



RULES & REGULATIONS

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Please note that some violations or not following the proper procedure could result in the club, team or individual being issued a fine, or a suspension. Please refer to Appendix A for a list of all the fines that are issued inside the VISL.



01

General Rules & Regulations

1.1 TEAM OFFICIALS CONTACT INFORMATION

Team Officials must be properly identified and recognized by the League and up to date telephone numbers and e-mail addresses must be provided to the League before the start of the season. There should be at least two (2) contacts per team. Any changes to Team Officials contact information during the season must be forwarded to the League when those changes occur. Team Officials can add or update information via the VISL website: <http://www.visl.org/>.

1.2 REPRESENTATION AT MEETINGS

Team Officials are to attend or ensure that someone registered with their team attends all general League membership meetings called by the League. Failure to do so will result in a fine to the team for non- attendance.

Please note that an individual cannot represent more than one team at any meeting. All VISL meetings, and dates where attendance is required will be posted on the website. Currently there are meetings where attendance is mandatory: the Annual General Meeting (AGM), the Organizational Meeting and the Semi-Annual and Cup Draw Meeting in January.

Refer to the website for actual dates and times. Teams based north of the Malahat and on Saltspring Island are not required to attend these meetings but are encouraged to do so to ensure that they receive all information presented at the meeting(s). VISL will provide an electronic method of attending the meeting for those teams north of the Malahat.

1.3 TEAM/CLUB OFFICIAL AUTHORIZED TO SIGN PLAYER TRANSFER FORMS

Teams/Clubs must supply the League with the name(s) of the Club Official(s) authorized to sign a Player Transfer Form. This (these) club official(s) sign the release of the player on behalf of the Club or Team.

Incomplete Transfer Forms will not be accepted and/or processed. Emailed Transfer Forms are accepted.

1.4 INTERNATIONAL PLAYERS

Contact the League Executive Director regarding the playing/signing of international players and individuals. Refer to information from BC Soccer.

1.5 TEAM/CLUB AFFILIATION

Teams/ Clubs may affiliate with one another with the permission of the VISL. The affiliation is valid for one season only, unless specifically indicated by the League, and the request must be submitted, in writing, to the League prior to the Organizational Meeting for the upcoming playing season.

Requests, in writing, must be submitted annually for affiliations that will continue past the initial first year. The Team/Club Affiliation form found on the website must accompany each request.



1.6 DISCIPLINE AND NOTIFICATION OF SUSPENSIONS

All suspensions will be posted on the VISL website. It is the Team Officials' responsibility to check the website for any disciplinary postings and Yellow and Red Cards before the start of any game and to ensure their players are notified of their suspensions. Contact the VISL Administration for information at least forty-eight (48) hours before the next scheduled match if any discrepancies or errors have been posted. Contact the VISL Administration before your match, if your team plans to sit a player who may have additional cards not reflected on the website.

- i) If a player receives two (2) official cautions in one match and consequently is expelled the cautions shall NOT become part of the caution accumulation. The two cautions automatically constitute an expulsion. If, however, after receiving a caution, the player is subsequently expelled for any offence, punishable by expulsion, the first caution shall become part of the record.
- ii) A player who accumulates three (3) official cautions (yellow cards) within a period of one playing season shall be automatically suspended without hearing and without appeal from the player's following game within the competition in which the cautions were earned.
- iii) A player who accumulates five (5) official cautions (yellow cards) within the period of one playing season shall be assessed a one (1) game suspension which must be served in the following game within the competition in which the cautions were earned.
- iv) A player who accumulates six (6) official cautions (yellow cards) within the period of one playing season shall be assessed as a two (2) game suspension which must be served in the following games within the competition in which the cautions were earned.
- v) A player who accumulates seven (7) official cautions (yellow cards) within the period of one playing season may be required to appear before a Discipline Committee and shall be assessed a five (5) game suspension which must be served in the following games within the competition in which the cautions were earned.
- vi) A player who accumulates eight (8) or more official cautions (yellow cards) within the period of one playing season will be required to appear before a Discipline Committee.



For discipline concerning Cup play see Discipline and VISL Cup Play.

Players and Team Officials, while under suspension, must not have any contact with their team during the game (including half time) at the field of play. A suspended player or suspended Team Official shall be allowed to attend his team's games as a spectator providing, they are well clear of the team bench and technical area.

A suspended individual may participate in other BCSA sanctioned activities during the time of suspension if the VISL Discipline Committee deems the infraction leading to the suspension to be minor. Contact the VISL Administration to confirm an individual's status concerning participation. All suspensions are to be served with the team that the individual is registered with. Refer to BCSA Discipline Guidelines and Rules and Regulations via the link on the VISL website for more information: <http://www.visl.org/> and BC Soccer Bylaws.

1.7 ADDITIONAL RULES AND REGULATIONS

Any new team applying for inclusion in the VISL will be placed in the lowest Division unless specifically placed in a higher Division by the League. A Masters team applying for inclusion will be placed in the lowest Division unless a spot is available in a higher Division and no existing team wishes to take that spot. All Cup/League games will be scheduled at the discretion of the League and can be rescheduled with at least 72 hours' notice.



A team, for any reason, found responsible for a game being abandoned before its completion will be liable for the expenses of the game and subject to Disciplinary action and possible fine. When a game has been abandoned for any reason other than on a matter of discipline, before 60 minutes of play has been completed, the game shall be replayed. However, if the game has been abandoned after 60 minutes of play, then the game will be considered complete and official. If game abandonment is due to field lights turning off, and one of the teams is in control of the lights, then the opposition may request that the game be replayed. This includes Cup games.

