

UPPER ISLAND SOCCER ASSOCIATION

Upper Island Development League Policies, Rules and Regulations

Updated January 7, 2019

Revised items appear in red font

January revisions appear in green font



DEFINITIONS

- a) The word "BC Soccer" shall mean the British Columbia Soccer Association;
- b) "BC Soccer Registered Referee" or "Referee" shall mean a person registered as qualified under BC Soccer regulations who may be engaged as a Game Official;
- c) Club - "youth club" shall mean an organization operating a minimum of four affiliated youth soccer teams/programs having not less than 44 players and, under the jurisdiction of a Youth District Association;
- d) "Designate" shall mean a person or organization appointed to carry out a specific action;
- e) "FIFA" shall mean International Federation of Association Football/Fédération Internationale de Football Association;
- f) "Fines/Sanctions" shall mean a non-refundable monetary amount assessed for breach of the rules and regulations by BC Soccer or Upper Island Soccer Association in accordance with district or league policy, however, shall not be levied against any youth age player;
- g) "Game Official" shall mean a Referee, Assistant Referee or 4th Official or a Club/Team Linesperson accepted by the teams;
- h) "Individual / Person" shall mean anybody, registered or otherwise, who participates in
- i) sanctioned soccer in any capacity such as being a player, team official, game official, association official or spectator;
- j) "Mercy Rule" shall mean that if a team is leading by 4 goals in a lopsided game, the team officials will adjust team play to compensate for the imbalance (by requiring a number of passes before shots on goal, playing more of their developing players, changing player positions, removing a player, etc)
- k) "Registered Player " and/or "player" shall mean a person whose application for registration with BC Soccer has been validated by BC Soccer or designate for the current playing season;
- l) "Team Official" shall mean the coach, assistant coach, manager or other person registered with BC Soccer who oversees the operation of an affiliated team;
- m) "Tier 3" shall mean Rep/Select/Gold soccer, where teams typically play in a district league and where 11-aside teams may choose to compete for Provincial B-Cup.
- n) The word "UISA" shall mean the Upper Island Soccer Association.
- o) "Makeup days" shall mean designated game days for playing scheduled matches that are incomplete due to inclement weather on the originally-scheduled day. Teams must be available on makeup weekends for UISA matches as needed.
- p) "BYE days" shall mean designated game days where a team does not have a scheduled match. Teams are free to make plans for other activities on BYE days.

Contents

DEFINITIONS	2
POLICIES, RULES & REGULATIONS	5
PART 1 - RISK MANAGEMENT	5
1. COMPLIANCE WITH BC SOCCER AND UISA RISK MANAGEMENT	5
2. FREEDOM FROM HARASSMENT	5
3. RETURN TO PLAY AFTER HEAD INJURY	5
PART 2 - LEAGUE STRUCTURE & OPERATION	6
1. PLAYER REGISTRATION.....	6
2. ID CARDS.....	7
3. TEAM FORMATION	7
4. LEAGUE ORGANIZATION.....	8
5. LEAGUE PLAY.....	8
6. SCHEDULING- League Games Only.....	8
7. REPORTING OF SCORES	8
8. FIELDS.....	9
9. GAME OFFICIALS	9
10. CANCELLATION OF GAMES.....	9
11. RESCHEDULING	9
12. GAME FORFEITURE	10
13. GAME REGULATIONS	10
A. GAME DURATION	10
B. CONDUCT AT GAMES	11
C. LEAGUE PLAY	11
D. LEAGUE STANDINGS.....	12
E. ISLAND INVITATIONAL TOURNAMENT	12
F. PROVINCIAL CUP	12
PART 3 – DISCIPLINARY ACTION	13
1. DISCIPLINE	13
PART 4 – PROTEST RULES	14

PART 5 - CORRESPONDENCE 14

PART 6 –SANCTIONS 14

Appendix 1: UISA Interclub transfer form 15

Appendix 2: UISA Roster form 18

Appendix 4: Severe Weather Cancellation Protocol 21

Appendix 5: UISA League Super8 Playing Rules 22

Appendix 6: UISA Sanctions 26

Appendix 7: Playing Tier 3 and House 27

POLICIES, RULES & REGULATIONS

The purpose of the Upper Island Development League is to foster and promote the level of youth play at a more competitive level within the region. Due to limited numbers of players and other factors, the District may form mixed-age divisions. Officials and coaches should give consideration to younger teams by not running up scores.

PART 1 - RISK MANAGEMENT

1. COMPLIANCE WITH BC SOCCER AND UISA RISK MANAGEMENT

All officials and volunteers involved in the Upper Island League including all team officials (coaches, assistant coaches, managers, assistant managers, bench moms/dads and persons responsible for team finances) are required to be in compliance with BC Soccer risk management policies including completion of Criminal Record Checks/Vulnerable Sector checks. Clubs will supply updated risk management data to the district every season by December 1.

