



PREMIER
SOCCER LEAGUES
CASCADIA SPRING LEAGUE

OFFICIAL LEAGUE RULES

CASCADIA SPRING LEAGUE 2024



Founded in 2017, the Cascadia Soccer League operates a spring league from April - June. The League services recreational and rep players from U8 to U18, with the objective of providing an organized, fun, and developmentally appropriate game setting throughout the spring season.

GAMES START APRIL 6TH 2024



THE CASCADIA SPRING
LEAGUE IS MANAGED BY
E11EVEN MANAGEMENT INC

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The Cascadia Soccer League “the league” is a regionalized game outlet that is professionally managed, duly governed, and technically driven. The league is designed to provide an organized environment where players are safe, can have fun, and develop.

This guide explains the Cascadia Soccer League, the formal rules and procedures, and the members' rights and responsibilities. Every District, Club, team official, game official and player shall uphold the rules and are subject to the authority of the published policies set out by FIFA, Canada Soccer, BC Soccer, and the Cascadia Soccer League. Ignoring the contents of this guide, or lack of understanding of the rules, is not an acceptable defense.

No District or their representative, or any club, team, or referee, can override the rules and policies within this guide without the written permission from the Cascadia Soccer League Board. All participants should read the Code of Ethics and FIFA Laws of the Game and coaches should ensure players know the FIFA Laws of the Game and play fairly. Sport involves respect for the opposition and game officials; team officials must develop this by their words and actions.

The professional management and administration of the Cascadia Soccer League is dependent on the supportive and timely coordination and communication of clubs.

Clubs will be responsible for the compliance of their teams and team members. Issues that may arise will be communicated from the Cascadia Soccer League to the club in question. Teams will not be permitted to register/join the league without an approved application to join from their club. Clubs may only join the league if they are members of a district that is a member of the Cascadia Soccer League.

LEAGUE GOVERNANCE

The Cascadia Soccer League is governed by the League Board. The board will consist of one member appointed from each of the participating districts. A league Chair will be elected from the board members. The board will advise the Cascadia Soccer League on BC Soccer Procedures and Policies.

LEAGUE MANAGEMENT

The Board of the Cascadia Soccer League has approved the league to be managed professionally, by E11even Management Inc. E11even Management will provide a scope of services agreement to the Board for approval each year.

These services include, but are not limited to:

- Preparing all documents and websites
- Establishing a league calendar with clear deadlines
- Working to create an inclusive and supportive environment for all clubs to participate in
- Submitting sanctioning documents to BC Soccer
- Coordinating meetings and appointing a staff liaison to all committees.
- Currently the committees are:
 - Board of Directors
 - Discipline
 - Technical
- Preparing and managing the game schedule, including re-tiering
- Managing score reporting and standings
- Enforce league rules and collect fines as required
- Conduct a post-season survey (club/team focused)

LEAGUE STAFF

League Manager

Carly Halliday - challiday@premiersportleagues.com

League Technical Manager & Scheduler

Nour Fathy - nfathy@e11evenmanagement.com

General Manager

Tanya McCulloch - tmcculloch@e11evenmanagement.com

Managing Director

Chris Murphy - cmurphy@e11evenmanagement.com

2024 IMPORTANT DATES

DATE	EVENT
January 15 th	Club Registration Closes
January 15 th	Team Registration Opens (assuming club is approved)
March 8 th	Team Registration Closes
March 13 th	Club provides final approval of team placements
March 22 nd	Draft Schedule released to clubs
March 29 th	Final Schedule released for U14 and over teams
March 29 th	First 3 weeks schedule released for U9 Intake - U14 Intake teams
April 6 th /7 th	Opening Weekend
April 22 nd	All re-tiering requests for U9 Intake to U14 Intake teams must be submitted
April 24 th	Final Schedule released for all U9 Intake - U14 Intake teams
April 27 th /28 th	All U14 and over players & team officials must have valid ID Cards
May 18 th /19 th	No League Games - Victoria Day Weekend
June 8 th /9 th	Last weekend of games for all teams

MEMBERSHIP AND PARTICIPATION

The members of the Cascadia Soccer League are the Youth districts who are members of BC Soccer.

The participants are the associated teams, from clubs who are members of the Youth Districts.

Applications to participate in the Cascadia Soccer League will be submitted on a per club basis following district approval. Each club must register on the Cascadia Soccer League website and once accepted. A full list of districts (members) and club (participants) can be found [HERE](#). Individual teams will not be accepted without their club first becoming a participant.

