

# Metro Women's Soccer League Rules & Regulations



## METRO WOMEN'S SOCCER LEAGUE

**Our Mission:** To develop the game of soccer inspiring women to life-long active and inclusive team play.

**The Rules & Regulations contained herein are of the:** Metro Women's Soccer League, #S40361. A registered society in the Province of British Columbia (Aug. 5th, 2012).

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# CONTENTS

❖ 1.0	The Field of Play	3
❖ 2.0	The Ball	4
❖ 3.0	The Players	4
❖ 4.0	The Players' Equipment	9
❖ 5.0	The Referee	9
❖ 6.0	The Assistant Referees	10
❖ 7.0	The Duration of the Match	11
❖ 8.0	The Start and Restart of Play	11
❖ 9.0	The Ball In and Out of Play	11
❖ 10.0	The Method of Scoring	11
❖ 11.0	Fouls and Misconduct	11
❖ 12.0	Procedures	12
❖ 13.0	Rules of the League Board	12
❖ 14.0	Cup Play	13
❖ 15.0	Promotion & Relegation Schedule	14
❖ 16.0	League Tie-breakers	16
❖ 17.0	Protests	17
❖	Appendix A - Schedule of Fees	19
❖	Appendix B - Schedule of Fines	20

# RULES & REGULATIONS

## 1. The Field of Play

### 1.1. Playing Seasons

- 1.1.1. The MWSL has two playing seasons.
- 1.1.2. Winter season will commence on the first weekend after Labour Day and terminate on March 31st the following year.
- 1.1.3. Spring season will commence on the first Monday of May and will finish in the last week of June.

### 1.2. Match Day Responsibilities & Field Preparation

- 1.2.1. Fields are to be checked for conditions such as standing water or frozen turf. Any condition which may cause hazard to players or cause irreparable damage to the field well-being should not be played upon. Use alternate field or cancel due to field conditions.
  - 1.2.1.1. When possible, teams are asked to check their field night prior to a match so that the scheduler may be notified of poor field conditions and the match can be rescheduled. Use the field guidelines for you local municipality.
  - 1.2.1.2. At match time the final decision on field playability is the responsibility of the referee. Both teams should also consider the safety of their players and make their concerns known to the referee.
- 1.2.2. Fields must have clear and present lines. Do not use or expect the previous line quality to be adequate. It is expected regardless of prior use by other teams and regardless of weather conditions that the home team is responsible for clear and distinct line paint that will help the referee and the players have a fair match. The field is to be properly marked with white field marking paint or field whitener that is approved for grass fields. Do not use the type that you would put on your lawn.
- 1.2.3. The home team is responsible for field preparation (lining, etc.) and providing four (4) regulation corner flags & one goal net.
  - 1.2.3.1. Teams that regularly play their home matches on artificial turf must provide the proper turf corner flags.
  - 1.2.3.2. Home teams will choose a side to set up their benches and run lines. The Visiting team will then set up on the opposite side of the field and run lines on that side. In the event the field has both benches on the same side, both teams may use these benches but will be responsible to run the flag on the opposite side of the field for one half.
- 1.2.4. Both the home and away teams must provide identical official MWSL team lists, one for the referee and one for the opposing team, and any applicable permits to the referee prior to the match when the referee requests them as part of

checking ID cards.

1.2.5. In the event of any match site, the home team as determined by the scheduler is responsible for all of the regular home team duties

1.2.5.1. Lack of any of the above is to be noted in the match report and the team will be fined for each offence per the Schedule of Fines

## 2. The Ball

2.1. It is the home team's responsibility to supply a match-ready ball and a spare match-ready ball will be supplied by the visiting team. Lack of a match ball is to be noted in the match report and the team will be fined for each offence as per the Schedule of Fines (Appendix B).

## 3. The Players

### 3.1. Player Registration

3.1.1. A player is officially registered only when **all** of the following conditions have been met:

3.1.1.1. The player has completed her online registration information along with waiver acknowledgement.

3.1.1.2. The player's ID Card has been created and updated with the team's name, the player's name, the team's current division and the League's current season identification.

3.1.1.3. The player's registration fee has been paid in full.

3.1.1.4. The player's registration has been accepted by the League office.

3.1.2. Premier, Selects A & B do not have a minimum age restriction. For Divisions 1-5 players must have turned 17 years of age by December 31st of the current year in order to register on a team in the MWSL.

3.1.3. Proof of age is required at the time of registration for all players. Proof of identification may be your driver's license, BC ID Card, or passport.

3.1.4. Additional proof may be required at the request of the Board of Director as to a player's identity.

3.1.5. Players must be registered one day prior before playing in a League match and seven days prior to a Provincial or Divisional Cup match as per BC Soccer Rule 5.

