



BRITISH COLUMBIA CHRISTIAN SOCCER LEAGUE

REGULATIONS
YEAR 2026



British Columbia Christian Soccer Regulations

Preamble

These Regulations shall be updated and published annually by the British Columbian Christian Soccer League (“the League”) to provide participants in the League with procedures and standards for operating the League. The Regulations have been approved and published by the Board of the League.

Part 1 - Summary

Communication

Executive Committee: info@bccsl.org

President: president@bccsl.org

Discipline Committee: discipline@bccsl.org

Registrar: registrar@bccsl.org

Scheduler: scheduler@bccsl.org

Statistician: stats@bccsl.org

Treasurer: treasurer@bccsl.org

Communications: communications@bccsl.org



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Dates - 2026

Annual General Meeting: **February 28**

Team registration due: **February 28**

League structure announced: **March 15**

Blackout date request due: **March 15**

Initial rosters due: **March 23**

Schedule release deadline: **March 23**

Mid-season transfer deadline: **May 31**

Playoffs: Quarterfinals **June 19 & 20**, Semifinals **June 29**, Finals **July 3**

Fees - 2026

1. New team registration fee: **\$50**

2. Performance Bond: **\$250**

3. Season Fees: **\$1,800**

4. Roster transfers: **\$15**

5. Regular season referee fees: **\$120/game paid by the home team (\$720 for the season)**

6. Playoff season referee fees: **\$130/game paid by both teams**

(\$120 to the referee and \$70 to each assistant referee)

Payments can be e-transferred to: treasurer@bccsl.org



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Part 2 – Registration

General Registration

To register a team in the League, all teams must inform the Executive Committee of their interest in the League prior to the team registration date.

The Executive Committee must receive a church's written pastoral consent authorizing their manager to submit and manage a team on behalf of the church.

Once a team is accepted to the League, its managers, coaches, and players require registration through the League's website. Managers will be given login information to access and update their teams roster and information in alignment with the League's Bylaws.

If a team has players under the age of nineteen (19), all managers and coaches of that team must submit their criminal record check with vulnerable sector screening to the registrar by the initial roster submission date.

Players must be at least sixteen (16) years old by December 31st of the current season's calendar year unless they have played in previous seasons and are turning fifteen (15) in the year 2026, these players are grandfathered in.

The Registrar will review and oversee the approval process for rosters on behalf of the Executive Committee. Once a participant is approved, they will be visible to managers through the League website.

Team's rosters must be submitted to the Registrar for approval by initial roster submission date unless they have received an extension from the Executive Committee.

Only approved participants will be visible on the League's website, any unapproved manager, coach, or player is unable to participate.

New Teams

New team registration includes a one-time registration fee due upon confirmed affiliation into the League as well as their performance bond.



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Existing Teams

Existing teams must pay or top up their performance bond prior to the first regular season matchday. Notice of a team's performance bond balance will be made available in the pre-season managers meeting.

Part 3 – Player Transfers

Managers and players may request mid-season transfers via written request to the registrar up until 11:59 PM on the mid-season transfer deadline date at which time rosters will be frozen. All mid-season roster additions must be submitted to the Registrar no less than forty-eight (48) hours prior to an upcoming game for the player to be eligible for approval.

Should a player under the age of nineteen (19) be transferred to a team with a manager who has not already submitted their criminal record check to the League, the roster change request as well as the manager's criminal record check must be submitted together.

Part 4 - League Structure

Regular Season

The number of teams and divisions will be determined by the Executive Committee each season based on the number of teams participating in the League. The preferred number of teams per division is seven (7).

Standings are based on regular season points with tie-breaking rules as follows:

1. Overall wins

2. Goals against

3. Head-to-head points

4. President to flip a coin



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Playoffs

Each division will hold playoffs with quarterfinals, semifinals, and finals. In a division of seven (7) teams, the top two teams in the standings will be bypassed to the semifinals.

Each round the first seed team will play against the last seed team and will be reset after each round.

All playoff games will include the addition of assistant referees. The cost of referees in quarterfinal and semifinal games will be split by the two participating teams. The cost of referees in the playoff finals will be covered by the League.

Promotion & Relegation

Where possible, promotion and relegation will be based on the previous regular season's standings. In general, the top two teams from each division will be promoted while the bottom two teams from each division will be relegated.

Teams selected for promotion and relegation are subject to change at the discretion of the Executive Committee to ensure the divisions are appropriately balanced prior to the start of each season.

Part 5 – Season Schedule

Regular season games will be scheduled between the months of March and June. Games will be scheduled on Mondays and Fridays.

For a twelve (12) game regular season, the schedule is intended to have each team play six (6) home games and six (6) away games. Due to limited field availability in some jurisdictions, some teams may have more than one home field.

All games are to be played according to the schedule issued by the League.

Each team can request one (1) blackout date prior to the blackout dates request deadline. Teams are not guaranteed their requested blackout dates.

Games will not be scheduled on Good Friday and the Friday of the Victoria Day Weekend.



