

VIPL

RULES & REGULATIONS MANUAL

Last Updated October 19, 2018

(any items altered appear red font)

any items altered after season start will appear in green font)

Established 2011

POLICY & PROCEDURES MANUAL

DEFINITIONS

BC Soccer – Refers to the British Columbia Soccer Association. The use of “BC Soccer” before any procedure, rule, guideline, requirement or official indicates that the reference is to someone (or something) that operates under the auspices of the BC Soccer board (rather than the MSL Committee or a District Board.)

District – Refers to anybody duly constituted under the BC Soccer Constitution as a District Association. The use of “District” before any procedure, rule, guideline, requirement or official indicates that the reference is to someone (or something) that operates under the auspices of a District Board (rather than under the BC Soccer Board or the VIPL Committee.)

Vancouver Island Premier League or VIPL – Refers to the league operating under these guidelines. Herein after referred to as, the “VIPL.” The use of “VIPL” before any procedure, rule, guideline, requirement or official indicates that the reference is to someone (or something) that operates under the auspices of the VIPL Committee (rather than under the BC Soccer Board or a District Board.)

VIPL Committee – Refers to a Committee comprised of the LISA President, or delegate, and the UISA President, or delegate, who are jointly responsible for developing the rules and policies of the VIPL League.

Upper Island Soccer Association or UISA – Refers to the Upper Island Soccer Association which is a District Association duly constituted under the BC Soccer Constitution.

Lower Island Soccer Association or LISA – Refers to the Lower Island Soccer Association which is a District Association duly constituted under the BC Soccer Constitution.

League Game – Any game scheduled by the VIPL scheduler and appearing on the published VIPL schedule distributed to all teams. To clarify, “additional games” are league games, which means that all league rules apply e.g. players can receive red and yellow cards; games can be used for serving discipline, teams/clubs can be fined for not playing the game.

Table of Contents

SECTION 1 – LEAGUE ADMINISTRATION	4
1.1 VIPL Committee Composition	4
1.2 Correspondence.....	4
1.3 Affiliation of Teams.....	4
1.4 Teams and Players	5
1.5 Discipline	5
1.6 Financial Control	5
SECTION 2 – DISTRICT RESPONSIBILITIES.....	5
2.1 Cooperation with the VIPL Committee	5
2.2 Operation of Teams.....	5
2.3 Insurance for Teams.....	6
2.4 Risk Management	6
2.5 Provision of Referees and Assistant Referees	6
2.6 Playing Fields and Game Start Times.....	7
2.7 Trophies and Awards.....	7
SECTION 3 – TEAM RESPONSIBILITIES	8
3.1 Fulfilling League Commitments	8
3.2 Respect of Officials.....	8
3.3 Management of Team Behavior.....	8
3.4 Practical Matters	8
3.5 Team Equipment.....	8
SECTION 4 – LEAGUE STRUCTURE & OPERATION.....	9
4.1 Player Registration.....	9
4.2 District Boundaries	9
4.3 League Scheduling.....	9
4.4 Statistics and Reporting of Scores	10
4.5 Cancellations and Rescheduling	11
4.5.1 Rescheduling due to field closures:	11
4.5.2 Rescheduling Requests	11
4.5.3 Rescheduling due to no referee.....	12
4.6 League Cups and Playoffs	12
SECTION 5 – DISCIPLINE PROCEDURES.....	12
5.1 General Procedures	12
5.2 Match Reports by Referees	13
5.3 Protests & Appeals.....	13
Section 6 - SPECIAL RULES FOR YOUTH SOCCER.....	14
6.1 Duration and Ball Size.....	14
6.2 Other Special Rules.....	14
Section 7 - SEEDING OF TEAMS FOR PROVINCIAL “A” CUP	14
Section 8 - SPECIAL RULES FOR LISA TEAMS	16
Section 9 - VIPL Youth-to-Youth Permits	16
9.1 General Procedures	16
9.2 Suspension	17
9.3 Boundaries	17
9.4 Application.....	17
Appendix A - Vancouver Island Premier League Youth-to-Youth Permit	18
Appendix B - Vancouver Island Premier League Fines, Fees and Penalties.....	19
Appendix C - Vancouver Island Premier League A Cup Play Downs Example Seeding Ladder.....	21
Appendix D – Severe Weather Game Cancellation Protocol	22

Appendix E – Teams with Powell River Players and Salt Spring Players	23
Reminder.....	23
2.6 Playing Fields and Game Start Times.....	23

SECTION 1 – LEAGUE ADMINISTRATION

It is understood that the Vancouver Island Premier League (VIPL) is operating under both the **BC Soccer** Constitution and Bylaws and the **BC Soccer** Competition Rules and Regulations.

1.1 VIPL Committee Composition

- (a) VIPL is comprised of teams from the LISA and the UISA
- (b) The President, or a delegate, of the Lower Island Soccer Association (LISA) and the President, or delegate, of the Upper Island Soccer Association (UISA) will form the VIPL Rules & Policies Committee (VIPL Committee).
- (c) Both VIPL Committee members shall have one (1) vote each.
- (d) One member from LISA and one member from UISA constitute a quorum.
- (e) A vote may be held when there is a quorum.
- (f) A majority vote of those VIPL Committee members in attendance at a VIPL Committee meeting is binding.
- (g) The VIPL Committee may make appointments as it sees fit to ensure the efficient operation of the league. These appointed positions do not carry votes.
- (h) An alternate will be accepted as a voting member at a VIPL Committee meeting with either the written permission of the LISA President (if a LISA alternate) or the UISA President (if a UISA alternate).
- (i) The district representatives will mutually decide upon a third individual to be called upon in the event of a tie-breaking requirement situation.
- (j) A majority of the VIPL Committee members must vote to approve all changes to the VIPL Policy and Information Manual.
- (k) VIPL administrative procedures will be dealt with by the VIPL Committee.