UISA requires that all Tier 2 and Tier 3 team officials must have CRC/VSCs complete or under review before their team can declare for A- or B-cup. For house coaches, UISA requires that coaches must have CRC/VSC applications completed or under review by Oct 1 for fall season and within one month of the start date for spring season or they will be ineligible to coach.

UISA recommends that all team officials complete an online concussion awareness course.

2. FREEDOM FROM HARASSMENT

Team officials are responsible to ensure that neither they nor their supporters harass game officials, players, team officials, other spectators or those involved in club, district or provincial soccer administration in any manner, as specified by BC Soccer policy. Individuals shall adhere to codes of conduct set out by BC Soccer, the district or its member clubs.

3. RETURN TO PLAY AFTER HEAD INJURY

~~In cases of a known, professionally diagnosed head injury, players may not participate in soccer activities without an independent doctor's clearance.~~ Team officials and players shall follow the Canadian Soccer Association's ~~return to play concussion~~ policy (available at https://www.canadasoccer.com/files/2018_Concussion_Policy_Digital.pdf) for resuming soccer activity, including:

Depending on the severity and type of the symptoms, players may progress through the following stages at different rates. Stages 2-4 should each take a minimum of 24 hours in adults, and longer in those 18 years and under.

If the player experiences new symptoms or worsening symptoms at any stage, they should go back to the previous stage and attempt to progress again after being free of concussion-related symptoms for 24 hour or seek medical attention.

	EXERCISE ALLOWED	% MAX HEART RATE	DURATION	OBJECTIVE
STAGE 0 REST	<ul style="list-style-type: none"> Rest NO activities 	No training	< 1-2 Days	Rest
STAGE 1 SYMPTOM LIMITED	<ul style="list-style-type: none"> Daily activities that do not provoke symptoms 		Until concussion symptoms clear	Recovery Symptom free
STAGE 2 LIGHT EXERCISE	<ul style="list-style-type: none"> Walking, light jogging, swimming, stationary cycling or at slow to medium pace NO soccer NO resistance training, weight lifting, jumping or hard running 	< 70%	< 15 min	Increase heart rate
STAGE 3 SOCCER-SPECIFIC EXERCISE	<ul style="list-style-type: none"> Simple movement activities ie. running drills Limit body and head movement NO head impact activities NO heading 	< 80%	< 45 min	Add movement
STAGE 4 NON-CONTACT TRAINING	<ul style="list-style-type: none"> Progression to more complex training activities with increased intensity, coordination and attention e.g. passing, change of direction, shooting, small-sided game May start resistance training NO head impact activities including NO heading goalkeeping activities should avoid diving and any risk of the head being hit by a ball 	< 90%	< 60 min	Exercise, coordination and skills/tactics
	<ul style="list-style-type: none"> Youth (<18 years) and adult student-athletes have returned to full-time school activities at this time Repeat medical assessment with second Concussion Assessment Medical Report 			
STAGE 5 FULL CONTACT PRACTICE	<ul style="list-style-type: none"> Normal training activities ie tackling, heading, diving saves 	< 100%		Restore confidence and assess functional skills by coaching staff
STAGE 6 GAME PLAY	<ul style="list-style-type: none"> Normal game play. 	< 100%		Player rehabilitated

PART 2 - LEAGUE STRUCTURE & OPERATION

1. PLAYER REGISTRATION

- a) All players must register and play for their HOME club as outlined in the UISA Registration Manual. **Players playing Tier 3 and house must be registered on Tier 3 team lists on the BC Soccer registration spreadsheets, and follow all other rules in the UISA Tier3 House Playdown policy (see Appendix 7).**
- b) 1. Before October 1, players wishing to play outside of their HOME club must request an intra-district transfer on the appropriate UISA form (see Appendix 1).
2. After October 1, a BC Soccer transfer form must also be completed.
- c) Clubs must confirm their intent to participate in the UISA Development League by June 30th of each year. Teams shall be confirmed by the UISA August General meeting.
- d) Team rosters must be submitted to the UISA Registrar on the appropriate UISA form (see Appendix 2) by **the Friday before the first game of the league season**, through each Club Registrar.

- e) The last date for district receipt of completed player transfers forms in Tier 3 (UISA league) or Tier 4 (house) is January 10th with a completed BC Soccer transfer form.

2. ID CARDS

- a) All registered Tier 3 (UISA Development league) 11-aside players and team officials (including persons who occupy the team bench) must have a current BC Soccer picture ID by October 1st, of each season.
- b) Current BC Soccer picture ID cards are to be presented by all participants to game officials for all 11-aside games.
 - 1. Players and Team Officials without a current BCSA picture ID card will be able to participate in LEAGUE games only, but will be subject to sanctions by UISA.
- c) Current BC Soccer picture ID cards are to be presented by all participants to game officials for any Cup games (B-Cup or Island Invitational). Failure to provide ID cards is a protestable offence.