If a Cup game is tied while in Extra Time or in Penalty Kicks and must be abandoned the game will be replayed in its entirety.

The duration of all games shall be ninety (45) minutes unless otherwise stated.

In the event of inclement weather or unless the grounds are ruled unplayable prior to the game by the appropriate authority, the teams must appear and await the decision of the Referee.

Teams proved to have played an ineligible player, as deemed by the Discipline Committee, may forfeit any points gained in the outcome of that game and the points may be awarded to their opponents. Final decision as to the outcome of the game rests with the Discipline Committee, and subject to Disciplinary action.

Every team is responsible to the League for the action of its players and Officials and is required to take all necessary precautions to prevent spectators threatening or assaulting game Officials and players during or after the conclusion of the game.

Poaching of signed players is forbidden. Any Club, team or member found guilty of poaching shall be subject to Disciplinary action by the Discipline Committee. No team may permit any player from another team to play in an exhibition or benefit game without first obtaining permission, in writing, from the team to which the player is currently registered.

Prior to the commencement of each season, every team must furnish the League Secretary with a list of all its Signing Officers, complete with addresses, phone numbers, e-mail addresses and team colours. The League must be notified, in writing, of any changes to the Signing Officers' contact information. No change in team colours may be made without the sanction of the League. A team wishing to change its name must also apply to the League for approval.

Each team shall be responsible for making sure every player is properly dressed and equipped and will be expected to do everything possible to make the game attractive from the spectator's point of view.

A registered competitive or recreational player is bound to the signing team, unless transferred or released, until the end of that team's current playing season.



A player who signs for a team in the Masters Divisions must be 35 years of age or over on or before Dec 31 of the current playing season.

U21 Players must be under the age of Twenty-one (21) prior to December 31 of the current season.

The VISL policy on games and inclement weather

- Teams are travelling during winter weather conditions, the game will continue to be played as per the schedule.
- VISL will cancel a game if the roads are closed as per the MOTi website - <https://www.drivebc.ca/> This will be the source that will be used for updates.
- Refer to section 17 in VISL Handbook to review process for game rescheduling.
- Refer to section 30 in VISL Handbook if a team decides not to move forward with playing the game.

The League may, in the absence of documented and/or established rules, make rules that apply to specific situations that may arise during the season.



02

PLAYERS &
TEAM OFFICIALS

2.1 PLAYER AND TEAM OFFICIAL ID

ID cards are required for League and VISL Cup play. ID cards issued prior to the current season are no longer valid. They must be the cards that are accessible from the team page of a team on the VISL website. ID Cards are to be produced from each individual game. An electronic ID card, via a mobile device, is acceptable via a live VISL website. **A printable set of ID Cards can only be used when the website is not operation.** Players arriving late to a game must indicate this to the referee when substituting into that game, before play resumes, so he can be checked against the submitted Team List. Referees will do this when possible. All cards must be approved and completed for check in before the 2nd half begins.

Team Lists submitted to the Referee must include first and last names of all players and Team Administrators. Team Lists are to be produced from each individual game. All players listed must have a jersey number as well. Permit players and U/21 call up players are required to produce valid electronic ID cards (via the website) when playing up.

If a player cannot produce an ID card for a match, they will not be eligible to play. If a team cannot produce either electronic ID cards or a correct Team List before a game, they are deemed to have forfeited the match and a fine may be levied. A player cannot be registered without an uploaded photo.

Please note that ID cards are mandatory for those teams that continue to play the Provincial Cup. Electronic versions are allowed.

TEAM CAPTAINS

Change for the 2025/26 Season

Effective for the 2025/26 season the VISL will implement a new League Rule regarding Team Captains. As was done in other professional leagues throughout the world, VISL will be implementing a rule that only the captain is allowed to approach the referee for discussion regarding incidents during the game. See below for the guidelines based on IFAB wording.

Despite the expectations underpinning Law 5, decisions by referees and other match officials are regularly subjected to verbal and/or physical dissent and sometimes result in players running at the referee and surrounding or mobbing them. This behaviour shows a lack of respect for the referee, harms the image of the game and can be intimidating and upsetting. It is a common reason given by match officials for resigning. Action is needed to reduce such behaviour and to protect referees.

Communication between the referee and players is important, and where a player oversteps acceptable levels of verbal communication, the referee already has the power to caution (YC) or send off (RC) the offender.

The emphasis of this protocol is on stopping players physically approaching the referee, as this can be very intimidating, especially when a number of players are involved and get very close to and/or surround the referee.



This intimidation may be prevented by creating a secure and calm zone around the referee which can only be entered by each team's captain.

Creating a captain-only zone will focus responsibility on the captain to encourage their team-mates to behave appropriately. The captain will be able to approach the referee but must take responsibility for helping ensure that their team-mates respect the captain-only zone.

The protocol outlined below will be trialed with the aim of protecting referees and the game's image, whilst also assigning greater responsibility to the captain.

Team Captains must be identified by an arm band showing the Captain status of the player. If the captain is substituted during the match, the captain's armband must be passed to one of the players on the field of play.

Violations of this rule, will be managed at the discretion of the referee during the match in terms of issuing discipline by issuing a Yellow or Red Card. The first course of action for the referee will be verbal discussion with the players and issue a warning they are to step away, and the captain may approach.