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Team registrations must occur on or before March 8th. All team registrations must be submitted to Cascadia Soccer League through their club.

Participant clubs will have the final say on teams that have registered from their club and teams will not be accepted to participate without the approval of their club's Technical Director and/or Registrar.

Each club must pay the spring season registration fee for each registered team to be included on the schedule by April 30th. The registration fee will be set by the Board each year. For 2024 the fee is \$157.50 per team (\$150 plus GST).

Teams should be formed from players of the same birth year and placed in their appropriate age. Teams shall only be combined (birth years) as a result of a lack of a sufficient number of players of the same age. The league reserves the right to deny a blended team. A blended team will be placed in the age group of the oldest player on the team.

A blended team is defined as a team with one or more players, that are younger than the birth year in the division in which they play

The league may blend ages and/or levels of play if there is an insufficient critical mass of teams to form a division of all similar teams. In the event that a group is blended, those clubs who are impacted will be consulted and a decision will be made, inclusive of input from all stakeholders. In the event two age groups are blended, games will be played by the rules of the older age group.

LONG TERM PLAYER DEVELOPMENT (LTPD) - COMPLIANCE AND LEADERSHIP

The Cascadia Soccer League supports Canada Soccer's Long-Term Player Development Plan. The Technical Advisory Committee of the Cascadia Soccer League will ensure a player first mentality is established within the league in support of the LTPD guidelines. *in place.*

RULES & GAME FORMAT

Rules and game format, for the appropriate ages, will conform to the BC Soccer Small-Sided Rules which can be found on the BC Soccer website [HERE](#).

Players are grouped into divisions by their year of birth. For 2024 the ages and corresponding divisions are as follows:

2016 - U9 Intake
2015 - U9
2014 - U11 Intake
2013 - U11
2012 - U13 Intake
2011 - U14 Intake
2010 - U14
2009 - U15
2008 - U16
2007 - U17
2006 - U18

*No standings or results will be kept for teams U14 Intake and younger.

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All HEAD coaches must hold the age specific BC Soccer coach certification or show confirmation of plans to attain the required certification.

All clubs must hold a valid Criminal Record Check and Vulnerable Sector Check for all team officials.

All teams U14 and over must download the official Cascadia roster/match sheet before each game and present them to the referee. Rosters/Match Sheets can be downloaded for printing beginning at noon on the Thursday prior to the current weekend. Players cannot be handwritten onto the roster. Each team must print 2 copies of the roster/match sheet and bring them to the game. The most recent date and timed stamped rosters will be used as the official game day match sheet.

The use of players who are not registered to the league is prohibited and subject to discipline and potential fines. All players & team officials on teams U14 and over must be listed on their teams game roster. Clubs must make sure all players & team officials are registered with BC Soccer through their district for the secondary season.

All teams U9 Intake - U14 Intake must follow BC Soccer's Retreat Line Policies as outlined in the documents found [HERE](#).

GAME DURATION & BALL SIZE PER AGE

	DURATION	BALL SIZE	FORMAT	FIELD SIZE	GOAL SIZE	RETREAT LINE
U9 Intake	2 x 25 min	4	6 v 6	Min 30 x 40m Max 35 x 55m	6' x 12'	yes
U9	2 x 25 min	4	7 v 7	Min 30 x 40m Max 35 x 55m	6' x 12'	yes
U11 Intake	2 x 30 min	4	8 v 8	Min 42 x 60m Max 55 x 75m	6' x 18'	yes
U11	2 x 30 min	4	8 v 8	Min 42 x 60m Max 55 x 75m	6' x 18'	yes
U13 Intake	2 x 35 min	4	9 v 9	Min 42 x 60m Max 55 x 75m	6' x 18'	yes
U14 Intake	2 x 40 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	yes
U14	2 x 40 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	no
U15	2 x 40 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	no
U16	2 x 40 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	no
U17	2 x 45 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	no
U18	2 x 45 min	5	11 v 11	Min 50 x 90m Max 50 x 120m	8' x 24'	no

**Note: Every effort must be made to abide by the rules. In the event that a club does not have access to the appropriate goal sizes, they must communicate with the league and provide a plan on when the right goals will be available.*

GAME POINTS

Scores and standings will only be kept for U14 - U18, games and points will be awarded as follows.

