



Valley District Soccer League

Operational Guidelines

Tier 2 youth league

OVERVIEW

1. INTRODUCTION

The Valley District Soccer Association (VDSA) league will be run in accordance with the policies and procedures as set out by the VDSA and SNS.

2. DECISION MAKING WITHIN THE VDSA LEAGUE

Within the VDSA league, decisions are made by the Board of Directors, the Executive Committee and Operations (staff).

The Board of Directors has the power to develop or update policies and procedures, or to strike committees or perform other tasks as so required to carry out the business of the VDSA league.

The Executive Committee possesses and exercises the powers of the Board of Directors in the management and direction of the affairs of the VDSA league.

The **Day to Day Operations** of the VDSA league are the responsibility of the Executive Committee and are carried out under the direction by its staff. The **EXECUTIVE DIRECTOR** is responsible for the implementation of operations.

3. VDSA LEAGUE ACTIVITIES

The VDSA will offer league play for all its members as follows:

Summer Season

- a) Mini-Recreational
- b) Tier 2 Youth
 - i. U-12 Tier 2 male and female
 - ii. U-14 Tier 2 male and female
 - iii. U-16 Tier 2 male and female
 - iv. U-18 Tier 2 male and female

Winter Season

- a) Tier 2 Youth
 - i. U-12 Tier 2 male and female
 - ii. U-14 Tier 2 male and female
 - iii. U-16/18 Tier 2 male and female

1. SUMMER LEAGUE-YOUTH

1.1 DECLARATION OF TEAMS

- 1.1.1 The District office will send out declaration forms to all clubs prior to May 1
- 1.1.2 Clubs will fill out a declaration form for each team they wish to enter into the VDSA league.
- 1.1.3 Forms will be returned to the District office prior to deadline stated on form.
- 1.1.4 Declaration form will content required info such as:
 - a) Home field for each team
 - b) Game start time for each home team
 - c) Team contact

1.2 AGE DIVISION GAME NIGHTS

- 1.2.1 When possible age division game nights will be set up as follows
 - a) U-12 male and female –Thursday
 - b) U-16 male and female—Tuesday
 - c) U-14 male and female—Wednesday
 - d) U-18 male and female—Monday

1.3 SCHEDULES

- 1.3.1 Upon receipt of declaration forms, schedules will be made for each age class.
- 1.3.2 When there are 2 or more divisions in each age class, every effort will be made to divide the divisions geographical among the District.
- 1.3.3 A balanced number of games for each team will be created for each age class
- 1.3.4 Once schedules are complete, they will be sent out to teams/clubs and put on the VDSA web-site.
- 1.3.5 Schedules will be sent out at least one week prior to a team playing its first game.
- 1.3.6 Every effort will be made to ensure teams are not faced with hardship travel to complete their schedule.
- 1.3.7 Games between teams with a 40 -60km distance will not have a start time set for any earlier that 6:30 pm.
- 1.3.8 Games between teams with a distance greater than 60 kms will not have a start time set for any earlier than 7:00 pm.
- 1.3.9 Beginning the second week of August, all U-16 and U-18 games will not have a start time later than 7:00 pm.
- 1.3.10 Beginning the third week of August, all teams will not have a start time later than 7:00 pm.

1.4 GAME CANCELLATIONS AND RE-SCHEDULING

1.4.1 Game cancellations may take place under the following circumstances:

- a) Weather conditions
- b) Field conditions
- c) Unusual circumstances

1.4.2 When any of these circumstances take place every effort will be made by the District office to let all teams/clubs that are affected know by:

- a) Phoning/e-mailing affected parties
- b) Up-dating the web-site
- c) Informing the Referee Assignor for the area where game was scheduled.

1.4.3 Any game that is cancelled due to the above conditions shall be re-scheduled as follows;

- a) The District will contact the affected teams/clubs and mutually work out a re-scheduled date.
- b) If a rescheduled date cannot be agreed up within 2 weeks from the cancellation, the District office will arbitrarily set the date for the rescheduled game.
- c) A team that does not show for a rescheduled game shall forfeit the game.

1.4.4 When a team/club wishes to cancel a game for a reason other than those stated in 1.4.1

- a) They must inform the opposing club at least 72 hours of their intention to do so.
- b) They must inform the District office at least 72 hours of their intention to do so.
- c) The District office then have the right to approve or deny such cancellation.
- d) If the District approve the cancellation, the following steps will be taken.
 - i) The District office wishing shall give the Referee assignor at least 24 hours notice.
 - ii) The District office shall give multiple available dates for re-scheduling.
 - iii) All parties must agree on a rescheduled date.
 - iv) Failure to do so will result in a forfeit awarded to the opposing team who did not request the reschedule.
 - v) A team that does not show up for a rescheduled game shall forfeit the game.

1.5 FORFEITURES

- 1.5.1 Any team that does not appear for a scheduled game, unless having gone through 1.4, shall be deemed to be in forfeiture.
- 1.5.2 Any team that does not appear for a rescheduled game, unless having gone through 1.4, shall be deemed to in forfeiture.
- 1.5.3 All forfeited games shall be recorded as a 5-0 score.