2.2 CRIMINAL RECORD CHECKS (CRC'S) AND PARENT LIABILITY

All teams with youth players (under 19) and/or permitted youth players need a parental liability form on file with the VISL. These are completed at time of registration and built into the registration process.

All team administration, which have youth registered or permitted youth players, require a VISL sanctioned CRC on file - this CRC covers Youth and Vulnerable adults. All staff that will be with players under the age of 19 must complete the "Rule of Two" course and all Risk Management courses required by BC Soccer and the CSA.

All forms and links to the required courses are available on the website.

The VISL accepts BC Ministry of Justice or Municipal Police Detachment CRCs only

Any team that uses youth players through registration for Permit that has not completed the Youth requirements noted above, will not be eligible to play their game with those youth players. Any Team caught using youth players without the required courses completed and has played a game, will result in a forfeit of the game, as well as a fine, and possible suspension from the league
Course to be completed

- Rule of 2
- SafeSport
- Criminal Record Check
- Signed Parent release form



2.3 GAME MVP REPORTING - HOME TEAMS TO SELECT AND REPORT

Home teams are to select and report one (1) game MVP from EACH team to their appropriate Divisional Liaison by 5.30 PM on Sundays. For late Sunday games the information must be submitted no later than Sunday night.

All information is to be completed using the Online Form on the website.

Division 1 teams are required to submit this information no later than one (1) hour after the game has ended, regardless of the day or time the game took place. Division 1 teams also report one (1) Rookie MVP from EACH team.

2.4 PLAYER AND TEAM OFFICIAL SUSPENSIONS

All suspensions will be posted on the VISL website, which is adequate notice of suspension under BCSA Guidelines. A player, individual or Team Official may choose to accept the posted suspension (Discipline by Review) or request a Hearing (Discipline by Committee) to appeal the length of the posted suspension. Those wishing to appeal MUST contact the Discipline Chair to arrange a Hearing within 48 hours of the suspension being posted.

Note: if a Hearing is requested and the applicant fails to attend the Hearing scheduled by the League as per the request, or does not provide a minimum of 24 hours' notice that they have rescinded the request or otherwise cannot attend the Hearing, the applicant may, at the discretion of the League, be liable for any costs associated with the scheduling of the Hearing, may receive additional sanctions, and may be levied a fine in the an amount to be determined by the League.

At the Hearing a player or Team Official may present any evidence or information concerning the incident in question. Should the suspended player or Team Official not be satisfied with the outcome of the Hearing then the decision can be appealed to BCSA's Appeal Committee, provided the appeal is accompanied by a cheque or money order in the amount of \$500.00 plus tax payable to British Columbia Soccer Association. Contact and appeal information for BCSA will be provided at the Hearing.

Any player under the age of 19 must be accompanied by an adult.

If a player, individual or Team Official does not attend a requested scheduled Hearing then the original posted suspension will stand. A player, individual or Team Official may request, in writing, that they be granted a Hearing at any time during their suspension. The request should be directed to the VISL Discipline Chair. Hearings may be conducted via e-mail or waived.

Players, individuals or Team Officials who are required to attend a Hearing for incidents deemed serious by the Discipline Committee are suspended from all Soccer related activity until they attend a Hearing.



After missing the automatic one (1) game suspension a player or Team Official may request a stay of the suspension to participate in the next scheduled game(s) until the next scheduled Hearing is held. The request must be in writing and should be forwarded to the Discipline Chair. A stay will not be granted if a Hearing is scheduled before their next game is to be played. No more than one (1) stay will be granted per suspension. Refer to BCSA Discipline Guidelines and Rules and Regulations via the link on the VISL website for more information: <http://www.visl.org/> and BC Soccer Bylaws.

Suspensions, from either a red card or an accumulation of Yellow cards, shall be carried over from one season to the next if not served prior to the completion of the season in which it was issued.

2.5 UNIFORMS

All teams are required to wear their Primary uniforms/strip for all games. If a team wishes to wear an alternate kit, then they must contact the opposing team no later than 72 hours prior to game time. Home teams are required to have a second strip available for all home games should there be a conflict in Primary uniforms. If a Home team wishes to use an alternate kit, it must not clash with the visiting team's kit.

For Division 1 & 2, all players must wear the same kit, this includes Socks, Shorts, Top. No alternatives will be allowed. During the referee inspection, if a player is seen to be not in the same kit as their team, they will be asked to change. If the player refuses to change or cannot change, they will not be permitted to play until they have changed.

2.6 INTER-LEAGUE PERMITS

Permits for Lower Island or Upper Island Youth players brought up to play for Senior Clubs must be approved by the player's coach, and releasing Association. Permits are available on the VISL website and processed via the VISL. Read the instructions on the Permit completely before submitting. There is no charge for these permits. While the rules allow Youth players to play an unlimited number of games for senior teams, please keep in mind that a Youth player's first responsibility is to their youth team and their safety and health should be the first consideration. A limit of three (3) Youth players may be brought up to play in regular season games except in the case of permits for U21 teams.

Youth call-ups for VISL Cup games are limited to three (3) per game as well. All Lower Island and Upper Island Youth players must be registered in the VISL Youth Pool 24 hours prior to the scheduled game. Contact the League for information regarding youth permits for Provincial Cup play.