- WIN - 3 points
- TIE - 1 point
- LOSS - 0 points

Tie breaker is head-to-head then goal difference. If more than two teams are tied, head-to-head does not apply.

GAME DAYS & START TIMES

Boys play on Saturday. Girls play on Sunday.

Game times will start no earlier than 9AM & no later than 6PM. Please take into consideration the away team's travel distance when scheduling games. Games are to start promptly at the scheduled time. Should the opposing team not be at the field by the scheduled time, the referee will wait for 15 minutes.

Should **BOTH** teams agree to an alternate day/time, outside what is listed above, that would be acceptable to the league if it is agreed upon, in writing, before Wednesday at 6pm before the scheduled game date. The club must notify the league by completing the Rescheduled Game form found [HERE](#).

If a rescheduled game is not made up before the second to last weekend of play, the game will remain not played and will not count toward the standings. If the league determines a team is not making an effort to reschedule, the game may be declared a forfeit.

FIELD SCHEDULING

Clubs will provide suitable playing surfaces for all home games (field surface, size, lines, goals with nets) Failure to provide adequate playing area/goals or referees will be subject to a fine as per the League fine schedule.

INITIAL NOTIFICATION BETWEEN TEAMS

Although the location and time of the game will be published on the official schedule, it is the home team's responsibility to contact the away team to verify the field location, game time and home team colours. The home team must also tell the away team whether the field is grass, gravel, or artificial turf. This notification must be done no later than Wednesday at 6pm prior to game day for both Saturday and Sunday games, that upcoming weekend.

If the home team does not contact the away team by Wednesday, then the Away team must contact the Home team to verify game details. If details are not made available to the away team by Wednesday at 6pm the home team may be subject to a fine.

Once a game time has been published and communicated to the away team it cannot be changed except in cases where it is beyond a club's control (as noted below). Clubs found changing posted game times will be subject to a fine as per the league rules.

NOTIFICATION OF TIME CHANGES

Sometimes for reasons beyond a team's control, fields get closed and games need to be changed at the last minute. Both teams must make every effort to get these games played. Please be flexible and work together.

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Contact must be made with the coach or other team official as soon as possible. If calling and a message must be left, ask them to confirm that they received the message and then call the alternate contact. Never assume.

FORFEITED GAMES

The league may consider a game a forfeit if any one of the following occurs:

- Team does not show up for a game at the scheduled time and place
- Home team does not provide game day, location or time by Wednesday at 6pm prior to game day.
- Either team does not have the minimum number of players to start the game after the 15 minutes grace period.
- Home team changes game time/venue after Wednesday at 6pm unless agreed upon by the Away team in writing. If game time is changed without agreement from the Away team the Away team can ask for the game to be considered a forfeit
- A team does not have proper BC Soccer ID Cards (starting April 27th/28th)
- Players, team officials or spectators cause a game to be abandoned.

If a game is called “abandoned” by the referee, 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 3-0 win, regardless of the score at the time of the abandonment. The team at fault will be subject to a fine.

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, both teams will be subject to a fine and both teams will be referred to discipline.

If a game is abandoned due to inclement weather, the following guidelines will apply. If the game is in the first half of play, the score will be re-set to 0-0 and the full game will be replayed. If the game is in the second half of play, the score at that time will be registered as the final score of record. In either case, no fines will apply.

Only a referee can call a game an abandonment.

A forfeit and/or abandonment must be reported on the Forfeit Reporting Form on the Cascadia League website by clicking [HERE](#) and will not be considered a forfeit unless the form is submitted to the league.

The league will investigate all reported forfeits but will only contact teams if further information is needed.

Every forfeited game will be subject to:

- A 3-0 win provided to the not at fault team
- A \$150 fine, per the league fine schedule to the team who forfeited/abandoned the game
- Fines will be levied and are payable by the team’s club.

*Note that the following are NOT considered forfeits:

- An agreed re-scheduling of a Cascadia game (The rescheduling should be agreed to, in writing, and the game change form should be submitted)
- Field closures that are outside the control of the hosting club

FIELD CLOSURE

Safety of the players is the league’s number one priority, so use common sense where fields are questionable (i.e. flooded, badly pot-holed, etc.). The referee is responsible for making the final decision as to the playability of the field, but as a coach or manager you should suggest to your players that they play to protect themselves if conditions are “marginal”

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Note: field conditions cannot be consistent throughout the leagues playing communities. Civic authorities may close grass/turf fields in one municipality while others are left open.