3.1.6. A player can play in a League match for up six days from the date of their registration, without a League ID Card, if she produces her online registration receipt for the referee's inspection.

3.1.7. A player playing on their online registration receipt must also provide some other form of picture ID for proof.

3.1.8. After the six days have elapsed from the date of registration , a player MUST

have a current League ID Card before she can play in any League or Cup match.

- 3.1.9. Alternate identification is not acceptable after the six days from the date of registration have elapsed.
- 3.1.10. Teams may register as many players as they wish with the exception of Premier teams which are limited to a maximum roster of 25 registered players.
- 3.1.11. Teams can sign new players (players that have not registered with another team) up to March 31st of the current Winter season.
- 3.1.12. A player can only be registered to play for one team at a time during the Winter season.
- 3.1.13. In the Spring season, players can play on a second team, as long as the teams do not play in the same divisional group.
- 3.1.14. Any player who registers for more than one team in the Winter season will be subject to a suspension and/or fine.
- 3.1.15. Any team who knowingly plays a player that is not registered with the team and/or is registered with another team will be subject to a fine, suspension, or expulsion from the League at the discretion of the Board of Directors.
- 3.1.16. The player will also be disciplined and/or suspended. The only exceptions are players on an Intra-Club permit or on a Youth to Senior permit.
- 3.1.17. Any team who uses a player not registered with the League will be subject to the same discipline as noted above.

### **3.2. Player and Team Official ID Cards**

- 3.2.1. All registered players will be supplied a player ID card issued by the League.
- 3.2.2. Players must upload a current good quality 1x1 picture to their online registration to be used on their ID Card.
- 3.2.3. Failure to present ID cards to the referee prior to a match will result in a fine to the team as per the Schedule of Fines, and may result in a forfeiture of the match. The opposition must be informed and the match reports should reflect that the team failed to show their cards.
- 3.2.4. Teams that have lost or cannot locate their ID Cards must have them replaced before their next League or Cup match.
- 3.2.5. All team officials and staff (coach, manager etc.), as named on the team list, must also have a valid MWSL ID Card at all matches.
- 3.2.6. Players who are playing on an Intra-Club Permit (ICP) or on a BCSA Youth to Senior Permit (YSP) must present their MWSL player card or their Youth player card to the referee prior to the match for identification.

### **3.3. Transfers**

- 3.3.1. Players are permitted to transfer from one team to another up to the transfer

deadline which is January 15th as per BC Soccer.

- 3.3.2. Transfers must be sent to the MWSL office for processing.
- 3.3.3. For further details on transfer of players please refer to the BCSA Constitution and Bylaws and the BCSA Rules & Regulations Rule 7.
- 3.3.4. Players must be transferred at least 24 hours prior to playing in an MWSL League match and one week (7 days) before any League Cup match or BCSA Provincial Cup match.

#### 3.4. **30+ Classics Players**

- 3.4.1. A 30+ Classics player will be 30 or older by December 31st of the current year.
- 3.4.2. Teams applying to play in the 30+ Classics division must have at least 12 players who are 30 or older.
- 3.4.3. Teams applying to play in the 30+ Classics division are allowed to “grandfather” up to two (2) players under 30 when they first play in this division but those players must be 27 or older by December 31st of the current year.
- 3.4.4. Any new players joining a 30+ Classics team must turn 30 before December 31st of the current year.
- 3.4.5. Any players under the age of 35 will be eligible to play in all MWSL League and Cup matches but would not be eligible to play in any BCSA Classics Provincial Cup matches.

#### 3.5. **Under-21 Division Players**

- 3.5.1. An Under-21 player will be under 21 on December 31st of the current year.
- 3.5.2. Teams in this division are permitted to sign three players who are over 21 on December 31st of the current year.
- 3.5.3. There is no age limit for the three overage players.
- 3.5.4. The three overage players will be eligible to play in all MWSL League and Cup matches but would not be eligible to play in any BCSA U21 Provincial Cup games.

#### 3.6. **Youth to Senior Permits (YSP)**

- 3.6.1. YSP forms are available on our website under Forms. Forms must be received by fax/email at the MWSL office Friday Noon (12:00 pm) prior to the match each week to ensure they are signed and returned.
- 3.6.2. YSP allows player from any youth club who are registered on a youth team to participate in a match in the MWSL. Minimum age restrictions do apply.
- 3.6.3. YSP forms must be filled out completely and signed by the representatives of:

- 3.6.3.1. The Senior Team,

- 3.6.3.2. The Youth Team,
- 3.6.3.3. A Youth District Representative (new), and
- 3.6.3.4. A MWSL Director, or a MWSL Designate
- 3.6.4. YSP forms must be signed by the MWSL before the Youth player can play in a MWSL match.
- 3.6.5. Two copies of the YSP are required for presentation to the referee.
- 3.6.6. Youth player's youth team ID Card must be available for inspection by the referee.
- 3.6.7. Players may play on YSP in regular League matches, and may not play in divisional Cup matches.

