

**2023-24**

# **Pacific Adult Soccer League Bylaws**

The Pacific Adult Soccer League was formed in 2004 and is exclusively governed by RG Sports & Entertainment.  
(GSL Holdings)

We strive to offer indoor soccer for all skill levels, so that individuals may come and enjoy themselves at Kelowna's Premier Sports Complex.



**4105 Gordon Drive  
Kelowna, BC**

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# 2022-23 Pacific Adult Soccer League

The League is organized to be a fun league for all players regardless of your skill level. Teams are encouraged to play, socialize, and have fun. Please have consideration for your teammates and other players.

## **1. GENERAL INFORMATION**

- 1.1. All teams must abide by the League's policies and guidelines.
- 1.2. The Pacific Adult Soccer League (PASL) abides by FIFA rules and all disciplinary actions are based on BC Soccer's policies. Please read the PASL Laws of the Game document for details on the rules followed for in game play.
- 1.3. The Capital News Centre, employees of the Capital News Centre, and the League are not responsible for any lost or stolen goods from the facility or from parked vehicles. Please avoid bringing valuables into the facility.
- 1.4. The Team Rep is responsible to ensure that all players can provide ID upon request from the Official or League representative. The Team Rep is also responsible to ensure that every player has completed their registration waivers before they play a game in the PASL.
- 1.5. Team Reps must ensure that their team is in good standing including League payments, penalty, and forfeit fees.
- 1.6. If a team fails to make their League payments the team will be withdrawn from the League and all players from the team will be suspended from participation in any of the CNC Leagues—hockey or soccer. If proof of the individual player's contributions towards the team's fees can be brought to the League Coordinator's attention alternative arrangements can be made. Once a team has been withdrawn from the League, a player can choose to contribute their portion of the League fees towards the team balance so they may be granted permission to continue participating in any of the CNC Leagues.
- 1.7. The Pacific Adult Soccer League will honour suspensions, which we have been made aware of and verified, that have been issued by any other soccer leagues that play in Canada. This includes sanctioned and non-sanctioned leagues.
- 1.8. Players who do not have a team can sign on to the League Free Agent list to enable teams to recruit them. Team Reps are encouraged to utilize the Free Agent list for spares or to recruit additional players. If a team signs a person from the Free Agent list, they are required to contact the League so that the free agent may be removed from the list. Players who are on the list that find a team must contact the League so that they may be removed from the list.
- 1.9. All rules may be adjusted by the League Coordinator without advance notice to participants.

## 2. STATISTICS

The League standings will be posted on Sportsninja. Here you will find information on team schedules, team leaders, team rosters, and individual/team stats. Standings in each division are based on *winning percentage*, not points.

## 3. JERSEYS/JERSEY CONFLICTS

- 3.1. Each team must declare their primary jersey colour to the League Coordinator at the start of the regular season. In the event of jersey conflicts the visiting team will change jerseys. There will not be spare jerseys or pinnies available from the league.
- 3.2. Teams must have numbered, same coloured uniforms. New teams will be given until the end of September to ensure that they have numbered jerseys for League play. Any team playing without numbered jerseys after Oct 30 deadline will be fined \$25 for every game they play without them. Duplicate numbers are not permitted on any set of jerseys and teams breaking the rule will be fined \$25 for each occurrence. We understand that jerseys from year to year might not be available to match directly with what a team has but jerseys must be similar.

## 4. FIRST AID/EMERGENCY SITUATIONS

- 4.1. Each team is encouraged to supply its own first aid kit. If an emergency arises please call 9-1-1. Note that the CNC address is: [4105 Gordon Drive](#).
- 4.2. The Capital News Centre is equipped with two defibrillators if needed. They are located on the north and south walls of the lobby.

## 5. PLAYER ELIGIBILITY

- 5.1. Players must be 16 years of age or older\* before they can participate in our League. (\*We do permit underage players to participate in our league if they have the proper waiver completed by their parent/guardian BEFORE they participate. This form is different from the standard league waiver form and is available at the CNC Admin office during regular business hours.)
- 5.2. Teams in the Master's Division must be the minimum age of the league before they can play. Ladies in the 30+ Division must be 30 years old before they are eligible to participate. Gentlemen in the 45+ Division must be 45 years old before they are eligible to participate and for the 55+ division they must be at least 55 years old. If a player turns of age after the season has commenced, they may participate only after they are of age. No exceptions will be made. Should a team be caught using an underage player, the Team Rep will be

suspended for 1 month, the team will be fined \$250, and the offending player will be suspended for 6 months.