When a field is deemed unplayable on game day by the host club, contact from the home team to the away team must be made minimum 3 hours before game time to allow for alternate field arrangements and/or unnecessary travel. The away team has the right to provide a field and host the game on the same day as the scheduled game. In the event an Away team hosts a game they must provide nets, ball and referee as well as a properly lined field.

FIELD LINING, NETS & GAME BALL

Home teams must provide nets, an appropriately sized game ball and line the field to the satisfaction of the referee. Teams not providing adequate field/ball/referee may be subject to fines as per the Cascadia League Fine Schedule on page 12 of this document.

NO REFEREE FOR A GAME

Referees are to be provided and paid for by the home club for each game. Each club will be responsible for the scheduling and paying of all their referees and all scheduled referees must be properly registered with BC Soccer.

If the referee has not shown 15 minutes after the designated game starting time and both teams agree to play the game, the home team will referee the first half and the visiting team will referee the second half, unless it is agreed that one person will referee the whole game. Scores for this game will be counted as a played game.

VOLUNTEER ASSISTANT REFEREES

In games where no Assistant Referees (AR) are provided, volunteers are to be used as “unofficial” ARs in order to assist the referee in calling the line - indicating when the whole ball is out, and which team has possession for throwing the ball in to play. Ideally, each team should provide one volunteer assistant referee.

Coaches are not to act in the capacity of a volunteer assistant referee. Volunteer Assistant Referees should be considered neutral participants and should refrain from coaching or otherwise communicating with players on the field, except as it relates to indicating ball possession. The game referee has final say on all Assistant Referees.

DECORUM

Team officials must take an active role in maintaining discipline on the sidelines and controlling not only themselves but their parents, fans and substitute players. Team officials will be held responsible for sideline behavior.

***Coaching will be limited to technical, tactical, and encouraging comments only.*

FAIR PLAY HANDSHAKE

FIFA's Fair Play Handshake policy directs teams to have a pre-game handshake as well as post- game handshake. The pregame handshake will be organized by the team's officials or the team captains. Any post-game

handshake is at the discretion of the teams; however, the atmosphere of the match should be considered before engaging.

TEAM ROSTERS

Team rosters can be created by adding any players of the appropriate age group in a club. Rosters can change from week to week:

- The FRP chart found [HERE](#) outlines which age/division a player may move to.
- Any movement not covered by the chart will require a written submission to the League for consideration.
- Players who are registered with a British Columbia Premier Soccer League team (BCSPL) are NOT eligible to participate in the Cascadia League.
- 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 with League Permission.
- Clubs must limit players to two games per weekend to safeguard against them playing too many games and being exposed to potential injury.
- Players & team officials must not be handwritten on the match sheet.

BC SOCCER PHOTO ID CARD

As per BC Soccer, Rule 5, Registration, all U14 to U18 players and all team officials of those teams require a valid BC Soccer photo ID for all matches. This photo ID must be specific to the club that the player is registered with and must include the following information:

The player or team official's: Surname, Given Name(s), Club Name, Year of Birth and photo.

Where required, team officials are required to present photo identification cards of the players and team official to the referee prior to any league games. Team officials of any youth team shall consist of a minimum of one member of the same gender as the players on the team.

As all Districts have their own specific way of creating cards teams should contact their club for more information on photo ID procedures for your District. The league would prefer teams all use Virtual ID Cards to avoid referee confusion but if a district chooses not to use them, they must notify the league.

Any attempt to forge ID cards, or to give false information, will result in serious disciplinary charges against team officials, such as fines or suspensions.

NO BC SOCCER PHOTO ID, NO PLAY

Ideally teams will have League ID cards for the first weekend of play; however, a two-week grace period will be provided. ID Cards are REQUIRED starting the weekend of April 27th/28th. Prior to the start of the game all League ID cards will be checked by the referee. It is the responsibility of team officials to make the team's League ID cards available to the referee prior to the start of any game. Players and team officials without valid ID will be ineligible to play, coach or manage. Their name will need to be removed from the team list and they must not be on the team bench. This includes any team official in the technical area - coach, assistant coach or manager.

LACK OF ALL ID CARDS

Teams that are unable to provide the referee with all their team's League ID's prior to the start of a scheduled game will forfeit the game, with the points going to the non-offending team. This decision will be made by the League, not the referee.