3. TEAM FORMATION

- a) Teams may be fielded by UISA member clubs only. For profit academies may not field teams in UISA league.
- b) No more than five team officials with current BC Soccer picture ID may be present on the bench for a game. One of the team officials on the bench must be the same gender as the players.
- c) Coaches must have age-specific certification in compliance with BC Soccer Rules.
- d) U14-U16 11-aside teams may have a maximum of 18 players on their roster.
- e) U17-U18 11-aside teams may have a maximum of 20 players on their roster.
- f) Super 8 teams may have a maximum of 14 players on their roster. Special permission may be granted by the UISA board to roster up to 18.
- g) Players may be permitted to a UISA development team in accordance with the rules detailed on the UISA Youth to Youth permit form (see Appendix 3). Permits are valid for all regular league games in a playing season. Completed forms must be received by the district 4 days prior to the game date.

4. LEAGUE ORGANIZATION

The Upper Island District Scheduler will assign teams to appropriate divisions based on information and recommendations re: numbers, strength etc. received from Club Executives. The following factors will be taken into consideration when forming divisions:

- a) Number of teams in the division.
- b) Cup qualifying round of play for 11-aside.
- c) Realignment during the season based on numbers, strength, etc.

5. LEAGUE PLAY

UISA league plays from September to March/April. League play usually starts the weekend following Labor Day. There will no scheduled league games on Thanksgiving weekend, Remembrance Day if it falls on a Sunday, from mid-December to early January or on Easter weekend.

Teams are required to fulfill all league game obligations through to the end of the season.

6. SCHEDULING- League Games Only

- a) All League games should be scheduled for Sundays.
- b) A first half schedule will be issued for League play until the December break, subject to change for division realignment as needed. A second half schedule will be issued for league play from January to the season end at least two weeks before play resumes.
- c) Make-up games are the responsibility of the two teams involved and should be scheduled with club approval and played as soon as possible. (TEAMS SHOULDN'T WAIT FOR THE MAKE-UP DATES).
If agreed upon by both teams, games may be made up any time contingent upon district agreement. Scheduled makeup games are to take precedence over any exhibition game or non-league game commitments.
- d) All 11-aside teams must play all teams in their own age group at least once in order to qualify for Provincial Cup.
- e) All 11-aside teams must play at least four league games in order to qualify for Provincial Cup play.
- f) Cup play takes priority over league play. League games or make-up games may be scheduled during Cup play.

7. REPORTING OF SCORES

- a) All teams are required to report scores directly to their Club AND enter them on the UISA website by Monday at 5:00pm, following game day.

- b) Goal differential will be recorded to a maximum of 5.

8. FIELDS

The Home Club will be responsible for making sure that the designated field is properly lined. Technical areas for teams are recommended. In all cup competitions (B-Cup and Island Invitational) goal nets and corner flags are MANDATORY. The home team will be responsible for the setup of goal nets and corner flags.

9. GAME OFFICIALS

A BC Soccer registered referee is required for all league games. Two qualified assistant referees are recommended for all league games.

It is recommended that the referee should be at least two years older than the players involved in the game.

If a scheduled referee is not available or absent, then the two coaches must agree upon a replacement referee. If an official cannot be agreed on, and the game is not played, both teams will be responsible for contacting the scheduler and advising that the game was not played.

If assistant referees are not available or absent, each team should supply a person to do that job. If only one AR shows up, it should be the home team who supplies the one missing AR. The referee should not start the game until linesmen have been appointed, one from each team.

10. CANCELLATION OF GAMES

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

- a) The District scheduler postpones the game due to field availability.
- b) The referee decides at the field (prior to game time) that the game should not be played due to field or weather conditions. The referee is to phone the club Referee Coordinator indicating the date, which game has been cancelled, and reasons why the game was cancelled. Both teams must contact the UISA Scheduler to report the cancellation.
- c) The scheduled referee does not show up and the two coaches cannot agree on a replacement official.
- d) If one team fails to field SEVEN players within 30 minutes of the scheduled start of the game (no protest necessary).
- e) The Severe Weather Game Cancellation Protocol is applied (see Appendix 4).

11. RESCHEDULING

- a) When inclement weather forces closure of the home team's fields by Thursday at 5 PM, then the game shall be played on the opposing team's field, if fields

and officials are available. Confirmation of the change of venue, availability of fields and referees must be received by both teams and the UISA scheduler by Friday at 5PM.

- b) 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 for 11-aside games and eight (8) players for 8-aside games.
- c) Requests for rescheduling must be received no less than 7 days prior to the scheduled game. Teams must indicate the reason for the request and the names of players involved, with the reason for their absence.
- d) Requests for rescheduling must be received through the team’s Club.