### **3.7. Player Releases**

- 3.7.1. Player releases are the jurisdiction of the BC Soccer Association. For further details please refer to the BCSA Constitution and Bylaws.
- 3.7.2. Players may only be released prior to the BCSA transfer deadline of January 15th.
- 3.7.3. In order to release a player, the releasing team must submit to the MWSL office the following: a signed and dated open-ended transfer form, and the player's MWSL ID Card.
- 3.7.4. The MWSL will then remove the player from the team's official roster and then forward the transfer form and ID Card to the player so that she may sign with another team, should she so wish.

### **3.8. Intra-Club Permits (ICPs)**

- 3.8.1. ICP may be used to allow players to play on different teams but only within their own club.
- 3.8.2. The ICP form is available on the website under Rules/Forms/Documents.
- 3.8.3. The ICP form is strictly limited for use by MWSL registered players only and does not apply to youth players in the same club. For details on Youth to Senior permits see Article 3.6.
- 3.8.4. Players may play up on any higher division team within their club, or the equivalent level if permitting to or from Classics and U21 (Articles 3.9 to 3.14).
- 3.8.5. ICPs are allowed in League matches only.
- 3.8.6. A maximum of five permits may be used by a team in a single match.
- 3.8.7. There is no limit to the number of times a player can play on ICP.
- 3.8.8. Two copies of the ICP must be submitted to the referee prior to kickoff.

- 3.8.9. The player who is playing up on an ICP must have her MWSL ID Card.
- 3.8.10. There is no fee attached to the use of these permits.
- 3.9. Classics Premier = Selects B**
- 3.9.1. Players from Classics Premier can be brought up on an ICP to Premier and Selects A & B as long as they are from the same club.
- 3.9.2. Players can be brought up on an ICP to Classics Premier from Selects B, Divisions 1-5 or Classics Divisions 1-3 but must be from the same club and must be 30 or older by December 31st of the current year.
- 3.10. Classics Division 1 = Division 1**
- 3.10.1. Players from Classics Division 1 can be brought up on an ICP to Premier, Selects A & B, Division 1 & Classics Premier as long as they are from the same club.
- 3.10.2. Players can be brought up on an ICP to Classics Division 1 from Divisions 1-4, and Classics Divisions 2 & 3 but must be from the same club and must be 30 or older by December 31st of the current year.
- 3.11. Classics Division 2 = Division 2**
- 3.11.1. Players from Classics Division 2 can be brought up on an ICP to Premier, Selects A & B, Divisions 1 & 2 and Classics Premier & Classics Division 1 as long as they are from the same club.
- 3.11.2. Players can be brought up on an ICP to Classics Division 2 from Divisions 2-5, but must be from the same club and be 30 or older by December 31st of the current year.
- 3.12. Classics Division 3 = Division 3**
- 3.12.1. Players from Classics Division 3 can be brought up on an ICP to Premier, Selects A & B, Divisions 1-3 and Classics Premier & Classics Divisions 1 & 2 as long as they are from the same club.
- 3.12.2. Players can be brought up on an ICP to Classics Division 3 from Divisions 3, 4 & 5 but must be from the same club and be 30 or older by December 31st of the current year.
- 3.13. U21 A = Division 2**
- 3.13.1. Players from U21 A can be brought up on an ICP to Premier, Selects A & B and Division 1 as long as they are from the same club.
- 3.13.2. Players can be brought up to U21 A on an ICP from Divisions 3, 4 & 5 and U21 B but must be from the same club and must be under 21 on March 31st of the current year.
- 3.14. U21 B = Division 3**
- 3.14.1. Players from U21 B can be brought up on an ICP to Premier, Selects A & B,



Division 1, 2 and U21 A as long as they are from the same club.

3.14.2. Players can be brought up to U21 B on an ICP from Division 3, 4 & 5 but must be from the same club and must be under 21 on March 31st of the current year.