The applicant, and all other Team Officials, must have a Criminal Record Check (Youth & Vulnerable Adult) on file with the VISL to call up a Youth player and is also responsible for the Youth player at the League sanctioned event/game listed on the permit.



Please note that all Inter-League permits for League games are to be completed electronically via the website. There is a "backup" form that is to be used for games when the website is non- operational. Make sure to have some of the backup forms printed off in advance. Forms can then be submitted post-game when the website is back up and running.

2.7 INTRA-LEAGUE PERMITS

Any Club with more than one (1) team in the League may, on a form provided, bring up players from a lower Division team. Any Club team using a player from one of their lower Division teams must ensure that the appropriate permit is completed and handed to the Game Official before the start of the game.

The player must be on the team list, but the form is not necessary if submitted online. The player's ID card must be provided along with the permit. Failure to do so may result in disciplinary action against that team and/or the player involved.

A player is allowed to play five (5) games, per team, in higher Divisions per season. For example: a Division 4 player may play up for five (5) games for Division 3 team and five (5) games up for their Division 2 team. After playing up for five (5) games the player will be required to transfer before they can play again in the higher Division.

There are no Intra-Club permits allowed in any Cup games (McGavin Cup exempt).

U-21 Graduate players may play up for any team or Club in the VISL. The U-21 player's ID card must be provided along with the permit. U-21 Graduate players are not available to play in the Masters Divisions or in higher Division VISL Cup play.

Please note that all Intra-League permits for League games are to be completed electronically via the website. There is a "backup" form that is to be used when the website is non-operational. Make sure to have some of the backup forms printed off in advance. Forms can then be submitted post-game when the website is back up and running.

There is no restriction as to the number of call-ups per game a team may use (other than the maximum of three (3) U-18 Youth players).



2.8 TEAM OFFICIALS' RESPONSIBILITIES

Ensure players follow current FIFA Guidelines regarding player dress and equipment. The Home team is to have an alternate uniform available if requested by the Referee. Failure to have an alternate uniform may result in a minimum fine

Team Lists and ID cards must be ready and available to the game officials at least 15 minutes prior to kick off.

All teams must have two quality League approved game balls, properly inflated, ready always even if you are not designated as the Home team. Failure to provide two (2) League sanctioned game balls, either by the Home or Visiting team, will result in sanctions.

Each team must have two corner flags and a net available for each game. It is important that the nets, corner flags and game balls are ready at least 15 minutes before game time for the Game Officials to inspect the field and consequently start the match.

*****New for 2025/26 season- for all divisions from Division 3 to Division 5, the home team is required to provide TWO Nets for the goals, as well as all FOUR corner flags. The nets and flags are to be installed no later than 15 min before kick-off to ensure the referee can check for safety. If the home team does not have 2 nets and 4 corner flags in their possession, the league requires the home team to contact the visiting team to provide.**

The 2025/26 season will conduct a grace period for this new change. This will be implemented as a League rule for ALL divisions for the 2026/27 season.

If you are playing on a field that has portable goals, ensure that they are secure. If a Game Official does not allow a game to be played because the goals are not secured, the Home team will be disciplined by the League.

Nets and corner flags for games played on turf fields are to be provided by the Home team except for some turf fields, where corner flags are not available. Divisions 1 and 2 Team Officials are reminded that they are to provide four (4) flags, both nets AND change room facilities for each home game (other than at Royal Athletic Park). Change room facilities must be located within a ten (10) minute drive from the game location. Failure to provide the above may result in a fine being levied by the League.

Note: it is illegal to drink alcohol, smoke or ingest marijuana, or smoke cigarettes in or around any change room facility or park. It is incumbent upon teams to be respectful of these rules when visiting a facility as the Away team and it is the responsibility of Home teams to ensure that all teams are aware of these rules as well as the guidelines for their own facility. Failure to abide by these rules may lead to disciplinary action being levied by the League, which could include fines and/or suspension of change room privileges for future games. These rules apply to ALL VISL teams, regardless of Division.



Be prepared to supply a person to act as an Assistant Referee. Teams that do not provide an Assistant Referee due to a lack of available individuals (eleven or less players/coaching staff attending the match) may be exempted from paying the fine at the League's discretion.

Should the scheduled Referee not show up for a match it is the responsibility of the Home team to provide one as the game must be played as scheduled. This substitute Referee is not required to have a valid Referee ticket. Failure of the Home team to provide a Referee will result in forfeiture of the match if the game is not played.

Team Officials from Divisions 1 and 2 whose teams are scheduled at Topaz/Blanshard/Finlayson must pick up the dressing room keys from League Officials. The keys must be returned following the game, or the team will be subject to the cost of replacing the keys as charged by the City of Victoria. You must also ensure that the dressing rooms are left in an acceptable condition and that they are locked after you have finished. Failure to do so may result in your team being required to pay for any damage and loss of dressing room privileges.



03

LEAGUES

3.1 VISL CUP RULES

All Cup play will be played under BCSA Cup rules unless otherwise indicated by the League. The Cup formats will either be single knockout or Round Robin as determined by the League. In the event of Round Robin Play when teams are tied at the end of regulation time, that score will be the result of that game. In the event of teams being tied for points at the end of Round Robin play, goals for/against will be the deciding factor in declaring the winner, followed by most wins and then head-to-head play. In the event of a single game knock out format, when two teams are tied at the end of regulation time, two 15-minute periods will be added as extra time. If both teams are still tied after the extra time, then Penalty Kicks as per FIFA rule will decide the winner of that game. All Cup Final games will be single game knock-out format.