12. GAME FORFEITURE

A game shall be forfeited and awarded to the opposing team by a 3-0 score upon protest if:

- a) A team uses an unregistered player.
- b) A team uses an ineligible or illegal player, a player, coach or team official under suspension; a player registered to another team; or an over-age player.
- c) If a game is forfeited due to “no show” by visiting team, the home team retains home game advantage for next game.
- d) A “no show” shall result in sanction against the team and their club.

13. GAME REGULATIONS

Game regulations are generally as detailed in the BC Soccer Rules and Regulations. Game regulations for Super 8 are detailed in the UISA league Super 8 playing rules document (see Appendix 5).

A. GAME DURATION

NOTE: Game duration is determined by the oldest age group in a mixed-age match

Age	Duration	Ball Size	Overtime (if applicable)
Under 18	2 halves of 45 minutes each	5	2 halves of 15 minutes each
Under 17	2 halves of 45 minutes each	5	2 halves of 15 minutes each
Under 16	2 halves of 40 minutes each	5	2 halves of 10 minutes each

Under 15	2 halves of 40 minutes each	5	2 halves of 10 minutes each
Under 14	2 halves of 35 minutes each	5	2 halves of 10 minutes each
Super8	2 halves of 35 minutes each	4	Not applicable

B. CONDUCT AT GAMES

- 1) Coaches, team official, and players and spectators are not permitted to be within 2 meters of the touchline in fairness to the game officials.
- 2) Coaches, team officials, and substitute players must remain within the designated technical area or between 5 and 20 metres from the centre line.
- 3) Coaches, team officials, and substitute players must stand on the same side of the field, with opposing teams on opposite sides of the centre line. All spectators must be on the opposite side of the field.
- 4) No coaches, team official, substitute players or spectators will be allowed to stand behind the goal line corner to corner.
- 5) Team officials are responsible to ensure that neither they nor their supporters harass game officials, players, team officials, other spectators or those involved in club, district or provincial soccer administration in any manner, as specified by BC Soccer and club code of conduct policies.
- 6) Failure to comply with the above rules could result, at the referee's discretion, in the game being abandoned AND in sanctions against teams and their clubs by the district.

C. LEAGUE PLAY

- 1) Games will consist of regulation time only-no overtime
- 2) Coaches shall ensure all players present at the start of the game shall play at least 50% of any game. Playing time for players with outstanding discipline issues will be adjusted accordingly. Parents with concerns about playing time should address them first with the coach, then with the club if needed and then with UISA if needed.
- 3) Unlimited substitutions are allowed with the referee's permission.
- 4) A maximum goal differential of 5 will be recorded for all league games.
- 5) All teams will abide by the mercy rule if the score differential rises to 4 or more.

D. LEAGUE STANDINGS

League standings will not be posted for any UISA league teams.

E. ISLAND INVITATIONAL TOURNAMENT

Playdowns as per UISA Rules and Regulations. Finals as per UISA/LISA Rules and Regulations.

F. PROVINCIAL CUP

Provincial cup as per BC Soccer Rules and Regulations, Coastal Cup as per Coastal Cup Rules and Regulations. **Note that the age level of a team for Cup play is determined by the age of the oldest player on the team, per BC Soccer rules.**

- a) All 11-aside teams playing in the UISA Development league must confirm their team's intent to play Provincial A or B cup by December 1.
- b) Cup rosters for each team that declares must be submitted to the district by January 10. Youth Provincial Cup roster forms can be obtained from the UISA website or the BC Soccer website.
- c) After declaring their intent to participate in either of the above cups, all teams must be prepared to commit until the final games in July. Failure to fulfill cup obligations will result in a substantial fine from the District and/or BC Soccer.
- d) Provincial Cup playdown brackets for each division will be filled based on random draw of all teams who have declared.
- e) Cup play will have priority over league games.
- f) All Cup games will be played according to the schedule unless subject to field closure or lack of officials.
- g) UISA reserves the right to schedule Cup games on Saturdays or as needed to meet BC Soccer deadlines. UISA will give as much notice as possible & will schedule such games only if necessary.
- h) The winning teams in each age group from our district are the Upper Island representatives for the regional play downs.
- i) Regional play downs (Upper Island vs. Lower Island) will be played at the following venues each year:
 - U 13, 15, 17 Boys & Girls **HOME** to Lower Island.
 - U 14, 16, 18 Boys & Girls **AWAY** to Lower Island
- j) Regional winners will advance to the Coastal Cup semi-finals & the Provincial Championships.
- k) Clubs will be responsible for scheduling all game officials for B cup games, up to the District winners.

UISA/League Policies, Rules and Regulations/revised January 7, 2019

UISA will be responsible for organizing game officials for games against Lower Island and the Coastal Cup semi-finals.

UISA will pay ALL game official fees for A and B cup games, either to the clubs (for game officials booked by them) or directly to game officials booked by the district, upon receipt of game sheets and expense forms, that must be sent within 24 hours of completion of game.

UISA will pay the game officials at the current BC Soccer Provincial Cup game rate.