1.6 GAME SHEETS

- 1.6.1 Official VDSA league game sheets will be used for all scheduled games.
- 1.6.2 Game sheets will be passed out to all clubs at the beginning of the season and can be picked up at the District office anytime during the season.
- 1.6.3 Game sheets will be filled out as follows:
 - a) Prior to game both teams shall complete their roster on game sheet and hand over to referee.
 - b) Referee will complete score at end of game and all officials will print names on game sheets
 - c) Each team to be given a colored copy of game sheet.
 - d) Main (white) game sheet to be given to the winning team or in case of tie, the home team.
- 1.6.4 Winning team, or in the case of a Tie, home team, is responsible for getting the game sheet into league office as follows:
 - a) Game sheets may be faxed or mailed into District office
 - b) Game sheets must be into District office no later than 1 week after completion of game.

1.7 RECORDING OF SCORES

- 1.7.1 Game sheets that are received by District office shall be considered official and shall be used to record the scores on the VDSA web-site.

1.8 LENGTH OF GAMES

- 1.8.1 U-13 2 – 35 minute halves
- U-15 2 – 40 minute halves
- U-18 2 – 45 minute halves

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1.9 STANDINGS

- 1.9.1 Standings will be updated on the VDSA web-site as scores come in.
- 1.9.2 In the event of two or more teams being tied for placement in standings the tie breaking procedure as outlined in Appendix “A” will be used.

1.10 PLAYERS/TEAMS

1.10.1 Players must play for the team they are registered for as per IT system .

1.10.2 A player can only play for another team under the following criteria:

- a) they are registered within the same club
- b) they are playing up an age level
- c) they are playing the same tier level

1.10.3 Any team who uses a player without 1.10.2 being met shall be in forfeit of the game.

1.11 REFEREES

1.11.1 Referee rates shall be as outlined in Appendix “B”

1.11.2 Referee game fees will be paid by clubs for regular season games.

1.11.3 Referee game fees will be paid by clubs for play-offs games. The VDSA will initially pay the costs and then invoice clubs for re-imburement.

1.11.4 Referee game fees will be paid by the VDSA for final championships for all youth age groups.

1.11.5 All assigning fees will be paid for by the VDSA.

1.12 PLAYOFFS

1.12.1 All play-off games shall be run in accordance with play-off rules as set out in Appendix “C”.

1.12.2 Teams may only use players that are registered to that team under the IT system. No exceptions shall be allowed

Valley District Soccer Association

Tie Breaking Procedure

Where two or more teams are tied in point totals at the end of the regular season, the following will be used to determine placement. Please note that these steps are taken directly out of the SNS competition handbook.

A. Previous Match Results

The team with the best record in games involving only the tied teams shall be awarded the higher standing (not applicable if three (3) or more tied)

B. Goals Difference

The Team with the best goal difference (total goals for, minus total goals against) shall be awarded the higher standing.

C. Goal Average

The team with the best goal average (total goals for, divided by total goals against) shall be awarded the higher standing.

D. Least Goals Against

The team having the fewest goals against shall be awarded the higher placement.

E. Least Disciplinary Points

The team that has accumulated the least number of total disciplinary points-caution (3 points) , ejection (9 points) shall be awarded the higher placement.

As each step takes place , if it moves a team into a placement above the others, the rest of the teams shall start back at Step A.

Appendix B

Referee Rates	2008	Tier 2
Age Group		One Official
U-12	20/14/14	26
U-14	25/16/16	34
U-16	31/20/20	40
U-18	35/23/23	49
Senior Men's	40/26/26	
Senior Women's	40/26/26	
Masters	40/26/26	
7 aside	20/22/24	3 different levels

Valley District Soccer Assc.

Rules and Regulations for District Play-offs 2008

In accordance with provincial championship rules and regulations the following rules are in effect for district playoffs.

1. Duration of Play and Size of Game Ball

Age Group Size	Regulation	Overtime	Ball
Under 12	2 periods of 35 mins	2 periods of 10 mins	4
Under 14	2 periods of 40 mins	2 periods of 10 mins	5
Under 16	2 periods of 45 mins	2 periods of 15 mins	5
Under 18	2 periods of 45 mins	2 periods of 15 mins	5

Golden goal rule will be applied in overtime. That is, the team that scores the first goal in overtime will be declared the winning team.

2. Penalty Kicks

Games that are tied at the end of overtime shall be decided by kicks from the penalty area in accordance with FIFA regulations.

3. Player Eligibility

Players must play for the team for which they are registered for in accordance with the VDSA and SNS. Any team that uses a player that is not registered to that team shall be deemed to have lost that game by a 1-0 score. Players registered with teams shall be determined by info provided by the Sportsnet IT system as set up by SNS.

4. Substitutions

There shall be unlimited substitutions with a maximum of three players entering at any one time, held at the discretion of the referee.

5. Team colors

Where a conflict exists with team colors, the visiting team shall be responsible for changing colors either by changing jerseys or wearing pinnies.