3.2 VISL CUP REGULATIONS

Teams must confirm participation in VISL Cup play no later than the Semi Annual & Cup Draw Meeting. Once a team has confirmed participation that team becomes committed to playing any scheduled games. Withdrawal prior to a match being played or forfeiture of any scheduled Cup game will draw a minimum fine of \$250.00.

U-21 and Intra-Club permits are not allowed in any Cup completion. For Youth (U-18) players, call ups for VISL Cup games are limited to three (3) per game.

3.3 SUBSTITUTIONS

In Divisions 1 and 2, the substituting player(s) must take a completed VISL Substitution Slip(s) to the near-sideline Official, who will signal the Referee for approval of the player(s) to enter the field of play. The player(s) will remain at the sideline until such approval has been given.

Five (5) substitutions may be made during play; however unlimited substitutions may be made at half time over and above the five (5) mandated. Unlimited additional substitutions may also be made at the end of regulation time if a match goes into 2 x 15" Extra Time periods.

In all other Divisions substitution forms are not required. The substitute player(s) must remain on the sideline until play is stopped, and they are signaled by the Referee to enter the field of play.

3.4 FINES FOR RED CARDS

Players or Team Officials could be subject to fine at the discretion of the VISL and will receive notice of any fines due in writing. These fines are also applicable to suspensions for accumulations of yellow and red cards. Payment of fines must be made before an individual is eligible to resume play, even if their suspension has been served in full. Payments of fines can be made via the on-line payment provider on the website. If there are any questions, please contact the VISL Admin.



Guidelines for fines can be found in Appendix A.

Players or Team Officials who participate in games after their suspension is served but before payment is made will be liable for further disciplinary action that will include an added suspension and fine. This could also include forfeiture of the game in which the players played in.

3.5 LEAGUE FINES

Fines are levied at the discretion of the League and fine amounts may be adjusted throughout the season. Please see Appendix A for fine information.

3.6 PROCEDURE FOR RESCHEDULING/POSTPONEMENT OF A GAME BY REQUEST

When a team wishes to reschedule a game, the procedure is as follows:

Team Officials must contact the opposing team and reach an agreement with that team to reschedule/postpone the game. Both teams must agree on a new time, date and location for the game to be played. Once the agreement has been reached the Executive Director must be notified of the proposed change for approval.

If both teams cannot agree on a new time, date and location then the game will be played as originally scheduled. A team is under no obligation to accommodate a change request from the opposing team. If, for any reason, the scheduled game is not played the VISL has the discretion to deem the game as a forfeit by the team causing the game not being played and levy a fine against that team. This fine must be paid before the VISL Semi Annual/Cup Draw Meeting. Teams forfeiting games after the Semi-Annual Meeting are required to pay before a designated time frame to be indicated by the League.

Failure to pay by the League imposed due date will result in forfeiting the next game, which will result in two forfeited games in one season and the team will automatically be suspended for the remainder of the season.

No requests for rescheduling will be considered or granted within 96 hours (4 days) of the original scheduled game time, date and location unless the field is closed, or if extenuating circumstances (force majeure, death of a member, ferry cancellation etc.) apply. This includes change of time, location, and playing surface. Contact the League Executive Director for more information.

The VISL Executive reserves the right to reschedule any game at its discretion provided 72 hours' notice is given to the teams involved. It will be the responsibility of the league to contact the teams involved and ensure there are clear details about the change prior to posting the adjusted time, date and location.



If 30 days' notice of a requested game change is received by the League, in writing, then the game may be unilaterally rescheduled at the discretion of the Scheduler without the opposing team being consulted. Contact the League for more information. Please note that postponing/rescheduling games may result in teams playing two games on a weekend later in the season to ensure schedules are completed.

3.7 PROMOTION AND RELEGATION

The team having the greatest number of points at the conclusion of the schedule shall be the Division champion. The system of counting points shall be three (3) points for win, one (1) point for a draw. In the event of two (or more) teams being tied on points, the standings will be decided by the following criteria:

1. Wins
2. Head-to-Head wins
3. Head-to-Head Goal Differential
4. FIFA Fair Play Tie Breaker*
5. Coin Toss

***Each team begins with zero points and loss points for each carded foul given by a referee. Teams lose:

- One point for each yellow card
- Three points for each secondary yellow that leads to a red card
- Four points for a straight red card
- Five points for a yellow card and straight red card

At the end of the season the League totals the number of points each team has lost, and the one with the fewest violations wins the tiebreaker.

Division champions are required to advance to the higher Division for the following season two (2) exceptions:

1. Division champions that are part of a Club that already have a team in the higher Division may decline promotion based on their Club's policy, and
2. Teams in the Masters Divisions are not required to advance to a higher Masters Division.

DIVISION 1:

The bottom two (2) teams to be relegated each season.

DIVISION 2:

The top two (2) teams are to be promoted to Division 1 for the next season. The bottom two (2) teams are to be relegated to Division 3.

The 2nd place team in Division 2 is not required to advance to Division 1 for the following season and may elect to remain in Division 2.

On notification to the League of the decision not to advance on promotion, a play-off game(s) will/may be arranged to determine the Division standings for the following season.



The first eligible team(s) who are willing to advance, being no lower than fourth (4th) place in Division 2, will play the 9th (or 10th) place team in Division 1, in a promotion/relegation game with the winner to advance to Division 1 for the next season.