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With the agreement of both teams, the game may proceed. The referee will include this information in the game report. Team officials should be aware that any cautions, ejections or misconduct resulting from this game are subject to normal discipline procedures.

If one team does not want the game to be played officially, and count towards the league results, the game may be played as a friendly. To confirm the agreement of both teams that the game is “official”, this should be noted on each team’s game sheet before the game is played.

The agreement before the game cannot be changed, based on the outcome of the game. If a game sheet is not signed as “official” by BOTH teams, it will be considered a friendly.

Every effort should be made to play the game. If the teams do not agree to play the game, the game will not be rescheduled.

UNIFORMS

To assist the referee, jersey numbers are required for teams at U14 to U18 for all levels. Each player on the team must have a unique number on their jersey. Jersey numbers may not be duplicated and must correspond to the jersey number on the match sheet.

If the uniform colours of both teams are similar, the "Home" team must change to uniform colours distinct from its opponents. The referee has the authority to determine if team colours are similar. Pinnies are a suitable alternate, as long as the jersey, with the number if applicable, is worn underneath.

HEADWEAR & JEWELRY

Subject to approval by the referee, religious headwear may be worn at games. Such headwear must be safe and not pose a danger to the wearer or other participants.

All jewelry and piercings must be removed. The only exception is for Medic Alert and religious bracelets, but they must be totally covered by tape so as not to cause injury to the player or anyone else. The referee can make an observation and make the final decision as to the acceptability of any Medic Alert and/or religious bracelets.

CASTS

Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other player. The referee will make the final decision as to the acceptability of any cast.

INSULIN PUMP & EYEWEAR

At the discretion of the referee the wearing of eyeglasses is acceptable as are insulin pumps as long as they are not a danger to the player or another player.

CONCUSSIONS

Team officials must carry a Concussion Pocket Tool and abide by BC Soccer’s return to play policy. If you do not have a pocket tool you can find one on the Cascadia website [HERE](#).

Some signs of Concussion:

- pressure in the head
- neck pain
- nausea / vomiting
- balance problems
- blurred vision
- seeing stars or spots
- not clear-headed
- difficulty concentrating/remembering and confusion

BC Soccer Return-to-Play Policy found [HERE](#) requires players, with their parent(s)/guardian(s) if the player is under the age of 18, diagnosed with a concussion provide written evidence of medical clearance to the team's coach and the local club and youth district before returning to activity (e.g. Competition, practice or conditioning sessions.)

GAME RULES & REGULATIONS

BC Soccer Rules and Regulations apply to all League games. In the event of any contravention between this document and the Rules and Regulations of the British Columbia Soccer Association, the documented Rules and Regulations as recorded by BC Soccer shall have precedence.

DISCIPLINE GUIDELINES FOR PLAYER & COACHES

All participants, players, coaches, managers and volunteers must adhere to the Discipline, Complaints and Appeals Operational Procedures of BC Soccer which can be found [HERE](#)

DISCIPLINE COMMITTEE

The Cascadia Soccer League discipline committee will be chaired by a member of the Cascadia Board (Discipline Chair)

The discipline process will be as follows:

- Referees will submit game reports through the BC Soccer Discipline system
- League Manager will assemble discipline committee to review cases

A hearing may or may not be required (any person and/or club has a right to a hearing if they wish). The discipline committee may refer some discipline issues to BC Soccer.

CASCADIA LEAGUE FINES

The fine system provides a measure of accountability to participant clubs and a consequence for non-compliance. Fines will be levied based on the following schedule.

All infractions will be reviewed by the league and decisions will be provided to the club in question, in writing.

- All fines are applied to the respective Club.
- All fines are payable by July 15th 2024
- All fines will be used in a charitable manner and not retained by the league
- Any club not paying their fines in full by July 15th, 2024 will be required to post a performance bond for the 2025 season. This performance bond will be equal to 3 times the amount of their club's total fines for 2024

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CASCADIA LEAGUE FINES	
Late team entry after registration deadline	additional \$150 per team
Withdrawal of committed team - after registration deadline	up to \$250
Withdrawal of committed team - after first game	up to \$500
Movement of team after final deadline but before final schedule is released	\$200
Canceling a scheduled league game without prior league approval	\$250
Failure of a team to complete all league games	\$250
Failure to provide a safe and adequate field with nets, corner flags, field lining & team officials for a home game	\$150
Failure to produce League approved ID Cards for U14 and over players and team officials (starting April 27th)	\$100
Forfeit of game - as per Cascadia League Rules	\$250
Abandoning a game already in play	\$250
Playing a suspended/illegal player (any player in question will be verified by the district registrar)	\$300
Misconduct by a team official/player of spectator	*
Failure to abide by the FRP rules	up to \$500
Failure to report scores	\$100
Failure to input game times and locations on the schedule by the Wednesday at 6pm previous to the game day.	\$50 per game
Late admittance of League fees (After April 30th 2024)	\$150