1.2 Correspondence

- (a) All VIPL correspondence (both 'in' and 'out') should be directed to both the President of LISA and the President of UISA.
- (b) Only written correspondence will be discussed or acknowledged by the VIPL Committee

1.3 Affiliation of Teams

- (a) All VIPL teams must be affiliated through either LISA or UISA District Associations.
- (b) LISA is entitled to 5 teams to be placed in each division of the VIPL by their District.
NOTE: ~~For 2017/2018, Each~~ LISA Regional Team (ie North, South, West) are entitled to one team per gender in the U14 ~~and U15 Divisions~~. Each of LISA 5 franchises are entitled to one team per gender in each of the U16 and U17 Divisions. Each of LISA's 5 franchises (**approved club groupings**) are entitled to enter two teams per gender at the U18 Division.
- (c) UISA is entitled to 2 teams in each division of the VIPL by their District.

NOTE: Each of UISA 2 franchises are entitled to one team per gender in each of the U14, U15, U16 and U17 Divisions. Each of UISA's franchises are entitled to two teams per gender in the U18 Division.

- (d) The VIPL Committee has the right to deny, place, or move teams as it deems appropriate.
- (e) The VIPL Committee will determine maximum league sizes. Recommended maximum league size is 7 teams. To be reviewed each year.
- (f) All teams remain eligible for Provincial competitions only through affiliation with their own District. VIPL entry does not imply any special procedures for teams with regard to Provincial Cup or other **BC Soccer** matters except where these are so stipulated herein.

1.4 Teams and Players

- (a) VIPL teams violating VIPL policies in relation to players will be withdrawn from play.
- (b) Teams failing to observe the VIPL deadlines indicated will not be accepted into the league for the upcoming season.

1.5 Discipline

- (a) All discipline arising from specific games will be dealt with by the LISA Discipline Committee as per **BC Soccer's** Discipline Policy & Procedures Guide, in accordance with BC Soccer Rules and Regulations ~~Rule 10h~~).
- (b) LISA will notify the UISA Director of Discipline when the hearing involves a UISA player.
- (c) Referee **abuse** will be handled by the **BC Soccer** Discipline Committee.

1.6 Financial Control

- (a) LISA and UISA will not charge each other fees for running or participating in the VIPL.
- (b) LISA and UISA are each separately responsible for funds associated with their teams in VIPL.
- (c) Revenue from fines imposed as described in Appendix B will be shared 50/50 between LISA and UISA.

SECTION 2 – DISTRICT RESPONSIBILITIES

2.1 Cooperation with the VIPL Committee

- (a) Both LISA and UISA District Boards must identify their District's representative for the VIPL Committee (if the President delegates this position)
- (b) Both District Boards must inform the VIPL Committee of names of District Schedulers and up-date these as needed.
- (c) Both District Boards must inform the VIPL Committee of names of Referee Coordinators used by each VIPL Team and up-date these as needed.
- (d) The VIPL Committee will identify one or more VIPL Schedulers to schedule games per Rule 4.3

2.2 Operation of Teams

- (a) Only teams forwarded by the President of each District may be entered for approval by the VIPL Committee.

- (b) Districts are required to attempt to enter teams in all divisions of the VIPL associated with their District subject to VIPL approval.
- (c) Districts are responsible for the selection of teams they submit for entry into the VIPL.
- (d) All costs associated with league membership are the responsibility of the Districts.
- (a) Each District must provide all registered players and team officials **with photo identification cards that meet the BC Soccer criteria** prior to October 1 and these ID cards must be available for each League and Cup game throughout the remainder of the playing season.
 - i. If a team fails to produce valid **BC Soccer** ID cards after October 1, the game is to proceed but will be considered to have been played as “under protest” and, if requested by the opposing team, will be reviewed by the VIPL Committee with no protest fee required to confirm player eligibility (see Appendix B for VIPL fines, fees and penalties).
 - i. Referees are asked to make a notation in their game report to flag it to LISA/UISA.
- (b) Teams registered by the Rule 4.1 may be subject to a fine if the team folds prior to the end of the first round.

2.3 Insurance for Teams

- (a) **Insurance is a benefit of being a properly affiliated club and/or properly registered/reported player and/or team official with BC Soccer. See the BC Soccer website for insurance claim forms.**

2.4 Risk Management

- (a) All volunteers must have on file the results of a Criminal Record Check with a Vulnerable Sector Check in accordance with policies approved by **BC Soccer**.

2.5 Provision of Referees and Assistant Referees

- (a) Each home team is responsible for ensuring one qualified referee is provided for their teams home league games.
 - a. Recommendation is the referee is at least 2 years older than the players they are officiating.
- (b) Each home team shall provide two qualified Assistant Referee's for their home league games. In those instances where the home team cannot provide two qualified Assistant Referees, each team will be responsible for providing a person as a Club Linesperson.
- (c) Each District is responsible for ensuring one qualified neutral referee and two qualified assistant referees are provided for their team's home Provincial Cup **playdown** games. For the purposes of this rule, a neutral referee is a referee that is not normally assigned by the home team. For example, in a provincial cup **playdown** game involving UI-North as a home team, a neutral referee is a referee not normally assigned by UI-North. As another example, in a provincial cup **playdown** game involving Lakehill as the home team, the neutral referee is a referee not normally assigned by Lakehill. For clarity a Provincial Cup **playdown** game is defined as the VIPL final.
- (d) The VIPL Committee, through the Referee Assessment Committee, may assess any referee (or assistant referee) put forward by a District to officiate VIPL games.

2.6 Playing Fields and Game Start Times

- (a) UISA will only schedule VIPL games on fields in the Nanaimo Regional District or the Comox Valley Regional District, Campbell River Regional District and the Port Alberni Regional District. Note: No games will be scheduled in Powell River
- (b) LISA fields will only schedule VIPL games on fields in the Capital Regional District or the Cowichan Valley Regional District
- (c) Outlined below are acceptable start times for all VIPL games.

Home Team	Away team	Earliest Start	Latest Start	Notes
LISA	UI-Riptide with PR players	noon	1:00 PM	12:30 start preferred
LISA	UI-Riptide no PR players	noon	2:30 PM	2:30 start preferred
UI-Riptide	LISA	noon	2:30 PM	
UI-Storm	UI-Riptide with PR players	noon	3:00 PM	
LISA	LISA with SSI players	noon	4:00 PM	
LISA	UI-Storm	11:00 AM	4:00 PM	2:30 or later preferred
UI-Storm	LISA	11:00 AM	4:00 PM	
UI-Riptide	UI-Storm	11:00 AM	4:00 PM	
UI-Storm	UI-Riptide no PR players	11:00 AM	4:00 PM	
LISA	LISA no SSI players	10:00 AM	4:00 PM	
UI-Storm	UI-Storm	10:00 AM	4:00 PM	

- (d) The Home team is responsible for nets, corner flags and lining of field.