- l) Cup game officials must meet the following criteria:
 - Game officials must be currently registered with BC Soccer and be on the BC Soccer Officials list.
 - Referees must be a minimum of 2 years older than the players and have at least 2 years' experience with a District level 4 certification or higher.
 - Referee Assistants must be the same age or older than the players and hold a level 4 certification or higher.
 - No game official may officiate a game in which an immediate relative is participating.
- m) Game officials for Cup play will receive written information on Cup play procedures (through Club referee schedulers).
- n) ALL CUP GAMES MUST HAVE A WINNER.

PART 3 – DISCIPLINARY ACTION

Referees must file a report regarding all cautions, send offs and failures to comply with game regulations.

The proper information will be provided by the district to the club referee schedulers.

All reports must be submitted to the BC Soccer Discipline system within 24 hours of the game.

1. DISCIPLINE

All discipline arising from specific games will be dealt with under the direction of the UISA Discipline Committee, using BC Soccer Conduct, Ethics, and Discipline Standards Policy and Procedures, and will follow the BC Soccer Conduct, Ethics and Discipline Sanction policy.

- a) Any player receiving a RED card or team official sent from sidelines MUST sit out their next league or cup game automatically without appeal.
- b) Discipline hearings for players may be done at the club level at the discretion of the district.
- c) All other discipline will be dealt with by the UISA Discipline committee

PART 4 – PROTEST RULES

- a) The District will hear and rule on all protests arising out of games within the District with the exception of Provincial Cup. Provincial Cup Game protests should be sent to BC Soccer with the current fee, and copy provided to District Administrator.
- b) Protests will be dealt with according to District and BC Soccer rules, regulations and guidelines.
- c) A protest must be signed by the team coach or manager and submitted in writing within 48 hours of the date of the match to which it relates. Protests must be accompanied by the current protest fee. In the event that a protest is upheld the protest fee shall be refunded. In the event that the protest is denied, the protest fee shall be retained.

PART 5 - CORRESPONDENCE

- a) All UISA League correspondence should be directed through the Club Representatives.
- b) Only written correspondence will be discussed or acknowledged by the UISA Executive or UISA Scheduler.

PART 6 – SANCTIONS

Teams or clubs failing to follow BC Soccer or UISA League Rules and Regulations may be sanctioned accordingly. See Appendix 6 for the list of current sanctions. Sanctions may be appealed to the UISA board in writing. There is a fee to hear an appeal by the UISA appeals committee.

Appendix 1: UISA Interclub transfer form

Transfer form page 1



UPPER ISLAND SOCCER ASSOCIATION

INTER-CLUB TRANSFERS

Inter club transfers are valid for one playing season. In the Upper Island, our Coastal playing season runs from August 1 to July 31 (per BCSA regulation).

1. A house or Tier 3 player requesting a transfer must complete section one (1) in its entirety before the application can be brought forward to the Releasing Club.
2. For forms submitted to the district before July 31 ONLY: forms must be accompanied by Appendix 1: provisional team roster, and list of unsuccessful team candidates who tried out and did not make the team.
3. The Releasing Club official must complete and sign section two (2) in its entirety within 7 days before forwarding application to the Accepting Club for approval. The releasing club official is defined as the Club President, Club Administrator or other delegate confirmed in writing to UISA.
4. The Accepting Club official must complete and sign section three (3) in its entirety within 7 days before forwarding application to the District for final approval. The accepting club official is defined as the Club President, Club Administrator or other delegate confirmed in writing to UISA.
5. Players are not eligible to register with or play for the new Club until the transfer has been approved by the District.
6. Please see UISA Registration Manual for more information.

Please note:

Deadlines: The last date for district receipt of completed player transfer forms in Tier 3 (UISA league) or Tier 4 (house) is January 10th. The last day for district receipt of completed player transfer forms in Tier 2 (VIPL) is December 26th.

Player transfer limits: only two transfers per player are permitted in one playing season. A minimum of 30 days must elapse between transfers (per BC Soccer regulation).

Team transfer limits: Any team U13 or older is limited to three transfers onto their roster in one playing season (per BC Soccer regulation).



UPPER ISLAND SOCCER ASSOCIATION

INTER-CLUB TRANSFER FORM 2018-19

1. Player Information and request to transfer	
Name:	ID #:
Address:	
City:	Postal Code:
Home Phone:	Mobile:
Email:	Date of Birth (mm/dd/yyyy):
Player Signature:	Date (mm/dd/yyyy):
Parent/Guardian Signature:	Date (mm/dd/yyyy):

I, _____, am a resident of _____ (as determined
 (Name of Player) (UI Club)
 by Club Boundaries) and hereby apply to play in _____ on their
 (UI Club)
 _____ team. Age level of team (select one): **Super8** **U14**
 (House or Tier 3/Select/Rep) **U15** **U16** **U17** **U18**

Please Note: After October 1st, a BCSA Youth Application to Transfer is also required.