- 5.3. Disputes regarding the use of illegal players must be done after the game has been played. Inform the Referee of the dispute and they will document it on the Game Sheet for the League Coordinator to deal with. If an illegal player is found, the offending team will forfeit the game and a 3-0 win will be given to the non-offending team. The offending team will be issued a \$100 fine for the infraction.
- 5.4. Pregnant females may not participate in the League. This is a safety issue and will be implemented for all Leagues at the CNC.

## **6. PLAYER REGISTRATION**

- 6.1. Team Reps are responsible for having their players complete their waivers before they participate in our League. All waivers must be completed online within the Sportninja program, by accepting the team invitation email. Teams that have players participating without completed waivers, will forfeit the game. If this happens a 2<sup>nd</sup> time, the team rep will be suspended for 1 game. Players under the age of 19 must complete an additional paper waiver that is signed by a parent or guardian before they play.

## **7. GAME SCORE SHEETS**

- 7.1. Teams may have a maximum of two coaches on their bench. The coaches must be over the age of 19 and must have completed the online waivers before the game.
- 7.2. Team Reps will be responsible for having each player initial beside their name on the game sheet before every game. This is to confirm the players present for the game as well as acknowledgement by the player of their knowledge of the waiver on the game sheet.
- 7.3. All teams MUST fill out a game roster sheet for each game. Game roster sheets must be handed to the referee filled out with names and jersey numbers at the start of warm up and must match what you have signed in for SportNinja.
- 7.4. Players must be registered and accepted on the team and listed on the Sportninja app, If they are not listed on the app roster the player will not be allowed to play that game.
- 7.5. It is the Team Rep's responsibility to ensure that the game sheet correctly reflects who played and who did not. This includes indicating who played in goal for the game.
- 7.6. You must inform the League manager of any game roster issues within 1 week of the game to have it reviewed. If a player is missing from the official game sheet and he/she was in attendance, you have 1 week to let the league manager know to have them added to the game and you must have proof of attendance.

7.7. Teams also only have 1 week to inform / protest roster issues

## 8. ROSTERS

- 8.1. Team rosters, including spares and goalkeepers, are unlimited.
- 8.2. Goalkeepers must be identified on the game sheets.
- 8.3. The League reserves the right to ID players anytime during the season and playoffs. Failure to produce ID upon request before the game will make that player ineligible to play until they show ID. If the request is made during or immediately following a game and the player does not provide ID, the offending team will forfeit the game.
- 8.4. Any point(s) scored by a player who has not initialed the Game Sheet, whose jersey number is not correctly recorded on the game sheet, or who is unidentified or not properly identified on the game sheet, will not count. This means a team who wins a game 6-5 but has 2 unidentified players score, will record a LOSS of 5-4 (for example).

## 9. PLAYOFF ELIGIBILITY

- 9.1. Players and goalkeepers in the PASL must play in eight regular season league games to qualify for playoff participation. The only exemption will be for goalkeepers, in the case of an emergency, in which case a replacement from the League may be permitted. If a player is playing for two teams, they may participate in the playoffs for both teams providing that they have played minimum 8 games for each of the teams during the regular season.
- 9.2. Goalkeeper substitutions must be approved by the League Coordinator prior to participation in any playoff game. **NEW EMERGENCY BACK UP GOALIE EXCEPTION RULE** – if you require a EBUG for playoffs, you must get league approval under these rules and you can use a goalie who has played:
  - Winter league – a Min. 4 regular season games with your team.
  - Or must be a goalie from your PASL facility in your division or a division below your current division who is playoff qualified with their team.
  - Dress a player from your team.
- 9.3.
- 9.4. Exceptions may be considered if the team rep makes a written request to the League Coordinator at least one month prior to the playoffs commencing. Any player who is looking for an exception to this rule must have participated in prior seasons in the PASL. Requests must be made in writing, and permission or denial is at the discretion of the League Coordinator.
- 9.5. Any team using an ineligible player will forfeit the game.
- 9.6. If a team wishes to protest a playoff game, it must do so in writing to the League Coordinator at the end of the game. Report your protest of ineligible player to the Referee,

and they will inform the League Coordinator who will deal with the protest.