2.7 Trophies and Awards.

- (a) In the event that the VIPL awards an annual trophy, it is the responsibility of the recipient to return the trophy to their home District, in good condition, by February 15th of the following year.
- (b) The team awarded the trophy is responsible for the engraving of the trophy.

SECTION 3 – TEAM RESPONSIBILITIES

3.1 Fulfilling League Commitments

- (a) Teams will complete all games scheduled by the VIPL Scheduler or will be subject to Fines, Fees and Penalties listed in Appendix B.

3.2 Respect of Officials

- (a) Team management is expected to identify themselves to the referee and to the other team before the start of the game.
- (b) Team management is responsible for the behavior of parents and spectators. If a spectator is unmanageable, the referee may stop the match until the situation is under control.
- (c) No person from the sidelines shall make any derogatory comments about any player or staff on either team, match officials or other spectators.
- (d) Referees have the authority to order any person, including team officials or players, away from the field of play. Any time a person has been required to leave, the referee will report the incident on the [BC Soccer Discipline](#) site.
- (e) The quality of the referee will never be accepted as a defense against disciplinary action.
- (f) If problems occur, appropriate disciplinary action will be taken by the VIPL, including fines and/or the deduction of points.
- (g) If a team official is called before discipline and given a suspension then the team official will be responsible (at their own cost) for completing the BC Soccer endorsed eLearning Respect in Sport Course – Parent or Coach as appropriate.

3.3 Management of Team Behavior

- (a) [Team officials are expected to adhere to and implement the standards of behaviour as listed and described in BC Soccer's Conduct, Ethics and Discipline standards Policy, and Procedures. ~~set a high standard for their players' behavior and sportsmanship.~~](#)
- (b) Handshakes will be undertaken before the match, with cheering the opponent and thanking the referee after the match.

3.4 Practical Matters

- (a) Coaches and managers of opposing teams must use the contact list provided to contact each other prior to all scheduled games in order to confirm over night weather has not affect field status.
- (b) If possible, teams will provide a second line on each side of the field to restrain spectators and give the assistant referees room to move back and forth.
- (c) No one may coach from behind the goal line.

3.5 Team Equipment

- (a) A colour clash is based on the registered home team colours for each team.
- (b) In the event of a colour clash it is the responsibility of the home team to change their strip to the satisfaction of the referee.
 - a. Note however as per LISA District rules, Saanich Fusion Football Club if playing another LISA team must change to the satisfaction of the referee regardless of home or away position.
- (c) The VIPL requires numbered uniforms for all VIPL teams for player identification.

- (d) All teams must at all times appear in proper uniforms, ie. proper footwear, shirt, shorts, socks and shin guards.

SECTION 4 – LEAGUE STRUCTURE & OPERATION

4.1 Player Registration

- (a) All VIPL Teams will comply with **BC Soccer's** Player Registration - Rule 22-Youth Players-Zoning.
- (b) UISA Teams will be registered with UISA. LISA teams will be registered with LISA.
- (c) Each District is responsible for registering their players with BC Soccer according to BC Soccer's player registration deadlines.
- (d) Each Team identified per rule 2.2(a) must identify 11 players to their District's Head office by June 30th. Teams identifying 11 players by June 30th will be registered to play in VIPL. See Rule 4.1(h) for Teams with less than 11 players. .
- (e) Team rosters for VIPL teams must be submitted to their District Head office by August 29th.
- (f) A player must reside in the district that he is registered in at the time of his first league game or the player is considered to be an Out-of-District player.
- (g) LISA and UISA will together ensure compliance and consistency to BC Soccer's/FIFA's international player rules.
- (h) Any Team identified per rule 2.2(a) wishing to play VIPL but unable to identify 11 players by the deadline in Rule 4.1(d) may, at the discretion of the VIPL Committee, be registered to play in VIPL.

4.2 District Boundaries

- (a) VIPL District boundaries correspond in every instance with those District boundaries sanctioned by the **BC Soccer** Board as published in the **BC Soccer** Constitution (as amended from time to time).
- (b) For a full geographic description of the existing District boundaries see the current **BC Soccer** Constitution

4.3 League Scheduling

- (a) Boy's games will be scheduled on Sunday's
- (b) Girl's U14, U15 and U16 games will be scheduled on Saturday's. Girl's U17 and U18 games will be scheduled on Sunday's.
- (c) The regular schedule shall run from the weekend after Labour Day through to approximately the end of February.
- (d) An anticipated break shall occur between mid-December and mid-January.
- (e) Divisions of 4 will play four or five rounds.
 - i. If they are scheduled for 4 rounds, they will play two at home and two away with ALL games counting towards point totals.
 - ii. If they are scheduled for 5 rounds, only the final four rounds (two home for UISA, two home for LISA) will count for point totals. The first round will be exhibition. However bonds will be posted, points will be lost and fines will be levied for any team failing to show up for any game, with no exceptions.
- (e) Divisions of 5 or 6 will play four rounds if calendar allows, with ALL games counting towards point totals. ~~i.e. In 2017/2018 divisions will play four rounds.~~
 - i. If the calendar does not allow for four rounds, three rounds will be played, comprising two home games for UISA one home game for LISA. Only the final

