



**BC COASTAL SOCCER LEAGUE
RULES AND REGULATIONS 2023-24**

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PART 1 – OVERVIEW AND PURPOSE OF THE LEAGUE

Unless otherwise noted, the Rules and Regulations listed in this document are applicable to all levels and divisions of play.

The BC Coastal Soccer League (BCCSL) provides youth soccer competition in the BCSA Coastal Region, and is focused on providing a positive soccer experience for all participants, while ensuring the fair play and integrity in those competitions.

The BCCSL is governed by a Board of Directors composed of appointed delegates from each of the participating Youth District Associations. The Board of Director is supported by staff, including but not limited to the League General Manager. The primary objectives of the League Board and Staff are as follows:

- Provide meaningful, positive and fair competition at all levels;
- Uphold the principles of fair play and protect the integrity of the BCCSL competition;
- Support the Canada Soccer Pathway (LTPD) as it pertains to BCCSL competition;
- Enforcement of these Rules & Regulations, and any other BCCSL policies;

A key factor in achieving fair and positive play for all is the placement of teams in like-caliber divisions/groupings. In order to support clubs in determining proper placement for their teams, the BCCSL has created a [Team Formation Guideline](#). This document is intended to provide guidance on minimum standards for team placement. Clubs that do not follow these standards may be subject to sanctions.

PART 2 – LEAGUE ADMINISTRATION AND OPERATION

1. PLAYER REGISTRATION

- a. Only players who are properly registered with BC Soccer through its District Association can participate in the League.
- b. Each District must provide all registered players and team officials with photo ID cards (digital or printed) in accordance with BC Soccer rules no later than October 1st for all divisions. ID card requirements for BCCSL are as follows: The following individuals shall be issued with a photo (taken within 24 months) identification card once they have been registered with BC Soccer:
 - i. All youth players in the U13 to U18 age categories
 - ii. All team officials in the U11 to U18 age categories
- c. The photo identification card shall include the player's or team official's: Surname, Given Name(s), Club Name, Birth year, Player ID#, and the year in which the playing season ends. The ID cards must be presented for each league game throughout the remainder of the playing season.

- i. Teams who fail to produce ID cards for their team or individual players may be subject to a forfeit of the game and/or a League fine (as per Fine Schedule, section 22). Referees will still allow the game to go ahead, but any protest will be entertained and may be upheld by the League due to lack of ID cards of an opponent. Discipline issued to players will still be applied as usual, and the Club that didn't provide ID cards may be required to provide proof of ID cards after the fact as part of the protest.
- d. Players and Staff who do not have an ID photo uploaded by October 1st will not appear on the game day roster and will be not eligible to participate in the game.

2. RISK MANAGEMENT

YOUTH

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

REFEREES

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

3. TEAM AFFILIATION

- a. All teams must be affiliated through the League's Member Districts and only Districts may forward teams to the League.
- b. The League will determine the number of divisions, so they are appropriately competitive.
- c. Each District will pay the appropriate League entry fee (as determined by the League Board) upon acceptance for each team within two (2) weeks of receiving the invoice. Invoices will be issued by November 15th of each year.
- d. As per BC Soccer and Canada Soccer requirements, each District will ensure that their Member Clubs have at minimum the Quality Soccer Provider designation. Any Club found to not have that minimum designation must provide proof they are working towards it or risk not being able to participate in the League. For 2024-25, the League will not accept teams from Clubs who do not have at minimum the Quality Soccer Provider designation.

4. DIVISIONS

The League reserves the right to amend this table below without notice if it is in the best interest of the League and affected division(s). For the 2023-24 season the League will offer the following divisions.