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Part 6 – Game Requirements

Teams are required to show a piece of photo ID of each manager, coach, and player to the referee overseeing the match prior to each game via the League’s website.

Each team must provide numbered matching jerseys and ensure each player has matching uniforms including shorts and socks.

1. In the event of a colour conflict between teams, the home team is required to change jerseys or wear pinnies. All teams must have either a spare set of jerseys or pinnies available at every game.
2. Each player must wear appropriate cleats and shin guards.

Each team must provide one (1) game ball and two (2) corner flags at each game.

The home team manager is required to supply the game sheet. Game sheets are to be filled out by the team managers prior to each game. Managers are responsible to ensure their team’s information appears correct on the game sheet. Game sheets can be found on each team’s account page on the League’s website within twenty-four (24) hours prior to each game.

The home team manager is responsible to ensure the referee and both managers sign the game sheet after the game.

The completed game sheets must be uploaded onto the League website by the winning team within twelve (12) hours of the completed game. Managers must ensure completed game sheets uploads are legible. In the event of a tie, the home team is responsible to upload the game sheet.

Yellow and red card allocations must be recorded on the website according to the following table:

Player Receives	Website Input	Team Penalty Points
1 Yellow	1 Yellow	1
1 Red (Straight Red)	1 Red	3
2 Yellows, Resulting in 1 Red	1 Red	3
1 Yellow + 1 Red (Straight Red)	1 Yellow & 1 Red	4



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Part 7 – Forfeits

All forfeits incur a loss issued to the forfeiting team, and the winning team shall post a blank scoresheet on the website with a 3-0 win. Forfeiting teams must pay a mandatory \$50 forfeit fee to the League. Additionally, the forfeiting team must pay the referee fees unless notice is given to the Executive Committee forty-eight (48) hours prior to kickoff.

Automatic Forfeits

If a team does not play a scheduled game, they forfeit.

If a team has less than seven (7) players, they forfeit.

If an unapproved player plays in a game, the game is forfeit by the unapproved players team.

Discretionary Forfeits

If a team does not provide an adequate game ball, they may be required to forfeit at the referee's discretion.

If the home team does not provide the game sheet, they may be required to forfeit at the referee's discretion.

If a team does not have matching jerseys or uniforms, they may be required to forfeit at the referee's discretion.

If a team does not have a change of jerseys or pinnies, they may be required to forfeit at the referee's discretion.

Part 8 – Discipline

General Discipline

The Discipline Committee will handle necessary reviews on behalf of the Executive Committee. The Executive Committee may remove a team or player from the League in alignment with the League's Bylaws upon a two-thirds (2/3) vote.



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The Vice-President may, at their discretion, assign one or more independent observers to be present at a game of a team that is suspected of inappropriate conduct for which a complaint has been received.

A referee's on-field decision is final and cannot be overturned by the Executive Committee.

If a team allows an ineligible player to play during a match, the game will be forfeit and the team will be required to pay the forfeit fees. The manager will receive a three (3) game suspension and a \$50 fine.

All red card offenses must be reported within twenty-four (24) hours by each team's manager and the player who received the red card. Reports must be emailed to the Executive Committee.

All card accumulation and active suspensions carry-over into the playoff season.

Official complaints and appeals may be made in writing and submitted to the Discipline Committee for review.

All the following actions or behaviour will be carefully reviewed by the Discipline Committee: swearing, fighting, spitting, biting, deliberate intimidation (physical or verbal), disrespect, lying, and cheating.

Individual Discipline

Upon receiving a yellow card, all players, excluding goalkeepers, are suspended from play for ten (10) minutes. During a yellow card suspension, teams may continue to play with eleven (11) players.

All expenses associated with yellow and red card offences must be paid for by the League Participant and will not be withdrawn from their team's bond. A League Participant may only resume participation in the League once their fee has been paid and confirmed by the Treasurer.

1. Players receiving three (3) yellow cards are subject to a \$25 fine, a minimum of one (1) game suspension, and may be given an extended suspension at the discretion of the Discipline Committee.

2. Players receiving five (5) yellow cards are subject to a \$50 fine, a minimum of an additional one (1) game suspension, and may be given an extended suspension at the discretion of the Discipline Committee.



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3. Players receiving one (1) red card are subject to a \$50 fine, a minimum of one (1) game suspension, and may be given an extended suspension at the discretion of the Discipline Committee.

4. Players who receive two (2) red cards are subject to a \$100 fine, a minimum of three (3) game suspension, and may be given an extended suspension at the discretion of the Discipline Committee.

Team Discipline

Penalty points will be used to encourage teams to self-regulate their conduct under the following parameters:

1. Yellow card = 1 penalty point

2. Red card = 3 penalty points

The following consequences will be given to teams who receive the corresponding amount of penalty points during the regular season:

1. 15 penalty points = 3-point standings reduction

2. 18 penalty points = 5-point additional standing reduction

3. 21 penalty points = playoff removal

4. 24 penalty points = team removal



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