- two rounds (one home for UISA, one home for LISA) will count for point totals. The first round will be exhibition. However bonds will be posted, and points will be lost and fines levied for any team failing to show up for any game, with no exceptions.
- (c) Divisions of 7 or 8 will play two rounds, one home and one away with ALL games counting towards point totals. Additional exhibition games will be scheduled as the calendar permits, and points will be lost and fines levied for any team failing to show up for any game, with no exceptions.
 - (d) Very unusually, adverse weather may interfere with the final round of VIPL play to such an extent that every attempt for rescheduling of the game(s) will be exhausted without completing the round. In this case, the VIPL committee has the authority to use the final two or four completed rounds for standings in order to equalize the overall home and away balance for each team. This provision will not be used in the case of games being incomplete for any other reason than severe weather, as judged and verified by the VIPL committee, and may not be invoked by any team or teams, only by the league administration.
 - (e) Make-up weekends will be included in schedules with priority given to games that are needed to complete rounds.
 - (f) If additional games are scheduled and no make-up weekends are available, the VIPL Scheduling committee may utilize those game dates to complete rounds necessary for seeding.
 - (g) If necessary, to ensure ~~two~~ complete rounds for standings are completed, games may be rescheduled on non-regular day of play.
 - (h) The League shall publish a complete schedule at the beginning of the season and all teams are expected to play all scheduled games.
 - (i) League schedules shall be published and available for distribution one week in advance of the start date each year (provided team declarations stay stable).
 - (j) Teams will ensure game times and locations are posted on the League website no later than the Wednesday at 6PM before the scheduled date of the game. Failing to do so may result in a fine, per Appendix B Para 10.
 - (k) Refer to Section 2.6 for field and game time rules.
 - (l) The VIPL Committee shall approve, from alternatives provided by the VIPL Scheduler, the nature and the extent of league play each season which includes the number of games and the number of rounds.
 - (m) To accommodate weather and travel issues, UI North vs UI South games may be scheduled for the last weekends before the winter make-up weekends or the first weeks after the winter break.

4.4 Statistics and Reporting of Scores

- (a) All teams are required to report scores directly to the VIPL Score Recorder no later than noon on Monday after each league game, or 8:00 PM on game day after each Cup game.
- (b) A maximum goal differential of 5 goals will be recorded for all VIPL league games.
- (c) The VIPL Score Recorder shall publish and distribute league standings on a weekly basis. These standings shall include points, goals for and goals against with a maximum 5 goal differential recorded in any game.
 - a. The number of goals credited to the winning team will be limited to five more than the number achieved by the losing team.. Example. A score of 10-2 or 9-2 or 8-2 is reported as 7-2.

- (d) The standing of teams resigning or removed from the VIPL before completion of the schedule will be expunged from the records as follows:
- i. If a resignation or removal occurs prior to the completion of the first round of the schedule all results involving that team will be expunged from the league record.
 - ii. If a resignation or removal occurs prior to the completion of the second round of the schedule, only the second round results will be expunged.
 - iii. The same formula shall apply for any subsequent rounds.

4.5 Cancellations and Rescheduling

Once a game is scheduled by the District scheduler that game must be played unless:

- i. The District scheduler postpones the game due to field availability.
- ii. The referee decides at the field (prior to game time) that the game should not be played due to field or weather conditions.
- iii. The appointed referee does not show up and the coaches cannot agree on an official and cannot each appoint a person to officiate one half of the game.
- iv. The Severe Weather Game Cancellation Protocol is applied (see Appendix D)

4.5.1 Rescheduling due to field closures:

- i. When inclement weather forces closure of the scheduled home field, and the home team cannot find another appropriate field within their District by the deadline of 72h before game time, then the game shall be rescheduled on the opposing teams field for the same time and day if possible.
 - a. The originally scheduled home team is still responsible for paying the officials.
- ii. The assigned referee may deem the field unplayable at the scheduled match time or at any time during the game. The game result will stand if two thirds of the game has been played, and the game is stopped by the referee due to weather. If the game is stopped by the referee due to bad behavior of a team, or lack of players, the offending team will lose the match.
- iii. The VIPL Scheduler will reschedule the game for one of the league official make up dates if applicable. If a league official makeup date is not available the VIPL Scheduler, in cooperation with both teams, shall set the replay date. The VIPL Scheduler will reschedule the game if the teams cannot agree to a date.

4.5.2 Rescheduling Requests

- i. The League Scheduler will only consider requests for the rescheduling of regular league games in very unusual circumstances i.e. Heavy team involvement in a special school function or illness or injury which reduces the team roster size below eleven (11) players.
- ii. Requests for rescheduling must be received no less than 7 days prior to the scheduled game. The request must include the reason for the request and the names of players involved.

- iii. No rescheduling will be authorized later than 9:00 p.m. on the Wednesday prior to the game. Any rescheduling before that time will be at the discretion of the VIPL Committee.
- iv. Cancellation of a scheduled league game without prior approval from the League Scheduler will result in a fine.
- v. If authorized by the VIPL committee, the preference will be to have the rescheduled match played before the original scheduled date or within three (3) weeks of the original scheduled date. The home team shall provide to the VIPL Scheduler, and the two Team Managers two (2) dates for the rescheduled game to be played. The VIPL Scheduler, in cooperation with both teams, shall set the replay date. The VIPL Scheduler will reschedule the game if the teams cannot agree to a date.
 - a. League official make up dates will not be authorized for rescheduling requests.

4.5.3 Rescheduling due to no referee

- i. If a referee does not appear for the VIPL match it is recommended that coaches and managers decide on a mutually agreeable referee. Should the match be played, then it is understood that the match stands as an official league game.
- ii. In all cases a fifteen (15) minute allowance must be given before abandoning the game.
- iii. Should rescheduling be required the procedure as outlined in Section 4.5.2 will be followed. Contact the VIPL Scheduler who will assist in rescheduling the match.

4.6 League Cups and Playoffs

- (a) The VIPL Scheduler will schedule all league cups, league challenge rounds and league playoff games.
- (b) These dates will be communicated to the teams involved through team officials.
- (c) It is not the responsibility of the VIPL Scheduler to schedule the Provincial Cup or any other non-VIPL activity. These are arranged by each District Scheduler for their VIPL teams and other teams operated within each District.

SECTION 5 – DISCIPLINE PROCEDURES

5.1 General Procedures

- (a) All ejection and caution cards issued to players and team officials of teams in the VIPL must be reported within 48 hours by the referee on the LISA Discipline site.
- (b) Any individual receiving three (3) cautions during a season will be suspended for a minimum of one match automatically (see [BC Soccer Discipline Sanction Guidelines](#)). The suspension will be served in the team's very next match following the match in which the third card was received.
- (c) Any individual receiving an ejection card is to immediately leave the field of play. Any player or team official ejected is automatically suspended for the next scheduled league, playoff or Provincial Cup game, whichever comes first.