Age Group	Metro	Div. 1	Div. 1A	Div. 1B	Div. 2	Div. 2A	Div. 2B	Div. 3
U11	No	No	Yes	Yes	No	Yes	Yes	Yes
U12	No	No	Yes	Yes	No	Yes	Yes	Yes
U13	No	No	Yes	Yes	No	Yes	Yes	Yes
U14	No	Yes	No	No	Yes	No	No	Yes
U15	No	Yes	No	No	Yes	No	No	Yes
U16	Yes	Yes	No	No	Yes	No	No	Yes
U17	Yes	Yes	No	No	Yes	No	No	Yes
U18	Yes	Yes	No	No	Yes	No	No	Yes

U11-U13

- U11-U13 will follow the [small sided rules](#) as outlined by BC Soccer
- Scores will be recorded for tiering purposes only. Scores and standings will not be made public.
- Cup play will not occur for U11, U12, U13 including League Championships
- The League expects that districts where applicable, will accommodate teams being moved down from Division 2 at the designated realignment periods.
- The League will consider teams from district-based leagues to move into BCCSL Division 2 at the designated realignment periods.

TEAM ROSTERS AND ASSIGNMENT TO DIVISIONS

5. ROSTER SIZE AND GAME DAY ROSTERS/MATCH SHEETS

- Maximum roster sizes:
 - U11 to 13 - 16 players
 - U14 to U18 - 22 players
- Game Day Rosters/Match Sheets can be generated for printing starting at noon on the Thursday prior to the weekend schedule. **Players/Team Officials who are handwritten on to the roster or added in any other manner are ineligible for play.**
- Each team is required to print off 2 copies of their current game day roster and bring them to the game. The most recent date and timed stamped rosters will be deemed the official game day match sheet.

6. FLUID ROSTER PROCESS

BCCSL has a fluid roster policy (meaning no signed permit documentation required) within the following rules. These apply to any player with a valid BC Soccer ID (see section 1b):

- a. Player movement may occur through the Fluid Roster Process based on the following criteria:
 - i. The District's Member Club's TD's assessment of player ability and their current playing environment;
 - ii. The [FRP chart](#) outlines where players are eligible to be moved to.
 - iii. Any movement not covered by the chart will require a written submission to the League by the District for consideration.
 - iv. Players who are registered with a British Columbia Premier Soccer League team (BCSPL) are NOT eligible to participate in any competition governed by the League (BCCSL).
- b. Teams can only use FRP for league games, including League Championships, but not for Coastal Cup play
- c. Teams that do not have another team from their Club in a lower division within the same age or a younger team in the same or lower division may use the FRP to pull players from another Club in their District.
- d. Team game day rosters, including FRP, cannot exceed the allowable BCCSL roster size.

7. TEAM SUBMISSIONS AND POSSIBLE DIVISIONAL REALIGNMENT

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

Note: The League encourages Districts to post a deadline to their clubs that are at least ten (10) days in advance of the above submission dates.
- c. At any time after the fifth week of play, the League General Manager may, at their discretion, and in consultation with affected Districts and Clubs, reassign teams to a different division taking into account a team's results, overall competitiveness, any mitigating factors, and impact on competition. If required, at the League's discretion a second re-tiering may occur.
- d. Teams moved to another division will have their points reset to zero (0) and for the first five (5) games after the move will receive double the points (6 points for a win, 2 for points for a tie).
- e. Where a new division is created, all teams in that new division will have their standings reset to zero.

8. LEAGUE DISCIPLINE

- a. All participants are to adhere to the principles of Fair Play, the Laws of the Game, and the [Judicial Code and Policies](#) of BC Soccer.
- b. Discipline will be conducted by a Discipline Committee established by the League. Discipline may also be referred to a District member or BC Soccer if the Discipline Committee determines that action is required.

Districts

- a. Districts may be fined when their Clubs fail to meet the deadlines provided by the League. Consistent failure to meet deadlines or adhere to policy may jeopardize a District's future ability to affiliate teams.
- b. Districts are responsible for the behavior of their Clubs teams and may be penalized and/or fined for each case of misconduct, and/or be referred to BC Soccer for further sanctions.