### 3.15. **Special Rules For Classics**

3.15.1. THERE IS NO SLIDE TACKLING IN THIS DIVISION.

### 3.16. **Special Rules For Divisions 4 & 5**

3.16.1. THERE IS NO SLIDE TACKLING IN THESE DIVISIONS.

## 4. **The Players' Equipment**

### 4.1. **Interpretations of FIFA Law 4 - Players' Equipment**

- 4.1.1. This law shall be strictly enforced by the referee and the players.
- 4.1.2. Shirts must be numbered; no duplicate numbers permitted.
- 4.1.3. Players are not permitted to share a shirt.
- 4.1.4. With the exception of goalkeepers, all players must wear matching shirts, shorts and socks of matching colours as posted on their team page.
- 4.1.5. Shin guards are mandatory for all players and are to be completely covered by socks at all times.
- 4.1.6. All jewellery shall be removed per Law 4.
  - 4.1.6.1. Taping of jewellery is not permitted.
  - 4.1.6.2. The referee shall have the final decision and may request the individual stop playing until they have made themselves safe to themselves and to others.
- 4.1.7. Knee braces and or casts must be covered with a protective sleeve or cover to the satisfaction of the referee for safety considerations.
- 4.1.8. In the event of a colour conflict, the 'Home' team is required to change to an alternate colour jersey.

## 5. **The Referee**

- 5.1. Referees and Assistant Referees are part of the same referee team. They are all using the same rules and have the same authority on the field of play. (Exception - a head referee or centre referee will be the final decision-maker and will take action regarding offences under FIFA Laws of the Game.)
- 5.2. Referees are to be paid at the field in cash only prior to kickoff. Do not offer cheques or

other payment suggestions.

- 5.3. Referees will be paid per the referee schedule of fees for all matches. Each team is required to pay for one-half of the match fees.
- 5.4. Teams refusing to pay the referees will be fined per the schedule of fines for failing to play a scheduled match without prior notice.
- 5.5. If the match does not get played for any specific reason, such as the field is unplayable, or inadequate number of players to start the match, the DO NOT pay the referee prior to kick-off as the League will deal with payment of the referee.
- 5.6. Both teams must submit a match report with details as to why the match could not be played.
- 5.7. Referees are expected to be at the field 15 minutes prior to kick-off (30 minutes is preferred). Have your paperwork ready for the referee prior to their arrival.
- 5.8. Team lists and player cards (and any permits) are to be presented to the referee prior to kick-off. The referee is responsible to ensure the players are present and accounted for on the list and with a card or permit.
- 5.9. Any member of the team who does not have their card available must be noted by the referee in the referee's match report and the name must be on the team list with a note regarding what ID was shown to the referee (i.e. Driver's License #) so as to reference the player's information. If the match is in dispute this may be grounds for disqualification should the player be illegal or ineligible from playing. If players are late they should show their card to the referee upon arrival or upon substitution of the player.
- 5.10. The referee does not show up to the field:
  - 5.10.1. If the referee does not show up, teams are asked to make every effort to play the match if at all possible.
  - 5.10.2. Any person who does referee the match is insured by the BC Soccer Association.
  - 5.10.3. Refereeing duties can be shared between the teams with a person from each team doing one half of the match.
  - 5.10.4. Players should cooperate with any replacement referee so as not to cause any undue stress for the replacement referee.
  - 5.10.5. If a team does not want to play the match when there is a replacement referee available (this is anyone who volunteers to do the match) in almost all cases that team will be charged with a default and the match will be awarded to the team that was willing to play.
  - 5.10.6. If a referee has to call off the match for any reason prior to the start of the match, do not pay the referee the match fee. MWSL will coordinate payment with the referee.
  - 5.10.7. The referee will have to file a match report explaining the reason for the match

being called off and the League will determine what payment will be made.

- 5.10.8. If 60 minutes or more of a match has been played when the play is abandoned by the referee due to a non-team related issue (i.e. weather conditions such as lightning), the score at the time of abandonment shall be the final score.
- 5.10.9. If 60 minutes or more of a match has been played when play is abandoned by the referee due to a team-related issue (such as fighting or fan interference), the team who is responsible for the incident will be held accountable. The match reports will be reviewed and a decision of the Board with recommendation of the Discipline Committee will sanction, fine or award the match to the appropriate team. Should the match be in disrepute by both teams, it may be defaulted by both teams or replayed.

## **6. The Assistant Referees**

- 6.1. Assistant referees who are “club” assistant referees are only required to show the ball is out of play. The centre referee will be responsible for offside decisions and any other infractions occurring during the match.
- 6.2. Both teams will respect the decision of the “club” assistant referee. Any assault against a “club” assistant referee will be treated as an assault on a referee, and will be considered as such by the discipline committee.

## **7. The Duration of the Match**

- 7.1. All adult matches are to run two 45-minute halves, unless circumstances prevent this from being feasible during the time the match is scheduled to be played.

## **8. The Start and Restart of Play**

- 8.1. All matches scheduled are expected to start on time with no exceptions. Should a field usage be delayed note this in your match report so the Board may address concerns with parks board scheduling of fields.