2. Releasing UI Club	3. Accepting UI Club
Releasing Club Official:	Accepting Club Official:
Position:	Position:
Please check only one response:	
<p>Our club denies the application to play out of home club boundaries for this player. <input type="checkbox"/></p>	<p>Our club accepts the application to play out of home club boundaries for this player. <input type="checkbox"/></p>
Optional Comment:	
Signature:	Signature:
Date(mm/dd/yyyy):	Date(mm/dd/yyyy):

4. District Approval
UISA District Registrar:
<p>The district does not approve transfer of this player. <input type="checkbox"/> The district approves transfer of this player. <input type="checkbox"/></p>
Optional Comment:
Signature:
Date (mm/dd/yyyy):

Completed forms should be submitted to the UISA Administrator at UpperIslandSoccerOffice@gmail.com.

Appendix 2: UISA Roster form



UPPER ISLAND SOCCER ASSOCIATION UISA LEAGUE ROSTER

B-Cup:

TEAM INFORMATION

District: <i>UPPER ISLAND SOCCER ASSOCIATION</i>		
Home Club:	Division: Super 8 <input type="checkbox"/> U14 <input type="checkbox"/>	Boys <input type="checkbox"/>
Team Name:	U15 <input type="checkbox"/> U16 <input type="checkbox"/> U17 <input type="checkbox"/> U18 <input type="checkbox"/>	Girls <input type="checkbox"/>

TEAM PERSONNEL

Team Manager:	Email:
Daytime Phone #:	Mobile:
Team Coach:	Email:
Daytime Phone #:	Mobile:
Additional Staff:	Position:
Email:	Phone:
Additional Staff:	Position:
Email:	Phone:
Additional Staff:	Position:
Email:	Phone:

TEAM ROSTER – Super8 roster= max. 14, U13-U16 roster= max.18, U17-U18 roster=max. 20.

Jersey #	First Name	Last Name	ID Number (for U13-U18)

Appendix 3: UISA Youth to Youth Permit



UISA league Permit

Changes for 2018-19 noted in red

Club

Team

Division

Permit valid for games to be played after date signed by the UISA Delegate. Players playing under a Permit shall be noted on game sheets as "Permitted". Permits must be received by UISA 24 hours prior to game date and submitted to UISA via email to upperislandsocceroffice@gmail.com

Shirt Number	First Name	Last Name	ID Number

CLUB

Approval and verification by Club Designate authorized to sign this Permit.

On behalf of our Club, I give approval for these permits which comply with the Rules and Regulations of UISA (as listed on the next page) and BC Soccer

Signature _____ Date _____ Phone _____

FOR UISA OFFICE USE ONLY:

Approval and verification by UISA Designate authorized to sign this Permit.

On behalf of UISA, I give our District's approval for these permits which conform to all requirements of the UISA Permit Rules

Signature _____ Date _____ Phone _____

Development League - Youth to Youth Permits

- a) The Development League shall grant a player who is registered with a UISA Development League team or UISA Club/House team permission to play for a Development League Super8 team whose roster has dropped below 10 players, or a Development League U14-U18 team whose roster has dropped below 13 players if the player is:
- i: a younger Development League player permitting to an older Development League team, or
 - ii: a Development League Super 8 player permitting to a Development League Super8 team in a higher pool. In this case, permits will be valid for one game only.
 - iii: a younger Club/House player permitting to an older age Development League team, or
 - iv: a same age Club/House player permitting to an same age Development League team
- b) Players from VIPL or BC SPL are not eligible for permitting in the Development League
- c) Permission is contingent on the player receiving the consent of their Club and the District
- d) A Development League team can only obtain players from its own Club's teams
- e) Permits will be allowed for league games only. Permitted players are NOT allowed to play in any district Pacific Development Cup, Island Invitational tournament, Development League B-Cup Play downs, Coastal Cup, or Provincial Cup games.
- f) Unlimited permits are allowed in regular league play, within the limits of roster size set by BC Soccer and UISA
- g) Players under suspension shall not be eligible to play under permit
- h) Any team requesting a permit must apply for permission by completing a permit form. The application form bearing the consent of the releasing club must be submitted to the District for consideration 24 hours prior to the game for which the permit is requested. The Club Designate who may authorize permits is defined as the Club President, Club Administrator, or other delegate confirmed in writing to UISA. Clubs may set additional conditions for approval of the league's permits and may elect not to approve any league permits.
- i) A permit is valid only for the player(s) stated on the permit applicaiton form. Teams wishing to add permitted players must complete a new permit form as per paragraph h. The new application must include all players the club wishes to permit, including those on previous permits.
- j) All approved permit players must be noted on the UISA game sheet as "Permitted" and must be assigned a player ID number by their club. 11-side players must also present a valid ID card to be eligible to play
- k) Any disciplinary action applied from misconduct reported while playing in a game under permit shall be served during the very next game(s) with his/her registered team
- l) Any team playing a player on a permit that does not conform to the to the above rules shall be sanctioned for playing an ilegible player, and have permit privileges withdrawn. Any Club approving permits not conforming to the above rules shall be sanctioned, and face withdrawl of permit privileges for up to one year

Appendix 4: Severe Weather Cancellation Protocol

Occasionally, games may have to be cancelled at the last minute 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!