Teams, Coaches, and Players

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

9. RULES OF PLAY

- a. All games are to be played in accordance with the FIFA/IFAB Laws of the Game and BC Soccer Rules and Regulations.
- b. Play at the U13 and under age groups will utilize the Retreat Line as required and defined by BC Soccer
- c. In the event of a colour conflict, the home team is required to change to a non-conflicting jersey colour or wear pinnies
- d. Teams are required to provide two completed eligible team rosters (player names and jersey numbers, team officials) as well as any Fluid Roster players (see section 7) to the referee, prior to the start of the game
- e.

Division	Format	Game Length	Ball Size	Field Size	Goal Size
U11-U12	8 v 8 including GK	2 x 35 minutes	4	W: 42m/ 138ft – 55m/180ft L: 60m / 197ft – 75m/246ft	L: 18ft / 5.49m H: 6ft / 1.83m
U13	9 v 9 including GK	2 x 35 minutes	4	W: 42m/138ft – 55m/180ft L: 64m/197ft – 75m/246ft	L: 18ft / 5.49m H: 6ft / 1.83m
U14-U16	11 v 11	2 x 40 minutes	5	L: 100m/328ft x W: 59m/194ft	L: 7m/24ft H: 2m/8ft
U17-U18	11 v 11	2 x 45 minutes	5	L: 100m/328ft x W: 59m/194ft	L: 7m/24ft H: 2m/8ft

10. PLAYING FIELDS

- a. Each District/Club shall ensure that their District Scheduler provides appropriate home fields to the League Schedulers at the beginning of the season subject to closures
- b. Where park configuration allows, there are to be no spectators behind the team benches
- c. Failure to provide a safe and adequate field may result in a fine
- d. The home team is responsible for nets, corner flags, and lining of the field. Failure to provide this equipment may result in a fine
- e. A technical area, per FIFA/IFAB's Laws of the Game must be established at each team's bench.

Team officials must remain inside the technical area during the game (except half time) unless approval is received from the referee to leave. Players must remain in the technical area except for substitutions

- f. No person may coach from behind the goal line and the area behind the goal is to be free of spectators
- g. Players shall not warm up behind the goal area. Playing gear should not be left in the area of the goal posts.
- h. Only team officials and players registered to the team are allowed inside the fenced area or immediate surroundings of the field of play

11. REFEREES, ASSISTANT REFEREES, AND TEAM LINESPERSON

- a. Each Club/District will be responsible to access BC Soccer's database of qualified referees and have a listing of available registered referees for all divisions
 - i. Referees must be currently registered with BC Soccer and comply with all BC Soccer rules
 - ii. Referees must have a classification of Youth or above
 - iii. All referees aged 19 years and older must have a valid Criminal Record Check and Vulnerable Sector Check on file with BC Soccer
- b. Referees have the authority to remove any person, including team officials or players, away from the field of play. Any time a person has been red carded or ejected the referee will immediately report the incident in the league's discipline system
- c. The League supports BC Soccer's recommendations for referee scheduling; the Centre Referee must be a minimum of 2 years older than the age category of play
- d. Referees must disclose to their Referee Scheduler any potential conflicts of interest in the game assigned to them
- e. At all BCCSL levels, Clubs/districts must assign a centre referee
- f. The home team, Club or District must provide two uniformed assistant referees with Entry Level qualifications or higher for the following divisions:
 - i. Metro U16-U18, Division 1 U14
 - ii. Division 1-3 U15-U18
- g. For divisions not identified above, each team must supply a Linesperson (an adult volunteer to serve as an assistant referee), subject to the following conditions:
 - i. While it is mandatory that team volunteer assistant be provided for each U14 and below game, referees have the right to either not use or dismiss them at their discretion
 - ii. If you are a "team volunteer assistant", your job is to call the whole ball "out". At no time shall "team volunteer assistant" call or indicate offside
 - iii. Coaches are not to act as a team volunteer assistant as it impedes their ability to properly guide their team during the game