- (d) Any individual having been ejected in a VIPL match will attend a discipline hearing and if unable to do so will be disciplined by the LISA Discipline Committee and informed in writing of the penalties imposed.
- (e) Please refer to the **BC Soccer's Youth Provincial Championships Competition Rules and Regulations** and the attached summary "Special Rules for Youth Soccer" for further guidance on the general and specific rules of the game.
- (f) All team official reports of misconduct must be forwarded to the LISA Discipline Committee. Any player receiving two (2) ejections in one season must be reported to the LISA Discipline Committee.
- (g) All disciplinary matters shall be decided upon in accordance with the **BC Soccer Discipline Guidelines**.
- (h) All officials, staff and players deserve the right to a hearing. Failure to attend this hearing or submit a written response to the LISA Discipline Committee will result in an "Indefinite Suspension". This person should be informed of this "Indefinite Suspension" in writing. The person will remain under "Indefinite Suspension" until the party requests, in writing, another hearing and appears at a subsequent hearing.
- (i) Disciplinary hearings will be held as required.
- (j) All disciplinary hearings will be held in LISA.
- (k) Players out of the LISA District can attend disciplinary hearings via teleconference.

5.2 Match Reports by Referees

- (a) Must be submitted on the LISA Discipline site within 48 hours of the match. Failure to submit a Match Report within 48 hours may result in a fine to the Team providing the referee.
- (b) Reports on the following from referees should go directly to the LISA Discipline Chair.
 - i. Any match abandoned due to field conditions or bad weather must be reported and will be rescheduled by the League.
 - ii. Hazardous field conditions must be reported. The host District will be asked to investigate and correct or relocate future home games to avoid that condition.
- (c) Reports on any team official, player or spectator who was required to leave the area and who did not comply with the request must be sent immediately and directly to the **BC Soccer** office.

5.3 Protests & Appeals

- (a) In the event of a protest, the VIPL Committee will appoint a Chair to form a VIPL Protest Committee.
- (b) The VIPL Protest Committee will be comprised of one member from the LISA and one member from the UISA, **and a mutually agreed-upon third member.**
- (c) Protests shall be dealt with by the VIPL Protest Committee under **BC Soccer Rules & Regulations, Rule 11-Protests.**
- (d) The VIPL Protest Committee Chair will provide all parties affected by a decision, a written ruling which shall include the rationale for the decision and the appeal procedure.
- (e) The decisions of the VIPL Protest Committee are binding in accordance with **BC Soccer Rules & Regulations, Rule 12- Appeals**

Section 6 - SPECIAL RULES FOR YOUTH SOCCER

6.1 Duration and Ball Size.

- (a) Divisions U18 to U14 play under regular game rules as prescribed by the FIFA “Laws of the Game.” Exceptions of FIFA Laws on game duration, ball size and substitutions are noted below.

AGE, DURATION and BALL SIZE TABLE

Age	Game Duration	Ball Size
U18	2 equal halves of 45 minutes	#5
U17	2 equal halves of 45 minutes	#5
U16	2 equal halves of 40 minutes	#5
U15	2 equal halves of 40 minutes	#5
U14	2 equal halves of 35 minutes	#5
U13**	2 equal halves of 35 minutes	#5

** listed for completeness only. There are no U13 Teams in VIPL.

- (b) There shall be no limit on the number of substitutions allowed for league play. The referee must be notified upon substitution for the goalkeeper. A substitution will not be allowed for a player ordered from the field.

6.2 Other Special Rules

- (a) **As per FIFA laws of the game**, a minimum of seven (7) players is required to start a match and a match should not continue if there are fewer than seven (7) players on either team.
- (b) The home team is responsible for marking the field and supplying the match ball, corner flags and nets.
- (c) A team must be given 15 minutes from the scheduled start of the game to field a team. Failure to field a team may result in fines and/or penalties. Extra time will be given to teams traveling between Upper Island and Lower Island when road problems may have occurred.
- (d) All teams shall furnish a completed VIPL game sheet and permit list of those eligible players available for use in the game for which the game sheet is to be submitted. The game sheet shall be completed in triplicate, all copies of which shall be given to the referee at or before half-time of the game. The game sheet shall bear the name of the team, date of the game, the name of the opposing team and the name, ID number and jersey number of each player. Players playing under a permit will be identified as “Permitted” on the game sheet. The game sheet shall not contain the name of the players currently under suspension and therefore ineligible to take part in the game. The game sheet must contain the signature of a team official in charge of the team. It is the responsibility of an opposing team to obtain a copy of the game sheet from the referee. The game sheet must be signed by the referee.

Section 7 - SEEDING OF TEAMS FOR PROVINCIAL “A” CUP

Note this section is based on no changes by BC Soccer to the Provincial “A” Cup format.

Note: See Appendix C Vancouver Island Premier League A Cup Play Downs Example Seeding Ladder for further clarification.