## **9. The Ball In and Out of Play - Fan/Spectator Conduct**

- 9.1. It is the responsibility of each team to control as safely as possible their respective fans. Should spectators get out of hand that are not yours inform the referee who shall direct the management of the other team to try to resolve. Should the problem be from an unrelated group the referee should take a safety-first approach and consider actions and decision appropriately. A referee may award a warning or even an ejection to the management of a particular team in an attempt to control the situation.

## **10. The Method of Scoring**

### **10.1. Match Scores**

- 10.1.1. Match scores are reported by the match referee.

### **10.2. Match Reports**

- 10.2.1. All teams are required to complete and submit a Match Report following each match. Forms are submitted to the League Office online via the MWSL website.

This process assists the League in its efforts to monitor and improve the quality of all of our match officials, field usage, and fair divisional management.

## **11. Fouls and Misconduct**

### **11.1. Discipline**

- 11.1.1. A player who receives a red card, or a team official, who has been ejected and instructed to leave the field during a match are automatically suspended.
- 11.1.2. Length of suspension will be pending a meeting with the Discipline Committee of whom will contact the individual and arrange a time; are not permitted to participate in their team's next League or Cup match per BCSA Rules & Regulations. Meetings are scheduled for Saturday at the MWSL office.
- 11.1.3. Any team official reported to have received an official warning or an ejection will see the team fined as per the schedule of fines.
- 11.1.4. Discipline information can be obtained by contacting the League Office or Discipline Committee Chair. You may get more information at the BCSA website regarding appeals and suspensions sanctioned, as MWSL is a member of BCSA.
- 11.1.5. The current Discipline Chair is listed under the Contacts tab on the MWSL website.
- 11.1.6. For all information pertaining to discipline and fines involving players, non-playing personnel and teams, please refer to the Discipline Guidelines, available from the MWSL Office.
- 11.1.7. See Schedule of Fines (Appendix B) for more information regarding suspensions and fines the MWSL has approved for the season.

## **12. Procedures**

- 12.1. Certain matches may require the application of the extended interpretations of the FIFA Laws of the Game. As may be required for these situations the FIFA Laws of the Game will dictate procedures for this requirement.

## **13. Rules of the League Board**

### **13.1. League Schedules**

- 13.1.1. It is the responsibility of the management of each and every team to know when and where they are to play.
- 13.1.2. Schedule information is available through the Schedule page of the MWSL website.
- 13.1.3. All teams must check the Schedule page of the website for your team for any changes. Changes could occur at any time, though the League will try to make changes to the schedule a minimum of 24 hours prior to kick-off.

### **13.2. Match Cancellations & Rescheduled Matches**

- 13.2.1. Every request to reschedule a match will be considered by the Board. For Board approval we require a minimum ten (10) days notice to approve and reschedule a match.
- 13.2.2. No approval will be given within this lead time except under an unusual circumstance that would make this unfeasible, at which time the Board will decide on the merits of the request.
- 13.2.3. Teams must be prepared to play all scheduled and rescheduled matches and to complete the schedule of matches.
- 13.2.4. If the match is postponed due to field conditions, the League Scheduler will make every attempt to reschedule the match for the earliest possible date.
- 13.2.5. Teams requesting a reschedule must do so by submitting a Request Reschedule form, available on the MWSL website. Only requests submitted electronically via this form will be considered by the League.

### 13.3. **Match Defaults**

- 13.3.1. If a request to reschedule a match is not approved and the team making the request decides not to play, the match will be a default.
- 13.3.2. Default matches are recorded as a 1-0 default loss and the team will be fined per the Schedule of Fines (Appendix B).
- 13.3.3. If less than 48 hours default notice the fine will be higher per the Schedule of Fines (Appendix B).

## 14. **Cup Play**

- 14.1. There will be League Cup play in all League divisions.
- 14.2. MWSL Cup play consists of the following:
  - 14.2.1. Group Stage; three rounds
  - 14.2.2. Knock-out Stages; Quarter-finals & Semi-finals
  - 14.2.3. Cup Finals; one per division
- 14.3. Cup Draw to determine Cup Groups for Group Stage play will be held during the week following Thanksgiving at a location determined by the League BoD. All MWSL members in good standing will be invited to attend.
  - 14.3.1. Cup Draw format:
    - 14.3.1.1. Certain teams will be seeded into the first spot in separate Cup Groups in each division and exempt from the random Cup Draw. Seeded teams will be the teams at the top of the standings, each divisional group, at the time of Cup Draw based upon points (and further league tie-breakers, if necessary.)