Games involving travel to/from Powell River may be cancelled due to severe weather only if ferries are cancelled or if weather (storm or wind) warnings are posted on the Environment Canada pages for Powell River or Comox, or the BC Ferries website. Weather information from other sources is not an acceptable basis for a severe weather game cancellation.

In this order:

1. Coaches in the affected communities are to call their Opponent's Coaches.
2. Both team's coaches are to notify their respective players/parents.
3. Both team's coaches 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.**
4. Both team's coaches are to email cancellation notification to UISA Administrator @ UpperIslandSoccerOffice@gmail.com.
5. UISA Administrator to email those affected with further cancellation/rescheduling information, and update UISA website.

Please note:

- It is a good idea to touch base with your opponent's coach the night before, so you can ensure you have a game plan for game day!
- It is good practice for all teams to become familiar with their opposing teams' websites to check for field closures. On the UISA website at uisa.ca, click on the "About UISA" menu and select the "Members" option. Links to all Club websites are located here.
- Coaches contact info is also on the UISA website – select the Youth Soccer Menu and then the "Teams" page.
- Also check the UISA website for the status of your games. Once I receive notice of closures or cancellations, I will post these on the website and notify the affected teams.

Sanctions of up to \$400 may apply to teams who do not follow the severe weather protocol.

Appendix 5: UISA League Super8 Playing Rules

In general, UISA will follow the BC Soccer recommended modifications to the FIFA Laws of the Game

Law 1: The Field of Play

Length: 60 (Min) 75 (Max) Meters

Width: 42 (Min) 55 (Max) Meters

Field Markings:

Distinctive lines not more than twelve (12) centimetres wide. The field of play is divided into thirds and by a centre spot that indicates a centre spot that is located at the midpoint. A circle with a radius of nine (9) meters may, but not mandatory be marked around it. An offside/retreat line parallel to the centre line should be marked from touch line to touch line at the attacking third mark.

NB: All field markings may be marked by the means of cones (woz-makers)

The Penalty Area:

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, eleven (11) meters from the inside of each goalpost. These lines extend into the field of play for a distance of eleven (11) meters and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made nine (9) meters from the midpoint between the goalposts and equidistant to them.

Flag posts:

Conform to FIFA if used, however they are not mandatory.

The Corner Arc:

Conform to FIFA if marked, however they are not mandatory

Goals Posts:

Goals must be placed on the centre of each goal line and measure 5.486 x 1.83 Meters 18 feet wide and 6 feet high.

Law 2: The Ball

The ball must conform to FIFA standards and must conform to the FIFA inflation specifications.

Size four (4) balls will be used for all UISA league Super8 play.

Law 3: The Number of Players

A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players, one of whom is the goalkeeper.

Playing Time:

Coaches shall ensure all players present at the start of the game shall play at least 50% of any game. Playing time for players with outstanding discipline issues will be adjusted accordingly. Parents with concerns about playing time should address them first with the coach, then with the club and finally with UISA if needed.

Substitutions:

At any stoppage, substitutions are unlimited and must be done with the officials' permission.

Team Size:

8 Minimum/ recommended as best practice: 10 Minimum /14 Maximum
Special permission may be granted by the UISA board to roster up to 18
UISA teams have found that game day squads of 11-12 players are ideal.

Team Roster:

Teams may field only the players listed on their rosters on file with UISA, or permitted to the team in accordance with the rules detailed on the UISA Youth to Youth permit form.

Law 4: The Players Equipment

Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes him/her from both teams. Shin guards are mandatory and must be worn under the socks. Jewellery is not permitted.

Law 5: The Referee

A Small-Sided Referee may be used. The referee's role is to keep players safe and ensure that the game is played under the 'fair play' code. A Small-Sided Referee can send a team official from the field if they fail to conduct themselves in a responsible manner and may report players, parents, spectators and other persons for any misconduct during the game.

Law 6: The Assistant Referee

A nominated person.

Two Assistant Referees are recommended, however UISA understands that not all clubs will be able to provide ARs for every game. Therefore, teams are encouraged to have a designated, competent parent/family member available to run lines at games.

Law 7: The Duration of the Match

The match will be divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8: The Start and Restart of Play

Conform to FIFA with the exception that opponents of the team taking the kick-off are at least nine (9) meters from the ball until it is in play.

Law 9: The Ball In and Out of Play

Conform to FIFA.

Law 10: The Method of Scoring

Conform to FIFA.