1. ~~Prior to determining the seeding of any teams, the Division must have competed at least two complete rounds.~~
2. The teams in each Division will be seeded ~~for cup play downs (applying tie-breaking procedures if necessary)~~ in the order in which they finished ~~league play at the end of the last completed round~~. First place team receives the number one seed. ~~Note in mixed-age divisions all games will count toward seedings whereas interdivisional play does not count toward seedings. For example, in a mixed U15/16 age division where teams play together all season, all games including 15v15, 15v16 and 16v16 will count towards standings. However, if one or two inter-division games are inserted into the schedule for variety (15v14 or 16v17), they will not count towards standings.~~
3. Teams will placed into a single knock out play down ladders in their own single age category so that, at the start of the play down series, the highest placed team (at the end of the last completed round) will be placed in the highest seed. First place seed 1, second place seed 2, subsequently seeding continues in this sequence until all teams are assigned a seeding.
4. If a bye situation is created, then the bye will be given in the first play down round to the highest placed VIPL Team (as at the end of the last completed round). For example in VIPL Division of 6 teams, 1 V 8 (Bye) and 4 v 5, making up one half of the ladder. 2 v 7(Bye) and 3 v 6 making up second half of the ladder.
5. The single knock out games will continue until each ladder has a winner. Winner of 4 v 5 plays 1, winner of 3 v 6 plays 2. The winner of each ladder will play off to determine the VIPL Champion. The VIPL Champion is seeded 2nd in the Coastal Cup being play at the round of 8 and becomes the Vancouver Island Representative for the BC Soccer A-Cup (Coastal Cup seeding is subject to change by BC Soccer).
6. If any VIPL Division has more than 6 teams, or if any legal BC soccer team not in VIPL challenges for A Cup, these additional teams will be seeded as the lowest seeded team. If a bye situation is created, then the bye will be given in the first play down round to the highest placed VIPL Team (as at the end of the last completed round). For example in a 6 team VIPL division a non VIPL team declares A-Cup this team would be seeded 7th. A second non VIPL team would be seeded 8th. If more teams enter then the VIPL bracket allows then those teams play down via a random draw single knock out ladder to determine two teams to enter the VIPL ladder.
7. Home games are assigned to the team in the highest seeded bracket. The home game assignment remains in the highest seeded bracket regardless of the team's seeding occupying the bracket. For example Seed one's bracket has home games throughout the play downs. Seed 4 obtains home field advantage for the finals by beating seed 1 in the semi final.
8. If for any reason in Section 7 there is need of a tie breaker to determine seeding, that tie breaker procedure is as follows:
 - a. Head to Head total points within rounds that count for standings, for games between the two tied teams only. If there are more than two teams tied, proceed to next tie-breaking procedure.
 - b. Head to head goal difference within rounds that count for standings (goals for minus goals against, with a maximum 5 goal differential recorded in any game) for games between the tied-teams only. For cases of more than two teams if there is a single leader at this point, they are the higher seed and if there are only two teams left still-tied proceed to procedure (a).

- c. General goal difference within rounds that count for standings (goals for minus goals against, with a maximum 5 goal differential recorded in any game) for games between all teams in the division.
- d. Total goals scored within rounds that count for standings, with a maximum 5 goal differential recorded in any game for games between all teams in the division.
- e. Toss of a coin

Please note underneath the standings section on the website there is a small line that says: **Tiebreakers:** Points > GD. This is embedded in the website and cannot be adjusted, therefore do not assume that your team is in the higher position if they are listed above another team with whom they have the same number of points. The tie-breaking procedures as written in this policy manual are the correct procedures and will be applied to teams tied. Final standings will be confirmed via email along with the playdown brackets at cup time.

- 9. Playoff games will be played on the regularly scheduled game day as per the Coastal Cup Rules. However if players are impacted by a scheduled spring break and are unable to field a team, the two teams may agree to play on an alternate day. The two teams may go to the VIPL Committee for consultation.

Section 8 - SPECIAL RULES FOR LISA TEAMS

- a) LISA teams must not exceed three out-of-boundary players (transfers) on the game day roster.

Section 9 - VIPL Youth-to-Youth Permits

9.1 General Procedures

- (a) The VIPL shall grant a player registered with a Lower Island Soccer Association or an Upper Island Soccer Association team permission to play for a VIPL team **of their age or older age who;**
 - 1. is a younger VIPL player permitting to an older age group VIPL team, or
 - 2. is a younger non-VIPL player permitting to an older VIPL team, or
 - 3. is a same age non-VIPL player permitting to a same age VIPL team.
 - 4. is a female VIPL player playing on a girl's VIPL team, permitting to a boy's VIPL team of the same age or older than herself.
- (b) The VIPL shall NOT grant a player registered with a VIPL team permission to permit to another VIPL team of the same age. For clarification only (not a rule change), if you are already playing in the VIPL, you can only permit to an older age group VIPL team. ie. if you are playing U16 VIPL but are U15 aged you cannot permit down to U15.
- (c) Players from BCSPL are not eligible for permitting in the VIPL League.
- (d) Permission is contingent on the player receiving the **consent of their parent team** with which they are registered (a.k.a. releasing team).
- (e) Any player requesting a permit must apply for permission by completing a permit form supplied by the VIPL League (See Appendix A). The application form bearing the consent of the releasing team must be submitted to the Youth District Designates prior to the game for which the permit will be used.
- (f) Permits will be allowed for VIPL league games. Permits shall NOT be allowed for VIPL, or Provincial Cup games. Note this rule has not changed, the wording has

been altered for ease of understanding – specifically no permits in VIPL playdowns or finals.

- (g) Franchises may set additional conditions for approval of the league's permits and may elect not to approve any league permits.
- (h) LISA or UISA may set additional conditions for approval of the league's permits and may elect not to approve any league permits.

9.2 Suspension

- (a) Players under suspension shall not be eligible to play under permit.
- (b) Any disciplinary action applied from misconduct reported while playing in a game under permit shall be served by the player during the very next game(s) with his/her registered team.
- (c) Any team playing a player on a permit that does not conform to the VIPL Youth-to-Youth Permit Rule shall be sanctioned as for playing an ineligible player, and have Permit Privileges withdrawn. Teams found to have played a suspended player, or played in excess of their allowed Out-of-District (OOD) limit, shall forfeit the game(s) where the infraction(s) occurred. Any district approving permits not conforming to the above rules shall be sanctioned by withdrawal of permit privileges for its District for up to one year.

9.3 Boundaries

- (a) Out-of-District players can be permitted as long as the Out-of-District number does not exceed the **BC Soccer** maximum.

9.4 Application

- (a) An approved permit form for the permitted player must be made available on demand by the game official. Opposing coaches may request that game officials verify permits prior to the start of the game.
- (b) Players playing under permit will be noted as "Permitted" on the game sheet.
- (c) Any player with a permit must also present a valid ID card to be eligible to play.
- (d) A permit is valid only for the team, day and game stated on the permit application form.
- (e) Team Officials must forward completed permits to LISA or UISA office before match (signed scanned copies of permits in PDF format are acceptable).