- iv. Individuals must refrain from coaching while carrying out the linesperson duties

12. LEAGUE SCHEDULING

- a. The League General Manager shall select from the alternatives provided by the League Scheduler, the nature and extent of league play each season which includes the number of games and number of rounds, and provide to the Board for final approval. The League General Manager will provide a calendar to indicate when games will be played prior to the start of the season.
- b. Districts/Clubs may schedule games on Friday, Saturday, or Sunday, with approval from the League Scheduler.
- c. Where there are teams traveling more than 50 kms (one way) or that require a ferry for travel:
 - i. No games will be scheduled on Fridays unless both teams agree
 - ii. Are not to have a scheduled kickoff game prior to 10am or after 5pm on Saturday or Sunday
 - iii. Starting times for games requiring travel by ferry are to be scheduled between 12 noon and 2:00 P.M. unless both teams mutually agree
- d. No games will start prior to 08:30 A.M. unless both coaches agree to a change in time
- e. Any weeknight game that starts prior to 7:00 P.M will need both coaches' approval. If disagreement occurs, it would go to the League for a decision
- f. The League shall publish a complete schedule 10 days before the first scheduled league game. Where divisional restructuring occurs, league schedules will be altered after adjustments are made
- g. Teams are expected to play all scheduled games throughout the season on or before the scheduled dates
- h. The League General Manager can change a division format for scheduling or lack of time for completing the schedule
- i. Each Club must submit all home field schedules for 6 weeks of play 5 days prior to the first scheduled league game. Failure to do so within 28 days of a scheduled game will result in fines and/or sanctions
- j. Opposing Team officials must contact each other prior to scheduled games in order to confirm game location, the kick off time, and the opposition's uniform colors
 - i. At a minimum the home team is required to contact the visiting team no less than 48 hours prior to match day. If the visiting team has not heard from or received confirmation from the home team coach by the deadline stated earlier, the visiting team coach must also be able to show they attempted to contact the home team coach as well and report the lack of contact to their Club's District Rep

13. LEAGUE STANDINGS

The points system to determine the standings is as follows:

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

Points per game will be used to determine the standings order.

14. COASTAL CUP QUALIFICATION

Please refer to the Coastal Cup page on the BCCSL website for all rules and documents.

15. LEAGUE CHAMPIONSHIP

Please refer to the League Championship page on the BCCSL website for all rules and documents

16. STATISTICS AND REPORTING OF SCORES

- a. All scores need to be reported by 9:00 pm Monday following the game
- b. Failure to report scores may result in a fine to the home District of the team failing to report
- c. The standings of teams resigning or removed from the League (or a division within) before completion of the schedule will be expunged from the records as follow:
 - i. If a District withdraws a team prior to completion of the season/cup play, results involving that team will be expunged from the league record

17. RESCHEDULING AND GAME ABANDONMENT

- a. Notwithstanding below, teams will make an effort to complete all games scheduled by the League Scheduler
- b. Teams who refuse reasonable make-up game options as determined by the League or are non-compliant in finding a make-up game option with their opponent and/or the League, will be at risk of a league fine and/or penalty of a deduction of 5 points from the standings
- c. When inclement weather or some other unforeseen event forces closure of the home teams' fields then the game may be rescheduled on the opposing team's field if there is sufficient notice (24 hours or more), time, field availability and an agreement between both coaches. The team providing the field is responsible for all costs associated
- d. Only the assigned referee may deem the field unplayable at the scheduled match time
- e. Requests for game postponement must be made through the District Scheduler to the League Scheduler and General Manager
 - i. Requests will only be considered for special circumstances, i.e. travel tournaments, heavy team involvement in a special school or religious function which reduces the team roster size below nine (9) players. Illness or injury is not a valid reason for rescheduling games, this is why the FRP process is in place. All rescheduling will be at the discretion of the League Scheduler and the League General Manager.
 - ii. Requests for game postponement must be made to the League Scheduler and General

Manager by the District Scheduler clearly stating full particulars of the postponement request. Any postponed games due to travel tournament conflicts, must be rescheduled before departure.