Law 11: Offside

Conform to FIFA, with the exception of only occurring in the attacking third. A line (the retreat line) may be marked as a dotted line, flags or single cones on the touch line. When an offside offence occurs, the referee awards an indirect free kick to be taken from the position of the offending player when the ball was last played to him by one of his team-mates.

A player in an offside position (A) may be penalised before playing or touching the ball, if, in the opinion of the referee, no other team-mate in an onside position has the opportunity to play the ball.



Law 12: Fouls and Misconduct

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the centre spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area directly into the opponents penalty area. Caution (yellow) and expulsion/send-off (red) cards are used.

Law 13: Free Kicks

Conform to FIFA with the exception that opponents are at least nine (9) meters from the ball. An indirect kick awarded to the attacking team that occurs inside the penalty area, shall be taken from the outside edge of the penalty area in line where the offense took place.

Law 14: The Penalty Kick

Conform to FIFA with the exceptions that the penalty mark is marked at nine (9) meters from the goal line. All players except the player taking the kick must be nine (9) meters from the ball.

Law 15: The Throw-In

Conform to FIFA.

Law 16: The Goal Kick

Conform to FIFA except that it shall be taken from anywhere within the penalty area.

Retreat line:

All opposing players will retreat to the offside line or flags/cones indicating the attacking 3rd zone and cannot pursue the ball until:

- The ball is received by a teammate OR,
- The ball travels over the retreat line OR,
- The ball leaves the field of play

If a team chooses to play quickly, they can. The ball will be in play as soon as it leaves the penalty area regardless of the opposing team's position.

If a player passes the retreat line before the ball is deemed in play, then the goal kick will be retaken.

If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart.

Law 17: The Corner Kick:

Conform to FIFA with the exception that opponents remain at least nine (9) meters away from the ball until it is in play. A goal may be scored directly from a corner kick.

Appendix 6: UISA Sanctions

- 1) Failure by UISA member club to report to the UISA scheduler the outcome of all scheduled games in their area for that weekend - \$50/weekend.
- 2) Failure to present ID Cards for 11-aside players and team officials at League game on or after October 1st- \$75 per occurrence.
- 3) League game no show without permission of UISA scheduler - \$150 per team plus expenses. Second offense by team - \$250 plus expenses. Third offense by team - \$400 plus expenses, and team and club representative meeting before UISA executive.
- 4) Withdrawal from Super 8 Jamboree with less than 14 days' notice - \$150 per team plus expenses. Second offense by team - \$250 plus expenses. Third offense by team - \$400 plus expenses, and team and club representative meeting before UISA executive.
- 5) Withdrawal from Island Invitational Tournament (playdowns and/or final) with less than 14 days' notice - \$400 per team plus expenses as approved by UISA executive, or non-completion of commitment - \$400 per team.
- 6) Withdrawal from Pacific Development Cup Tournament after draw has been made - \$400 per team plus expenses as approved by the UISA executive.
- 7) Clubs without a registered referee at a game may be fined \$100 per game.
- 8) Use of unregistered or less than two (2) registered (minimum district) assistant referees for an A or B cup game - \$200 per game (and game may be protested).
- 9) Team withdraws from A or B cup after draw has been made or does not fulfill A or B cup commitments through to provincials - \$1000 or current BC Soccer fine amount.
- 10) Such other conduct by a team, club or official that UISA deems to contravene the Rules and Regulations of UISA, the Code of Fair Play or other governing policies from time to time implemented.
- 11) At the discretion of UISA Board, non-attendance by a club delegate at a UISA General or Annual General meeting may be fined \$100 per meeting.

Appeals of sanctions to Clubs or teams must be made in writing within five (5) days of notification. There is a \$100 separate fee for each appeal, payable to the UISA, but refunded if appeal is upheld.

Protest fee of \$250 must accompany protest within 48 hours of game. No decision will be rendered until the fee is received by UISA.

Appendix 7: Playing Tier 3 and House

We have been granted permission from BC Soccer to have a player that is registered on a Tier 3 (B-cup) team be able to play on a house league team as well. Tier 3 players playing down can only play on one house team.

Players who play down in house league as well will be registered on the Tier 3 team lists only on the BC Soccer Registration spreadsheets. Players cannot be registered on 2 teams.

Players that wish to play Tier 3 as well as play down in house in the same club can do so.

A player wishing to play house in their home club and Tier 3 in another club must follow the transfer rules of UISA and BCSA and complete a UISA Interclub transfer form.

A player wishing to play both house and Tier 3 soccer in a club that is not their home club must follow the transfer rules of UISA and BCSA and submit both a UISA Interclub transfer form as well as a letter explaining the reason for their request to UISA for approval.

Tier 3 teams permitting registered players from house teams must use the UISA League permits and follow those rules.

House teams that have Tier 3 players playing down are not eligible to challenge for B cup, **Coastal Cup**, **Pacific Development Cup** or Island Invitational.