## **10. MOVEMENT OF TEAMS**

- 10.1. The League reserves the right to move teams up/down divisions to create League parity. Movement may result in a team playing on nights different from the targeted nights for their originally registered division.
- 10.2. The playoff winner in each division will be promoted to the next division the following season, regardless of the division for which they register in the following season.
- 10.3. The League Coordinator will review division alignments based on team performances in the first half of the season. Movement of teams will be kept to a minimum.
- 10.4. Teams that finish in 1<sup>st</sup> place at the end of the regular season will be automatically promoted to the next highest division the following year.

## **11. MOVEMENT OF PLAYERS**

- 11.1. Once a player has participated with a team, they are bound to that team for the remainder of the season.
- 11.2. Should a player wish to change teams, they must get permission in writing from the Team Rep of the team they are leaving. Such information must then be forwarded to the League Coordinator for approval. This rule only applies to players wanting to transfer before the January 31<sup>st</sup> deadline.
- 11.3. No player transfers will be permitted after January 31<sup>st</sup> NO exceptions. Transfers may only occur once for an individual player per season.

## **12. PLAYERS PLAYING FOR MORE THAN ONE TEAM**

- 12.1. Players are only permitted to play for one (1) team per division in Masters divisions.
- 12.2. In Coed, Ladies, and Men's divisions players may play for two different teams, providing the teams are no more than one division apart. If your team is moved up/down, players will still be permitted to play for both teams, providing they have played for at least one game with each team before they were moved. This rule will only apply if a League has at least 3 divisions to start the season. (Div 1, Div 2, Div3)
- 12.3. Goalkeepers may play for an unlimited number of teams during the regular season. To qualify for a team in the playoffs they must play a minimum of 8 regular season games with that team.
- 12.4. If a goalkeeper plays other than goalkeeper for a team they will no longer be considered a goalkeeper for that team and will be committed to the team for whom they played out for the remainder of the regular and playoff seasons.

- 12.5. A player can play on 1 Masters team, 2 Coed teams, and 2 Men/Womens teams, as long as the other conditions are met

### **13. FORFEITS**

- 13.1. Any team that forfeits a game will have a \$200 forfeit fee added to their respective League fees. The non-offending team will receive the fine equivalent in the form of a Boomer's Gift Certificate. (On certain holidays (Thanksgiving/Easter) the League will consider waiving the forfeit fee and will advise the teams well in advance to which dates this will apply. The league must be notified in writing at least 5 days before the kickoff time in order for the fee to be waived for holiday exemptions)
- 13.2. If a team is assessed a forfeit fee, it must be paid in full before the team can participate in their next game.

### **14. TIE BREAKING PROCEDURE**

If the winning percentages are equal in the League standings at end of the season, the following tie breaking procedure will be used:

- 1) **Most Wins**
- 2) **Plus/Minus (Difference between goals for and against)**
- 3) **Least Penalty Minutes**
- 4) **Most Goals**

### **15. DISCIPLINE**

- 15.1. The PASL Discipline Board shall consist of a team rep from each division, and a representative from the league appointed referees. All suspensions will be reviewed by the League Coordinator and the suspension's length and fine amount will be determined.
- 15.2. A player receiving a second caution (yellow card) in a game will be shown a red card and be sent off the field. The player will have five (5) minutes to vacate the facility. The carded player will receive an automatic one (1) week suspension from ALL Divisions and must pay the allotted fine amount before their next game. The 2<sup>nd</sup> Yellow Card will result in a 3-minute power play of the non-offending team. A Red Card is recorded on the Game Sheet, but a 5-minute penalty will not be assessed.
- 15.3. If a player receives three cautions (yellow cards) over the course of the current season, regardless if they are with multiple teams, the player will receive a one-week suspension from all play. Any additional Yellow Cards will result in a review by the League Coordinator. Two cautions in a game that result in a Red Card does not apply to the Yellow Card count. If a player accumulates five cautions regardless of Division over the course of



the season, the player will receive a two-week suspension from all play.

- 15.4. Yellow Card suspensions **cannot** be appealed.
- 15.5. Major infractions will result in an automatic ejection (red card) and a 5-minute penalty/power play for the opposition. The player will receive an automatic suspension. The length of the suspension will be based on the Soccer BC Guidelines. Red Cards of this nature will result in suspensions from all play regardless of divisions.
- 15.6. Red Cards issued for intentional hand ball in the crease will **not** be subject to a fine. If the incident occurs in the last ten (10) minutes of the contest, the offending player will be ejected for the remainder of the game. The player will be suspended for an additional game as well.
- 15.7. Red Card suspensions may be appealed. See section 18. if the following procedure is met:
  - 1) The team posts a \$100 Appeal Fee. This fee will be returned in full if the suspension is overturned or reduced.
  - 2) The Team Rep contacts the League Coordinator IN WRITING within 72 hours of the incident. The Team Rep will state why the suspension should be reduced/overturned.
  - 3) The team is in good financial standing with the PASL League.