Appendix A - Vancouver Island Premier League Youth-to-Youth Permit

Any team using a permitted player as designated in **Section 9** must ensure that the appropriate permit is completed and handed to the game official (on request) before the start of the game. Failure to do so may result in disciplinary action against that team and or the player involved. A player is allowed to play in unlimited VIPL league games in a higher division. ***There are no permits allowed in any VIPL Playdowns, Coastal or Provincial Cup Games.***

Important

Team Official shall forward completed permit to LISA or UISA office before match:

LISA Fax (250) 382-7480 or admin@lowerislandsoccer.com

UISA emailed to upperislandsocceroffice@gmail.com

This is a request for permission for _____
(Name of registered player)

Who is registered with _____
(District, Club, Team Age Division and Gender of Releasing Team)

Hereby give permission to play for VIPL _____
(District, Franchise, Team, Age Division and Gender of Obtaining Team)

In its game against: _____
(Name of opposing Team)

on: _____ at: _____
(Date) (Location)

in: _____
(City/Town)

Releasing team's consent given by:

Name _____ Signature _____
(Authorized Team Official Name and Title)

Obtaining Team Official Verifies the player is not under suspension and does not exceed their team's limit of Out of District players.

Name _____ Signature _____
(Team Official Name and Title)

This permit is only valid when fully completed and accompanied by the player's valid ID card. Permit must be provide to Referee on their request. Teams found to have played a suspended player, or played in excess of their allowed OOD limit, shall forfeit the game(s) where the infraction(s) occurred.

Appendix B - Vancouver Island Premier League Fines, Fees and Penalties

1. Failure of a VIPL Team to present valid BC Soccer photo ID cards for each player and team official after October 1.
 - After October 1 each year, failure of a VIPL Team to have available valid BC Soccer photo ID cards for each player and team official listed on game sheet at a VIPL League or Provincial Cup game, could result in a protest of the game and/or a fine of up to \$250.00 which will be invoiced to the Association of the Team that does not have the BC Soccer photo ID cards.
2. Failure of the home team to provide nets, corner flags or appropriately lined fields.
 - Failure to provide nets, corner flags or appropriately lined fields could result in a fine up to \$50.00 which will be invoiced to the Association of the Team that did not provide the nets, corner flags or lined field.
3. Failure to return a league trophy or failure to return a league trophy in good condition.
 - The home District will be charged for either repairing or replacing the trophy.
4. Failure to complete all scheduled league games or cup games.
 - Failure of a team to complete all league or cup games will result in a fine of \$300.00-\$500.00, which will be invoiced to the Association of the Team that did not complete all their games. Failure to complete a league game will also result in a loss of three points.
5. Failure to properly report scores to the VIPL Score Recorder
 - Failure to report scores to the VIPL Score Recorder three (3) times within a season will result in a \$50.00 fine. A further \$50.00 fine will be assessed for every week missed thereafter. These fines will be invoiced to the Association of the offending Team
6. Failure of the referee to properly submit a match report.
 - Failure to submit match reports on the LISA Discipline site may result in a \$50.00 fine which will be invoiced to the Team who provided the match referee.
7. Canceling a scheduled league game without prior approval from the VIPL Scheduler
 - Canceling a scheduled league game without prior approval from the VIPL Scheduler will result in a fine up to \$500.00 which will be invoiced to the Association of the offending Team.
8. Abandoning a game (unless by mutual agreement due to no referee, or referee's decision regarding bad weather or hazardous field conditions).
 - If a team is held responsible for the abandonment of a game, they will forfeit the 3 points and they may be subject to a fine up to \$500.00 which will be invoiced to the Association of the offending Team.
9. Protest fees.
 - The team making the protest must submit the written protest, along with the \$250 protest fee (cheque or cash) to their District within the appropriate timelines. The \$250.00 protest fee will be refunded if the protest is upheld.

10. Failure to properly post game times and locations

- Failure to properly post game times and locations three (3) times within a season will result in a \$50.00 fine. A further \$50.00 fine will be assessed for every failure thereafter. These fines will be invoiced to the Association of the offending Team.

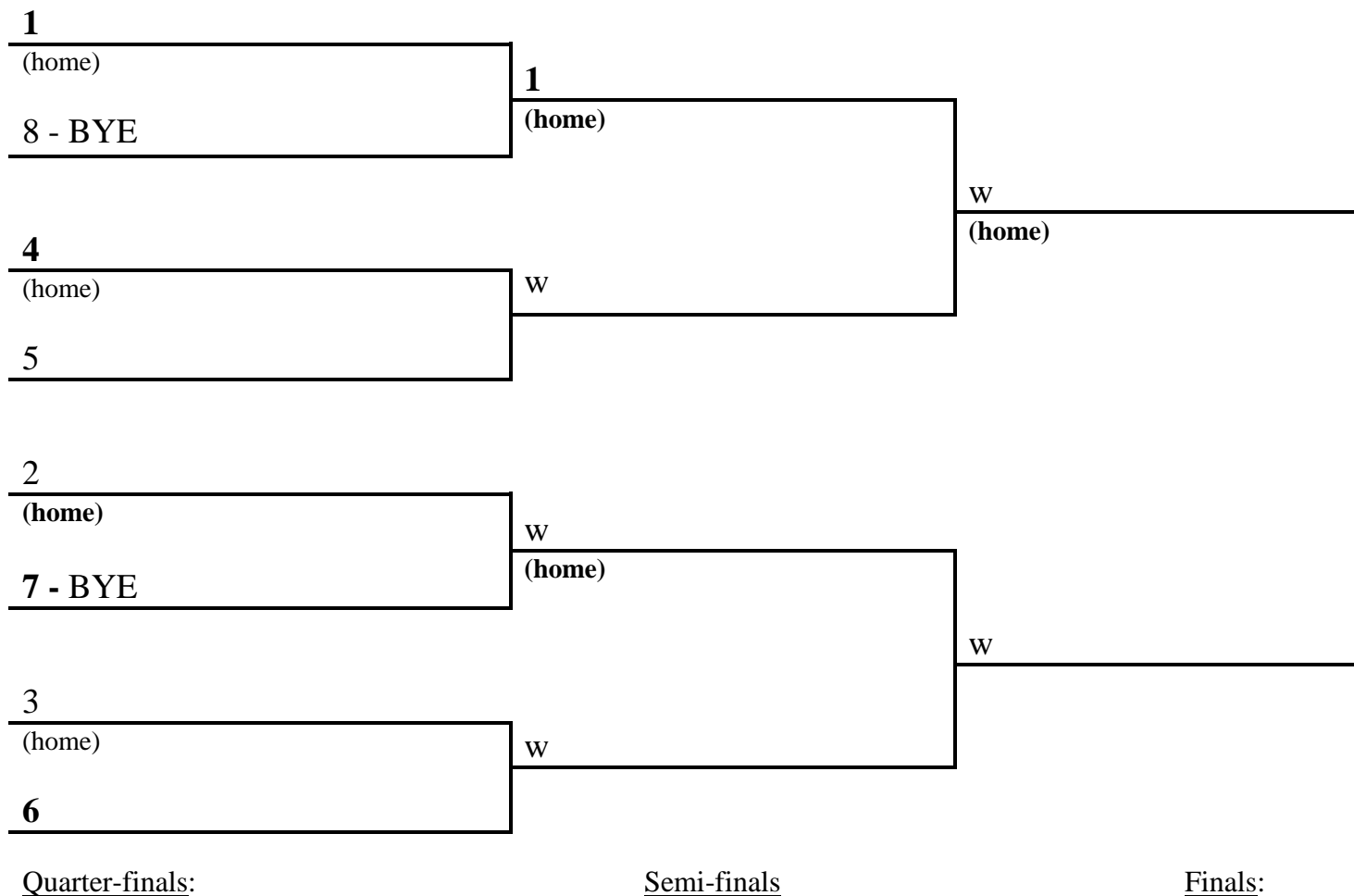
11. Withdrawing a VIPL Team from a VIPL Division.