- iii. No game postponement will be authorized later than 9:00 P.M. on the Tuesday prior to the game unless both teams agree
- f. If a team is held responsible for the abandonment of a game, they will be subject to a fine which will be payable by the District, and the team may be referred to discipline
- g. If a referee does not appear for the game, team officials may agree on a referee
 - i. In all cases a fifteen (15) minute allowance must be given before abandoning the game. Teams may then agree to play a shortened game
 - ii. Should the game be played, then it is understood that the game stands as an official league game
 - iii. Should rescheduling be required, the procedures detailed in 18.e of this section will be followed
- h. Only a referee can abandon a game in progress
- i. If a game is abandoned due to unforeseen circumstances (e.g. lights go out, snow storm hits) and 75% of the game has been played the result stands.
- j. If a game is abandoned as per subsection i of this section and 75% of the game has not been played, the League General Manager can require the game to be rescheduled. If rescheduled, the score and the game will resume from the point of abandonment and played to its conclusion.
- k. If players, team officials, or spectators cause a game to be abandoned, the League will investigate, and has the right to declare a winner. Points will be awarded as a forfeiture to the faultless team as a 1-0 win, regardless of the score at the time of the abandonment. The team at fault will be subject to a fine and referred to discipline. If the League determines both teams were at fault for the abandonment, the League has the right to record the result as a 0-0 draw, a loss for both, both teams will be subject to a fine and both teams will be referred to discipline
- l. Referees must report an abandoned or incomplete game to the League as an incomplete game via the League form
- m. For make-up games:
 - i. Assuming there is sufficient time left in the season, if a whole weekend of games is canceled due to weather or field closures, the BCCSL Scheduler will reschedule those games to an available weekend, and on a date where both teams don't have scheduled games. Or, a mutually agreed upon rescheduled date can be provided to the BCCSL within 5 days of the cancellation.
 - ii. Within 5 days of a game cancellation or postponement, the home team's scheduler (or district scheduler designate) will provide 2 rescheduled game options that are on a regularly scheduled BCCSL play weekend, and that don't conflict with either of the team's scheduled games.
 - a) The visiting team will choose from one of the options presented within 48 hours.

- b) Failure for either team to reschedule with these guidelines will result in a forfeit of the match.
- iii. In the event multiple games are canceled, they must be rescheduled in the order of the original scheduled games.

18. COMPLAINTS, PROTESTS AND APPEALS

- a. Should coaches or managers have a complaint regarding the performance of a referee, the complaint should be directed in writing to their own District, not the League.
- b. Protests shall be dealt with by the League General Manager under BC Soccer Rules and Regulations, Rule 11 – Protests
 - i. The protest must be completed via the [League Protest Form](#) or a detailed email within 48 hours of the posted game kick off time. The basis of the protest must be clearly stated.
 - ii. A protest fee of \$250 (sent by interac e-transfer to protests@bccysl.ca) must be received by the League General Manager within 4 days of the game being completed.
 - iii. The fee will be refunded only if the protest is upheld
- c. If a team official has knowledge of the basis for a protest before the game, they must advise the referee that the game is being played under protest
- d. A protest will only be considered on the grounds of:
 - i. Misinterpretation of the FIFA Laws of the Game. A game cannot be protested based on the referee's judgment of the 'facts' of the game.
 - ii. Eligibility of players.
 - iii. Breaches of BCCSL Rules and Regulations.
- e. Protests relating to the grounds, posts, crossbars, etc., will not be entertained unless notice (with particulars included) is given to the referee prior to the beginning of the game. The referee must believe the issue seriously affected the outcome of the game for the protest to be reviewed.
- f. Where needed, the League's General Manager will form a Protest Committee to review all protests. All parties affected will be provided a written ruling which shall include the rationale for the decision and the BC Soccer appeal procedure.