Teams will not be permitted to use players other than those properly registered to that team at the close of the League schedule.

Standard Cup rules will be in effect. Youth players are not eligible to play in Promotion/Relegation games.

DIVISION 3:

The top two (2) teams are to be promoted to Division 2 for the next season. The bottom two (2) teams are to be relegated to Division 4. The 2nd place team in Division 3 is not required to advance to Division 2 for the following season and may elect to remain in Division 2.

DIVISION 4:

The top two (2) teams are to be promoted to Division 3 for the next season. The bottom two (2) teams to be relegated to Division 5. The 2nd place team in Division 4 is not required to advance to Division 3 for the following season and may elect to remain in Division 4.

DIVISION 5:

The top two (2) teams are to be promoted to Division 4 for the next season.

MASTERS DIVISIONS:

Divisional structure will be determined at the start of each season. Winners of B or C Divisions are not required to advance to a higher division. The 2nd place team in Masters B or C is not required to advance.

045 DIVISION: *New for 2025/26 season*****

For seasons where the league has teams applying to play in the 045 league, these teams will be allocated games in the Masters Divisions, if there are less than six over-45 teams submitted.

If there are 6 or more teams, VISL will create a 045 schedule for these teams, which MAY also include games in the Masters A, B or C Divisions.

Teams (in any Division) not wishing to be promoted must notify the League in writing no later than one (1) week after the completion of the League. If notification is not received within the one (1) week time period teams will be deemed to be promoted.

A vacant spot in a higher Division may be claimed by any team provided all other teams that finished higher in the standings have refused promotion.

THERE IS NO PROMOTION/RELEGATION IN THE U-21 DIVISION.



3.8 DEFAULTS AND RESIGNING FROM THE LEAGUE

Any team defaulting (forfeiting) two (2) games during the League schedule shall be automatically suspended from the League and its points expunged from the record book. The team will automatically be relegated to the division below.

A team is a member of the VISL once their initial deposit has been accepted by the League. In the event of a team formally resigning from the League after being accepted as a member, the team's points shall be expunged from the record book. A team that has resigned may re-apply for entry into the League in the lowest Division should a spot be available. If a team that has been accepted as a member resigns before any games are scheduled, or after games are scheduled but before games commence, they may re-apply for entry into the League in the lowest Division should a spot be available.



04

FIELD RULES & FORFEITS

4.1 FIELD RULES

Only one (1) Team Official may enter the field of play when called by the Referee. Injured players must be treated off the field of play if possible. All trainers and substitutes must place themselves on the benches when supplied. If benches are not supplied, then they must remain at least ten (10) feet from the field of play. This will be designated as the Technical Area.

4.2 FORFEITS

Any team responsible for defaulting or forfeiting a game shall be subject to a fine as determined by the League

Note: the forfeiting team will also be responsible for paying any costs related to the game forfeiture - i.e. field costs, game official's fees, permits etc.

When notice of game forfeiture has been received, and the game in question would have subsequently been postponed due to inclement weather, the game will be rescheduled. No forfeiture will have taken place in this circumstance. If less than 24 hours' notice of forfeiture (from scheduled game time) is given, the forfeiting team is liable for associated game costs such as Referees, field fees etc. These costs will be determined by the League.

The non-forfeiting team shall be awarded a 3-0 victory in the match. If the game was underway when the forfeiture occurred, the game result will be either the score at the time the game ceased or 3-0, whichever score is greater and in favour of the non-forfeiting team.

Note: Individuals that are suspended will not be credited with a game served if their team caused the forfeit. Individuals that are suspended will be credited with a game served if their team did not cause the forfeit.

4.3 PROTESTS

All protests of game results must be in writing and received by the League Executive Director or Discipline Chair within forty-eight (48) hours of the conclusion of the game. A cheque/e-transfer/cash in the amount of two hundred and fifty dollars (\$250.00) must accompany the protest. Protests may be e-mailed to the VISL as long as the \$250.00 fee is received by the League within the stipulated time frame. Contact the VISL for more information. The fee will be refunded if the protest is successful.



05

REGISTRATION

5.1 ONLINE REGISTRATION

Online Player and Team Administration Registration are available through the league website at <http://www.visl.org>. A team is allotted the equivalent of nineteen (19) registration forms and the appropriate form fee per player will be added on to their League Fees for the season. The league supplies nineteen (19) numbers (spots) to be applied for the players that are being registered.

Numbers are pre-assigned by the League and are not transferable to any other players or teams. Additional spots may be purchased from the League at the appropriate cost per form. Additional over quota spots purchased remain with the team if a player chooses to transfer. Contact League Administration (admin@visl.org) for details.

Players must be registered seven (7) days before taking part in any Cup competition and shall be allowed to take part in any League game twenty-four (24) hours after being duly registered manually, or by midnight before game day via on-line registration.

Note: All Cup Rules from BC Soccer or the CSA supersede League rules. No player will be eligible to take part in any cup competition after the deadlines posted by BC Soccer, and the 7 days rule above DOES NOT apply, as BC Soccer rules supersede this.

Duly registered means that:

- **Payment is received 24 hours in advance**
- **Payment is received seven (7) days before the game day for Cup games**
- **Payment cannot be made on game day.**

A registered player is bound to the signing team, unless transferred or released, until the end of that team's current playing season.