**There are various levels of misconduct with varying levels of sanctions as outlined in the BC Soccer Judicial Code and Policies*

These items are subject to discipline and need to be compliant with BC Soccer's Sanctioning Policy & Tables found [HERE](#).

PROTESTS & APPEALS PROTESTS

Protests & Appeals Protests must be submitted to your Club Representative, who will in turn submit it to the League Manager for review.

BASIS FOR PROTESTS

Team officials may protest any scheduled League game. A protest will only be considered on the grounds of:

- Misinterpretation of FIFA Laws of the Game
- Eligibility of players
- Breaches of Competition Rules

If a team official has knowledge of the basis for a protest before the game, he/she must advise the referee that the game is being played under protest.

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.

RULES & REGULATIONS - PROTEST SUBMISSION

All protests must be submitted in writing (preferably via email) and include the following information:

- Game number
- Both team names (as they appear on the official league schedule)
- Date & time of game
- Location of game
- Grounds for the protest (i.e. FIFA Law, ineligibility of player, breach of BC Soccer Rule)
- Signature of a Team Official (coach or manager) - email is considered signed under BC Law
- The protest fee must accompany the protest when filed with the League. The fee of \$250 is payable to E11even Management Inc. (if by cheque).

A protest of any League game must be submitted to the League Manager through your District Representative within forty-eight (48) hours of the date of the match to which it relates. In the event that the protest is mailed, the post-mark shall be taken as the limiting date in all cases. If it is emailed the date it is sent shall be used.

**The League is not responsible for non-delivery of email.*

If the League does not receive an email within 48 hours, the protest MAY not be heard. A copy of the protest shall be forwarded by the League to the opposing team within two (2) working days after the receipt of the protest and request their written response. The referee will also be requested to supply a written report. After a review and evaluation of the information, a decision will be rendered and conveyed in writing to both teams.

PROTEST COMMITTEE

The Protest Committee is required to provide to all parties affected by a decision with a written ruling, which shall include the rationale for the decision and the Association's appeal procedures, within 5 working days of rendering the decision. A decision of the Protest Committee on a League game played under the jurisdiction of the League shall be final and binding.

INELIGIBLE PLAYER

Any team playing a player that is declared ineligible by the League shall forfeit the game(s) to its opponents provided the protest(s) is upheld.

A player declared ineligible by a District's registrar shall automatically be declared ineligible by the League. An ineligible player is defined as including, but not limited to, any one of the following:

- Registered on more than one team
- Not registered with the team and appearing on their official roster

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- Non-registered, or registered using unacceptable proof of age
- Serving suspension
- Using another player's BC Soccer ID Card
- Using a tampered BC Soccer ID Card
- Any player not properly registered by their district

The League reserves the right to determine the eligibility of players.

REFUND OF FEES

In the event that a protest is upheld by the League, the protest fee shall be refunded less any administrative costs. In the event that the protest is denied, the protest fee shall be retained.

APPEALS

Appeals of League decisions shall be made to Judicial Code & Policies of BC Soccer.

RISK MANAGEMENT

All Cascadia Soccer League staff must have criminal record checks on file with E11even Management Inc. and adhere to all BC Soccer Policies in regard to Risk Management.

All participants are encouraged to read the BC Soccer Risk Management information on their website and make sure all coaches, team officials and staff have valid CRC/VSC's on file and are aware of BC Soccer's policies found [HERE](#).

BOARD OF DIRECTORS

DISTRICT	NAME	POSITION
Burnaby District Youth Soccer Association	Kevin Julian	Board Member
Fraser Valley Youth Soccer Association	Marcel Horn	Board Chair
North Fraser Youth Soccer Association	Shannon Cooper	Board Member
North Shore Youth Soccer Association	Omar Dharamsi	Board Member
Richmond Soccer Association	David Thorburn	Board Member
South Fraser District Association	Sue Baxter	Board Member
Vancouver Youth Soccer Association	Steven Yueng	Board Member