- Any Team registered in VIPL per rule 4.1 that withdraws prior to the end of Round 1, may be subject to a fine of up to \$1000. This fine will be invoiced to the Association of the offending Team.

12. Failure to provide a referee by host

- First infraction: a maximum fine of \$100
- Second infraction: a maximum fine of not less than \$100 nor more than \$500
- Third infraction: a penalty as determined appropriate by the VIPL Committee

Appendix C - Vancouver Island Premier League A Cup Play Downs Example Seeding Ladder



Appendix D – Severe Weather Game Cancellation Protocol

Occasionally, games may have to be cancelled ON GAME DAY due to severe weather: snow, unsafe driving conditions, road closures, field closures, and ferry closures. Unfortunately, cold, wet and windy conditions are a part of winter soccer!

In this order:

1. When severe weather is in the forecast and fields have not been closed, team officials in the affected communities are to call the opposing team's officials the night before the game to discuss.
2. Both teams' officials are to notify their respective players/parents and have them be prepared for a cancellation or to leave on short notice if necessary.
3. In the morning, the host team is to verify field condition, adhering to the field open/close decision of the host club.
4. Team Officials from both teams to look up the Drive BC website at drivebc.ca and check the [map](#) and [webcams](#) to assess travel routes to the game location.
5. Team Officials from both teams to look at Environment Canada's website at weather.gc.ca/canada_e.html, to determine current and forecast weather conditions.
6. Team officials to make contact and discuss the field and road conditions as well as weather forecast and make a final decision on the game status.
 - Decisions must be made allowing for a minimum timeframe for communication and travel of:
 - i. 3 hours for any LISA vs LISA game
 - ii. 5 hours for any UI Storm scheduled game
 - iii. 6 hours for any LISA vs UI Riptide game
 - ***If fields are open, roads are clear, there is no snow in the forecast and the threshold for minimum timeframe has been met, the game must proceed and parents/players are to be notified immediately.***

If any game must be cancelled:

1. Both team's officials are to notify their Club designate and, if you are the HOME team, ensure that all internal calls are made to notify the: Club Administrator, Club Referee Scheduler and Club Field Scheduler. **Please follow your club's internal protocol.**
2. Both team's officials to email cancellation notification to UISA Executive Director @ **upperislandsocceroffice@gmail.com**
3. UISA Executive Director to email those affected with further cancellation/rescheduling information, and update VIPL website.

Please note:

- Coaches contact info is also on the VIPL website on the Teams & Rosters menu. Filter to desired division and team.

- It is good practice for all teams to become familiar with their opposing teams websites to check for field closures.

- On the UISA website: uisa.ca - from the drop-down menus, choose "About UISA", then the "Members" page. Links to all Club websites are located here. All UISA Clubs have their field status on their home page.

- On the LISA website: www.lowerislandsoccer.com on the drop-down menu, click on "Clubs". Links to all Club websites are located on the "Member Clubs and Boundaries" page. All LISA Clubs have links to their field status on their home page.

Appendix E – Teams with Powell River Players and Salt Spring Players

This section is updated annually:

Teams with Powell River players for 2018/2019 (subject to change) are:
Riptide U14 Boys, U17 Boys, U18 Boys, U18 Girls (added Sept 6, 2018)

Teams with Salt Spring players for 2018/2019 (subject to change):
U17 Girls Gorge (added Aug 27, 2018)

Reminder

2.6 Playing Fields and Game Start Times

(a) Outlined below are acceptable start times for all VIPL games.

Home Team	Away team	Earliest Start	Latest Start	Notes
LISA	UI-Riptide with PR players	noon	1:00 PM	12:30 start preferred
LISA	UI-Riptide no PR players	noon	2:30 PM	2:30 start preferred
UI-Riptide	LISA	noon	2:30 PM	
UI-Storm	UI-Riptide with PR players	noon	3:00 PM	
LISA	LISA with SSI players	noon	4:00 PM	
LISA	UI-Storm	11:00 AM	4:00 PM	2:30 or later preferred
UI-Storm	LISA	11:00 AM	4:00 PM	
UI-Riptide	UI-Storm	11:00 AM	4:00 PM	
UI-Storm	UI-Riptide no PR players	11:00 AM	4:00 PM	
LISA	LISA no SSI players	10:00 AM	4:00 PM	
UI-Storm	UI-Storm	10:00 AM	4:00 PM	

End of VIPL Rules and Regulations.