- 14.3.1.2. The number of seeded teams per division will be in direct relation to the number of Cup Groups for that division. After divisional group first-place teams are seeded, if necessary second-place teams in each divisional groupings shall also be seeded to fill out remaining Cup Group seeds.

#### 14.4. Cup Groups Format

- 14.4.1. Cup Groups will consist of four teams per group, *except* if a division contains 'Bye' teams by necessity, then one or more Cup Groups in that division may contain only three teams.
- 14.4.2. Number of Cup Groups per division will be at minimum two.
- 14.4.3. Cup Group Standings will be determined using the League tie-breaker criteria, as outlined in Article 16.0.
- 14.5. Cup Group Stage play will commence after Thanksgiving weekend as during the Winter season schedule, part of an integrated Reg. Season & Cup Play schedule.
- 14.6. Cup Finals will be played each season at a venue determined by the League BoD, on or prior to the last Sunday in March. The venue may be held at the same location two or more consecutive seasons, or could also be different season over season.

### Determining Results

- Cup Group Stage matches that are tied at the end of regular time will end as a draw.
- Quarter-final, Semi-final and Final matches will all go directly to penalties if tied at the end of regular time to determine a winner; no extra-time periods.
- The Board of Directors, upon receiving instruction from the BCSA Senior Competitions Committee, will determine Provincial Cup play and qualification procedures.
- Only teams playing in the U21 Division may play in the U21 Provincial Cup.

## 15. Promotion & Relegation Schedule

- 15.1 The Metro Women's Soccer League (MWSL) operates a Promotion/Relegation system for its Winter season to ensure that teams continue to play at a level at which they are competitive. Teams that finish in a promotion position at the end of each Winter season will be promoted up one division. Teams that finish in a relegation position at the end of each Winter season will be relegated down one division. Promotion and relegation are mandatory for teams finishing in either position.

After Winter team registration closes, vacant spots in each and every division may be filled using the mechanism of downward pressure. **Downward pressure** is the process whereby vacant spots will be filled by promoting as many teams as necessary from the division directly below to fill the vacant spots; the process will continue division over division until the vacant spots are pushed downward to the lowest (least-competitive) division in the interest of League divisional structural integrity. Criteria for promotion into vacant spots using downward pressure will be based upon the previous Winter season's final standings.

At the conclusion of every third season, the League will review divisions with more

than one group and as determined possible and to an extent possible re-align teams among the groups along approximate geographic criteria as determined by the Board of Directors.

The levels of play currently in the League are:

- Premier
- Selects A
- Selects B
- Divisions 1, 2, 3, 4 & 5
- U21 A
- U21 B
- Classics Premier
- Classics Divisions 1, 2 & 3

### **Premier Division**

- The team finishing last in Premier will be relegated to Selects A for the following Winter season.

### **Selects A**

- The team finishing top of Selects A will be promoted to Premier for the following Winter season.
- The team finishing last in Selects A will be relegated to Selects B for the following Winter season.

### **Selects B**

- The team finishing top of Selects B will be promoted to Selects A for the following Winter season.
- The two bottom-finishing teams in Selects B will be relegated to Div. 1 for the following Winter season into the two spots vacated by the teams promoted from Div. 1.

### **Division 1**

- Of the four teams finishing in the top position of Div. 1's four groups, the two teams with the best final records will be promoted to Selects B for the following Winter season. In the case of a tie in points between two or more of the four teams, league tiebreakers outlined in Sec. 16 will be applied to determine the two teams to be promoted.
- The teams finishing at the bottom of each of Div. 1's four groups will be relegated into the opposite group spots in Div. 2 for the following Winter season. Eg. Div. 1 Group A relegated to Div. 2, Group A.

### **Division 2**

- The four teams finishing at the top of Div. 2's four groups will be promoted to Div. 1 for the following Winter season into the opposite group spots vacated by the relegated

Div. 1 teams. Eg. Div. 2, Group A promoted to Div. 1, Group A.

- ❑ The team finishing at the bottom of each of Div. 2's four groups will be relegated to Div. 3 for the following Winter season into the opposite group spots vacated by the four promoted Div. 3 teams. Eg. Div. 2, Group A relegated to Div. 3, Group A.

### **Division 3**

- ❑ The four teams finishing in the top position of Div. 3's four groups will be promoted to Div. 2 for the following Winter season into the opposite group spots vacated by the relegated Div. 2 teams. Eg. Div. 3, Group A promoted to Div. 2, Group A.
- ❑ The team finishing at the bottom of each of Div. 3's four groups will be relegated to Div. 4 for the following Winter season into the opposite group spots vacated by the four promoted Div. 4 teams. Eg. Div. 3, Group A relegated to Div. 4, Group A.