19. FORFEITS

- a. Forfeits, no show teams, or games not played for any reason should be reported to the BCCSL using the forfeit form. **Forfeits will only be accepted by the District Administrator/Rep.**
- b. Only the League General Manager can approve forfeits.
- c. All BCCSL approved forfeits will be recorded as a 1-0 win by the League Scheduler. Teams who have applied for a forfeit are not to enter the score for the un-played game, entering the score could nullify the forfeit request.
- d. The offending team will lose a minimum of five (5) points from their current standings for forfeiting the game.
- e. A minimum of a \$350 fine plus possible game and travel costs may be applied to the team that forfeits. 50% of the total fine will be returned to the affected District to disperse to the affected

- Club to help cover costs associated with the game that did not get played.
- f. Should a team forfeit more than one (1) game in a season, the coach may be referred to league discipline. The fine will also double for each additional forfeit.

20. TIE-BREAKING FORMULA

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

- i. Head-to-head results
- ii. If there are no head-to-head games or the total points between the teams is level, then goal difference will be looked at next
- iii. If goal difference is the same, then most goals scored (based on average per game if necessary) will be used. All games that exceed a 7 goal difference will be manually recalculated to reflect a maximum 7 goal difference.
- iv. If all these don't break the tie, a coin toss by the League General Manager will break the tie

21. FINE SCHEDULE

All fines are applied to the respective District, and the BCCSL reserves the right to adjust or increase fines based on circumstances.

- a. Any attempted forfeits of away games due to length travel requirements (50km or more)
 - i. First Offence - \$350 plus 5 points, game costs and possible coach discipline
 - ii. Second Offence - \$500 plus 7 points, game costs and possible coach discipline
 - iii. Third Offence - \$750 plus 9 points, game costs and coach discipline
- b. Any forfeit of a game not covered in section 19 Forfeits, a minimum of \$350 plus possible game and travel costs will be applied to the team that forfeits
- c. Canceling a scheduled league game without prior approval from the League General Manager, up to \$500
- d. Cases of egregious misconduct of teams, players, spectators and team officials, up to \$2,000
- e. Failure of a team not to complete all league games, up to \$1000
- f. Failure of home team providing nets, corner flags, and lining of the field, up to \$100
- g. Failure to abide by the FRP rules, up to \$500
- h. Failure to be properly attired as a team, up to \$250
- i. Failure to conduct the pre-game handshake in a sporting manner, up to \$500 each case
- j. Failure to produce ID cards for any/all players and team officials for league and/or cup games, up to \$250

- k. Failure to provide a safe and adequate field, up to \$500
- l. Failure to report scores, up to \$100 each case
- m. Force a game to be abandoned, up to \$1500
- n. Home teams without a change strip/alternate colours, up to \$250
- o. Refusal to play a make-up game option that was provided in a reasonable manner by the opponent and/or the League itself, up to \$500
- p. Withdrawal of committed team after BCCSL's submission deadline, up to \$750 per team
- q. Withdrawal of committed team(s) after schedules released \$750 per team
- r. Late submission of teams by the District up to \$500 per club.
- s. Movement of team(s) from one division to another after the BCCSL's submission deadline \$350 per team if permitted.
- t. Movement of team(s) from one division to another after schedules are released \$750
- u. Teams submitted after the team submission deadline up to \$750 per team if accepted.
- v. Teams submitted after schedules released \$750 per team if accepted.
- w. Failure to input game times and locations a minimum of 28 days prior to the game, \$50 for each game
- x. BCCSL reserves the right to fine Clubs up to \$2000 for affiliating an excessive number of teams that require realignment. Excessive is defined as six (6) or more teams.