## **16. SUSPENSIONS/FINES/PENALTIES**

- 16.1. The League Coordinator will handle all minor suspensions. Any major suspension will be handled by the PASL Board and reviewed by the League Coordinator. The League Coordinator has the final decision on all discipline decisions.
- 16.2. Only Team Reps may contact the League Coordinator if clarification regarding discipline decisions is required.
- 16.3. Teams will not be contacted regarding suspensions, all suspensions will be available through the League stats page.
- 16.4. All fines must be **paid in full prior** to the offending team participating in any League games. It is the offending team's responsibility to ensure the fine is paid.
- 16.5. Any players, spectators, coaches or others that engage in verbal abuse against Officials will be ejected from the game and will have five (5) minutes to leave the facility. Participants will be issued a Red Card and the suspension time will be reviewed and determined according to the League Coordinator.
- 16.6. Any intentional physical contact with a Referee or CNC employee can result in a ban from participating in any sport League at the CNC and criminal charges could be laid.
- 16.7. If a player spits, blows their nose, or intentionally brings water on the field, the player will be issued a Red Card, ejected from the game, and levied a \$100 fine. The team will be given a 5-minute penalty. This is to protect the surface and to cover the cost cleaning the surface.

Goalies are permitted to have water bottles in the net, it is recommended that they place them on the metal bracket on and not on the turf playing surface.

- 16.8. Verbal Dissent towards Officials will not be tolerated at any time. Players who violate this rule will be subject to a Yellow Card and an **automatic \$25 fine for the first offence**. Each additional offence will increase by \$25. (1<sup>st</sup> offence - \$25, 2<sup>nd</sup> offence \$50, 3<sup>rd</sup> offence \$75, 4<sup>th</sup> offence \$100, etc.) Should a player receive a 3<sup>rd</sup> Yellow Card in a season for this violation, they will be suspended until further notice. A meeting with the League Coordinator will ensue.

## 17. SUSPENDED PLAYERS

- 17.1. A suspended player, who participates while under suspension, will result in his/her team forfeiting any game(s) which the suspended player participates. Furthermore, the suspended player will remain suspended indefinitely. Suspended players are NOT permitted to be on the bench during the duration of their suspension.
- 17.2. The Team Rep will also be suspended for a minimum of one game as a result of a suspended player participating while under suspension.
- 17.3. Suspensions apply to all play. If a player is suspended and plays for two teams, the player may not participate with either team in either Division until the length of the suspension is up for his original team.
- 17.4. Team Reps are responsible for checking the suspension list for suspended/ineligible players. The list can be viewed at <https://capitalnewscentre.com/pasl>.

## 18. APPEALS AND COMPLAINTS

- 18.1. All one-game suspensions are final and cannot be appealed
- 18.2. Appeals will be reviewed if the following procedure is met:
- A) The team posts a \$100 Appeal Fee. This fee will be returned in full if the suspension is overturned or reduced.
  - B) The Team Rep contacts the League Coordinator IN WRITING (typed or emailed to the League Coordinator) within 72 hours of the incident. The Team Rep will state why the suspension should be reduced/overturned. Submissions from individual players will not be accepted.
  - C) The team is in good financial standing with the PASL League.
- 18.3. The appeal will be reviewed, and the decision will be forwarded to the League Coordinator for final approval. Once a decision on the appeal is made, the decision will be final, and cannot be appealed further.

## **19. ALTERCATION(S) OFF THE FIELD**

- 19.1. Any player taking part in altercations off the field, including but not limited to the dressing room area, concourse, Boomers, or the parking lot, will be subject to an indefinite suspension.
- 19.2. Red/Yellow Cards for abuse (verbal or physical) of the Officials can still be assessed after the completion of a game and may result in a suspension from the property by facility management.

## **20. DRINKING/SUBSTANCE ABUSE**

All teams and patrons are prohibited from drinking alcoholic beverages and using illegal substances in the arena building, dressing rooms, and parking lot. Alcohol may only be consumed in Boomer's Bar and Grill.

***GSL Holdings reserves the right to reject an individual player's or team's application, or terminate an individual player's or team's participation in the League. The League will terminate the registration of players and teams who routinely disregard the Rules. This League is designed to be a fun experience for all participants.***