### **Division 4**

- ❑ The four teams finishing in the top position of Div. 4's four groups will be promoted to Div. 3 for the following Winter season into the opposite group spots vacated by the relegated Div. 3 teams. Eg. Div. 4, Group A promoted to Div. 3, Group A.
- ❑ The number of teams relegated from Div. 4 to Div. 5 for the following Winter season will be relative to the number of groups in Div. 5 the previous season, with the determination of Div. 4 teams relegated being least points overall earned regardless of group the previous Winter season in ascending order. Eg. One Div. 5 group, the Div. 4 team with least overall points earned regardless of group then relegated to Div. 5.

### **Division 5**

- ❑ The number of teams promoted from Div. 5 to Div. 4 for the following Winter season will be relative to the number of groups in Div. 5 the previous season. Eg. One Div. 5 group, the team finishing top of that group will be promoted to Div. 4 into the group spot vacated by the single relegated Div. 4 team.

### **30+ Classics Division**

- ❑ This division is restricted to players who will be 30 years of age and older by December 31st of the current playing season.
- ❑ The Classics division consists of: Premier, Divisions 1, 2 & 3.
- ❑ The teams finishing in the bottom spot of Classics Premier will be relegated to Classics Div. 1 for the following Winter season.
- ❑ The team finishing at the top of Classics Div. 2 will be promoted to Classics Div. 1; the team finishing at the bottom of Classics Div. 2 will be relegated to Classics Div. 3.
- ❑ The team finishing at the top of Classics Div. 3 will be promoted to Classics Div. 2.

### **U21**

- ❑ This division is restricted to players who are under 21 years of age as of December 31st of the current playing season. Exception is that a U21 team may carry three players who are over 21 years of age. Teams in U21 are required to play two seasons in



this division before being considered to move into general divisional play (Div. 1-4).

- ❑ U21 is divided into two competitive levels, A & B.
- ❑ The team finishing at the bottom of U21 A will be relegated to U21 B for the following Winter season. The team finishing at the top of U21 B will be promoted to U21 A for the following Winter season.

After a second season in U21, teams will be moved to divisional play. Teams will then be placed in a division where, in the opinion of the Board of Directors, they will be competitive. Teams that wish to stay in U21 after the initial two-year minimum commitment must apply to the MWSL for this consideration.

## 16. League Tiebreakers

- 16.1. League tiebreaker criteria will be (in order): Points, most; Wins; Goal Differential (GD); Goals For (GF).
- 16.2. League tiebreakers will be used to determine standings positions for:
  - 16.2.1. Promotion and/or relegation positions in final Regular Season Standings;
  - 16.2.2. Final standings positions in Cup Group play to determine advancement to the Knockout Stage;
  - 16.2.3. The event that two or more teams remain level on record after all tiebreaker criteria is applied, *if* both teams are in either the same divisional group or cup group then head-to-head results will be considered to separate the teams, with again league tie breakers applied in order.
- 16.3. In the event that teams cannot be separated in the standings to determine promotion and/or relegation positions or advancement from Cup Group play, a single-match elimination playoff (or series of if more than two teams involved) will be scheduled immediately to determine promotion, relegation or advancement from Cup Group play.
- 16.4. A prorated points earned per matches played criteria will be applied in **only the following three scenarios:**
  - 16.4.1. To determine the top-two positions in Premier for Provincial seeding purposes at the conclusion of the Winter season if there is a discrepancy in matches played, or;
  - 16.4.2. During League Cup play, to determine a team or teams advancing from the Group stage to the Knockout stage in a division where there is one or more unbalanced Cup groups, or;
  - 16.4.3. To determine a divisional group first place team in final standings regarding promotion & group winner award where there is a discrepancy in matches played between two or more eligible teams where the team(s) having played less matches are within 2 points or less of the team in first place.

