a team for competition against any affiliated teams or players.
6. **Player Release:** Every player signed to a private or development team in either the “open” or “closed” period must be in possession of a written “player release” from his or her registered club before participating in any competition. The release must specify:
  - A. the name of the group or team for which the player intends to play;
  - B. the names of all team officials;
  - C. the playing dates and names of competitions in which the team intends to play.
7. **League and Cup Commitments:** Players must meet all regular league and cup commitments. A player’s club or regular season team may refuse the player permission to participate on a private team if it is believed it will interfere with league or cup commitments.
8. **League and Cup Play:** No private team formed within this district may enter in any league or cup competition.
9. **Out of Province Travel:** Teams traveling to destinations outside of British Columbia must be in possession of required travel permits. The rules concerning completion and submission of BC Soccer’s “Application to Travel” form are contained on the reverse of the form.
10. **Exhibition Matches:** Private teams that seek to play exhibition matches against any BC Soccer registered team must receive prior permission from the LISA District Registrar.
11. **Insurance (BC Soccer):** Private teams players and coaches that are properly registered with the district shall be covered by the standard BC Soccer insurance policy.
12. **Discipline:**
  - A. Any BC Soccer registered team official or player that fails to follow the rules concerning the formation of a private team, or fails to obtain the proper travel permits shall be subject to disciplinary action.
  - B. Disciplinary action taken against any team official or player as a result of activities surrounding the playing of a game may carry back to the district.
13. **Ambassadors:** The players, coaching staff and parents of sanctioned, privately formed teams, as with all teams in this district, are ambassadors of his or her home Club District and the Province. The members should at all times behave in a manner that will bring credit upon all concerned.



## Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

### Rule 316 Retreat Line

LISA shall administer the retreat line for the U13 age group in all playing environments as per BC Soccer guidelines. The Retreat Line is a development tool that assists with the development of players, technically and as a team, tactically.

1. For goal kicks, all players from the opposing team will retreat back behind a line marked by cones or corner flags, dividing the field into thirds from the goal line which will be known as the “retreat line.” Players from the opposing team may not pass the retreat line until the ball has been touched by the player receiving the goal kick. If the goal kick is kicked directly from the goal kick past the retreat line, the ball is deemed “in-play” as soon as it crosses the retreat line. In case of a violation of this rule the restart will be a retake of the goal kick.
  - A. For complete U13 implementation guidelines see BC Soccer’s Under 13 Retreat Line Guidelines found at [www.bcsoccer.net/bylaws](http://www.bcsoccer.net/bylaws)



Chapter 3 – Rules, Regulations and Policy for Inter Club Competition

Appendix
-Sample Team List-

Soccer Registrar

Page 1 of 1



Juan de Fuca Soccer Association
P.O. Box 28073
Westshore Town Centre PO
Victoria
B.C. V9B 6K8

Sep 27, 2011

2011 - 2012
JDFSA Boys U14 Gold
Boys U14 GOLD Cup: B

Coach: [Redacted]

Players

Table with 8 columns: Last name, First name, Birthday, Address, City, Postal, Phone, Transfer. Lists 16 players including Jordy, Tristan, Ryan, Rylan, Lucas, Cayle, Riley, Noah, Devon, Christopher, Austin, Tyler, Brendan, Desmond, Mehthaab, and Brandon.

Number of Players: 16

Out of District Players: 1