Prior to the start of the season the VISL will open the league for registration for all teams and complete a fee schedule. Each team will be required to provide a deposit by the registration deadline, and prior to the scheduling of games. Each registered team must pay its fees indicated in the fee schedule or be subject to potential de-registration.

Should the league schedule be disrupted, there is overpayment, or there is another reason why a team is owed money then the VISL will reimburse the party (team or club) that paid the fee. In a normal season refunds are expected to be rare and credits for the next season are preferred.

If there is a significant disruption to the season as determined by the Board of Directors, then the VISL will refund the amount of the fees paid subtracted by the estimated and apportioned fixed and variable costs that the league has or will incur. Variable costs typically include games costs (fields/referees), league operation costs, and office administration. Fixed costs typically include Executive Director compensation, BC Soccer Registration, website, insurance, and equipment.



5.2 MANUAL REGISTRATION

Manual Registration is no longer available; all registration must be done online. Refer to section 5 above for details.

5.3 TRANSFER OF PLAYERS

Players may be transferred on the appropriate Application to Transfer Form, on or before January 15th of each year. Forms are to be received, accompanied by the appropriate Transfer Fee per form (see Appendix A), by the League's Administrator or designated before a player is eligible to play for a new team.

The Transfer Form is to be signed by three people: the player to be transferred on behalf of themselves, the releasing Team Official authorizing the transfer on behalf of the team and an authorized Team Official authorizing the transfer on behalf of the accepting team. A player transfer will be refused if a player is indebted in any way or forms the team the player transfers from. Proof of such a debt must be provided to the League to refuse the transfer. A player must be transferred to a minimum of twenty-four (24) hours before being eligible to play for his new team in League play and seven (7) days before Cup play. A transferred player must wait a minimum of thirty (30) days before transferring back to his original team.

All transfers shall be in accordance with BCSA regulations, after being approved by the VISL. **If a team has used all their allotted registration spots, additional spots will need to be purchased for transferred in players, see Appendix B for transfer fee.**

A transferred competitive or recreational player is not eligible to play for the team to which the transfer has been granted in any Cup competition in which he has already competed during the current season

5.4 TEAM LIST

Two (2) Team Lists must be filled out and handed in to the Game Official before the commencement of the game. The two (2) Team Lists must be computer generated and signed by the Team Official responsible for that game. Only eligible players are allowed to participate in VISL scheduled soccer games. Both Team Lists must contain the following information:

- First and last name of all registered players for that team
- First and last name of all Team Officials
- Position of Team Official
- Division 1 Rookie players identified with initials RP
- Suspended players' names crossed off and clearly marked as suspended
- Permit players clearly indicated as such
- Permits, 2 copies per player, for player call ups from lower Divisions to accompany the Team Lists.

If submitted online, paper copies are not necessary.



Failure to submit complete and accurate Team Lists may result in a fine (see Appendix A). Team Officials of teams that play at any Cup Final, must hand in a copy of the Team List to the announcer's booth 30 minutes before the start of the game, clearly identifying the player's names and numbers, goalkeeper(s), Team Officials and/or training staff. It is the responsibility of a team who requires a copy of the opposing team's Team List to request such information from the referee or opposing team manager.

Please note: Team Officials names and positions must be included on the team List.



06

CUP PLAY

6.1 SCHEDULING OF VISL CUP GAMES

After the Cup Draw, the top team listed on the official Cup bracket is deemed to be the Home Team.

Teams are required to schedule their own fields (if they have one) for all rounds leading up to the Finals of Cup play. If teams do not have control of their own field, the VISL will schedule a game time for them.

Teams must schedule and communicate the time, date and location of the game to the VISL by Monday at 12 noon of that week leading up to the game. If the game details are not submitted to the VISL by Monday at 12 noon, the Away team will become the Home team and is given the option of scheduling the game.

The home team for any round of VISL Cup (except the Finals) must schedule the game for a date/time on Friday, Saturday or Sunday. Once confirmed with VISL, the schedule will not be changed unless otherwise agreed to by both teams, and/ or deemed necessary by VISL. Fields should be scheduled for three hours per game to allow for Penalty Kicks.

6.2 MCGAVIN CUP

Any team registered in the VISL, in any Division, may participate in the McGavin Cup, except for the top four (4) teams in Division 1 (as determined by the previous years' standings). The tournament will be single knock-out and all VISL Cup rules will be in effect with the following exceptions:

- Players may be called up on permit but are then Cup tied to that team. Duration of the game may be less than ninety (90) minutes due to lighting issues.
- Fines due to suspensions received in McGavin Cup play are due as specified by the Discipline Committee Chair.
- Failure to pay will result in further disciplinary action that may include League play.
- If the score is tied after ninety (90) minutes, Penalty Kicks Penalty Kicks will follow. Periods of Extra Time will not be played.

6.3 DISCIPLINE AND VISL CUP PLAY

Red cards and subsequent suspensions issued during League play do not carry over and extend into VISL Cup play unless the incident is deemed to be extreme by the Discipline Committee. Further, Red cards and subsequent suspensions issued in VISL Cup play do not carry over and extend into League play unless the incident is deemed to be extreme by the Discipline Committee. This applies to the McGavin Cup as well. Suspensions due to an accumulation of Yellow cards are to be served in the competition that they were issued, either League play or Cup play, and do not carry over.



Players/individuals receiving a Red card during VISL Cup play must attend a Discipline Hearing before the conclusion of the season that the Red card was issued in. Failure to attend a Hearing will result in that player/individual being suspended from League and Cup play at the commencement of the following season.