## 17. Protests

- 17.1. A protest will only be considered on the grounds of misinterpretation of FiFA Laws of the Game, on the eligibility of players, or on breaches of Competition Rules & Regulations.
- 17.2. Any protest relating to the grounds, goal posts, bars or other appurtenances shall not be entertained by the association having jurisdiction, unless notice of particulars has been given to the referee before the commencement of the match. The referee shall require the responsible teams to remove the cause of the objection, if this is possible, without delaying the commencement of the match. When an objection has been lodged with the referee, a protest must be made in writing to the district, league or Provincial association and no objection or protest can be withdrawn except by leave of the association having jurisdiction at a regular meeting.
- 17.3. No protest will be considered if, in the opinion of the referee, the objection lodged did not seriously affect the outcome of the match. This clause pertains only to paragraph "b," Rule 12 - Protests.
- 17.4. In dealing with any protest, the association having jurisdiction may take into consideration the possession by the protesting team of any prior knowledge, which, if properly used, might have obviated the protest.
- 17.5. Any team playing an ineligible player shall forfeit the match to its opponents, including during provincial cup competition (as defined by BC Soccer Rule 25 - Adult Cup Competition Rules.) Such protest must be in writing, stating the grounds upon which the protest is lodged.
- 17.6. A protest of any league, district or provincial cup match must be submitted within forty-eight (48) hours of the date of the match to which it relates. The protesting team official shall be responsible for proof of meeting this timeline.
- 17.7. A copy of the protest shall be forwarded by the association having jurisdiction to the opposing team within two (2) working days after the receipt of the protest. Upon receipt of the protest the opposing teams shall have a maximum of 48 hours to supply a response to the committee, failing which the committee may render its decision based solely on the information provided by the protesting team.
- 17.8. The protest shall be signed by the team coach or manager.
- 17.9. The protest fee must accompany the protest when filed with the association having jurisdiction.
- 17.10. The fee (payable to the association having jurisdiction) shall be determined and circulated by the Association.
- 17.11. In the event that a protest is upheld by the association having jurisdiction, the protest fee shall be refunded. In the event that the protest is denied, the protest fee shall be retained.
- 17.12. A Protest Committee is required to provide to all parties affected by a decision, a written ruling which shall include the rationale for the decision and the association's appeal procedures, within ten (10) working days of notification of the opposing team.

- 17.13. A decision of the Provincial Cup Discipline Committee from any cup competition match played under the jurisdiction of this Association shall be final and binding.

## Appendix A - Schedule of Fees

League Fees	Amount	Due
Team Fee - Winter (Reserve one team slot in the League for the Winter Season)	\$350	
Team Fee - Spring (registered previous Winter)	\$150	
Team Fee - Spring	\$200	
Player Fee - Winter	\$40	
Player Fee - Spring (registered previous Winter)	\$15	
Player Fee - Spring (new player, reg. fee + \$5 for ID Card)	\$25	
Performance Bond (All teams joining the League must pay a refundable bond)	\$100	
Late Registration Team Fee	\$100	
New Player ID Card	\$5	
Protest Fee	\$250	
Field Fee - Winter 2015/16*	TBD	

*\*for teams that require MWSL to provide field space*

*\*final actual costs will vary according to municipality & field type (turf vs grass)*

## Appendix B - Schedule of Fines

Any violation of these Rules & Regulations, as listed, may result in the MWSL Board of Directors levying a fine listed in Appendix B.

League Fines	Amount	Due
Member Non-Attendance - MWSL AGM and/or Special General Meetings	\$50	
Teams that default two matches in a season may be suspended for the remainder of the season and expelled from the MWSL. The team would then need to apply for readmission to the MWSL.	Suspended; Re-apply	
Defaulting matches with more than 48 hours notice is a 'D' loss & fine	\$200*	
Defaulting matches with less than 48 hours notice is a 'D' loss & fine	\$400*	
Team fails to comply with FIFA Law #4 - Player Equipment	\$50	
Failure to provide suitable filed liner	\$50	
Failure to provide suitable corner flags	\$50	
Failure to provide suitable goal net (1)	\$50	
Failure to provide suitable match ball or spare match ball	\$50	
Failure to provide official MWSL team lists (two copies) and any applicable permits to the referee when requested prior to the match commencing	\$50	
Failure to provide Player ID Cards to referee at match time	\$50	
Failure to pay match official(s)	Default	
Team official reported by the referee for being officially warned	\$50	
Any team official sent off or away from the field will be fined and will receive and automatic suspension from their team's next League or Cup match and will be required to attend a meeting with the Discipline Committee	\$50(+) Min. One Match Suspension	
Playing a suspended, illegal and/or ineligible or non-registered player	\$500(+) Addit. Suspension	
Registering and playing a player who will not be 17 by December 31st of the Winter season she is to play in will result in a fine, loss of matches in which the player participated, suspension of the player and team principal who registered the player or directed the player be properly registered	\$200(+)	
Registering and playing a player who does not meet the age criteria for U21 or 30+ Classics divisions will result in a fine, loss of matches in which the player participated, suspension of the player and team principal who registered the player or directed the player be properly registered	\$200(+)	
Offences noted with (+) could, at the discretion of the Board of Directors, result in additional penalties in addition to or in lieu of any stated fine. In order to allow for exceptional circumstances, enforcement of the above Operating Rules is under the discretion of the MWSL Board of Directors	(+)	

\*default fines include Referee & AR fees, pitch fees & administrative fees