During VISL Cup play an accumulation of two (2) Yellow cards will result in a one (1) game automatic suspension as per BCSC Cup rules. An accumulation of three (3) Yellow cards will result in a further one (1) game suspension. An accumulation of five (5) Yellow cards will result in an additional one (1) game suspension. These suspensions will apply to VISL Cup competition only. In general, BCSC Cup rules are followed regarding Discipline in VISL Cup competition.

Yellow card accumulations are expunged once the semifinal Cup play is complete. This ensures that players do not potentially miss a Cup final due to accumulation of Yellow cards.

Fines for Red cards in VISL Cup play are in effect and follow normal Discipline policy. However, all fines incurred from Red cards in VISL Cup play must be paid as specified by the Executive Director. Players will be suspended from League and Cup play at the start of the season until payment has been received. Questions and concerns should be directed to the VISL Executive Director.

Suspensions, from either a Red card or an accumulation of Yellow cards, shall be carried over from one season to the next if not served prior to the completion of the season in which it was issued.

***NOTE* Fines and fees due from an individual must be paid by the deadline stipulated by the League. Failure to make payment will result in the individual's team being asked to pay the fine.**

If the fine is still not paid then both the individual and the team will be considered to be Members not in good standing. The Club (if existing) will be asked to pay the outstanding monies owed.

Failure of the Club to pay by the deadline will put the Club in member not in good standing distinction. Members not in good standing have no voting rights at League meetings.

6.4 PROVINCIAL REGULATIONS

Teams must confirm participation in Provincial Cup play before the VISL Cup Draw. Once a team has confirmed participation that team becomes committed to playing any scheduled games. Any withdrawal prior to a match being played or forfeiture of any scheduled Cup game will draw a minimum fine of \$1,000.00.



6.5 PROVINCIAL CUP SEEDING

VISL Provincial Cup spot allocations differ depending on the Cup (A, B, Masters A and B, or U-21) and may vary from season to season. Spot allocation for VISL teams in Provincial Cup play is as follows;

- i) **1st Spot** - Division Winner (considered the VISL seed if Provincial Cup allows seeding)
- ii) **2nd Spot** - VISL Cup Winner - if duplicate then next highest placed team in Division, taking into account placement for the 3rd and 4th spots.
- iii) **3rd Spot** - Divisional Runner-Up - if same as Cup Winner, then next highest placed team in the Division
- iv) **4th Spot** - VISL Cup Runner-Up - if duplication of above then next highest placed team in the Division

Additional spots - next highest ranked Divisional teams (in the highest Division)

For Masters Provincial Cup allocation, the VISL treats all Masters Teams as being in one Division

Procedures will be reviewed at the start of each season to consider Provincial allocations and changes/alterations/anomalies in VISL Divisional structure. Teams will be informed of allocations and structure prior to the commencement of the season and/or when notified by BC Soccer.



A

APPENDIX

FINE STRUCTURE

Fines will be issued at the discretion of the V/SL board. Teams will receive appropriate warnings for any violations before Fines are issued. Fines will be issued for consistent abuse or neglect of the Rules and Regulations.

Failure to attend mandatory VISL meeting	\$50.00
Failure to submit timely and complete/accurate game MVP/Rookie information by the home team	\$50.00
Failure to submit accurate and complete Team List or VISL Sub Slip to referee	\$50.00
Failure of Home team to provide alternate uniforms if requested by the referee	\$100.00
Failure of Division 1 and 2 Home team to provide change room facilities	\$100.00
Failure of Division 1 and 2 Home team to provide two (2) nets	\$50.00
Failure of Division 1 and 2 Home team to provide four (4) corner flags	\$50.00
Failure of Division 1 and 2 Home team to provide four (4) corner flags	\$50.00
Failure of any team (other than divisions 1 and 2) to provide two (2) corner flags	\$50.00
Failure of Home team to provide two (2) League approved game quality soccer	\$50.00
Failure of Visiting team to provide two (2) League approved game quality soccer balls	\$50.00
Changing match field surface within the 96-hour timeline	\$50.00
CRC infractions	\$50.00
Mismatched uniforms	\$50.00
No numbers on jerseys	\$50.00
No League approved uniforms (including, but not limited to, the primary uniforms listed on website)	\$100.00
Failure to provide an Assistant Referee when requested	\$50.00

Game forfeiture Nanaimo and south - \$250.000 - \$125.00 of the fine is disbursed to the non-forfeiting team
Game forfeiture in Saltspring and Penelakut - \$500.00 - \$250.00 on the fine is disbursed to the non-forfeiting team
Game forfeiture north of Nanaimo - \$1000- \$750.00 of fine is disbursed to the non-forfeiting team
Game forfeiture in Powell River - \$1500.00 - \$1250.00 of fine is disbursed to the non-forfeiting team

Fine amounts apply to non-Victoria based teams on an equal basis as those indicated above.

*To ensure payments are processed in time for game play, please ensure they are submitted 24 hours prior to scheduled game



B

APPENDIX

FEE STRUCTURE

Below is an outline of some fees inside the VISL. Please note these fees are subject to change at any time, and the VISL will do its best to notify the membership of any such changes.

Player Transfer fee	\$25.00
Additional Team Rosters - per player fee (\$41 BC Soccer; \$25 VISL Admin)	\$75.00
Team / Staff not completed required youth course for allowing youth to permit or play	\$500.00

