



BC Soccer Premier League 2018 Referee Handbook

The following general information is important for all officials (centre and assistants) to know prior to officiating in the BC SPL. It is a good idea to have a copy of this document with you at BC SPL matches.

- All BC SPL games in the Lower Mainland and Fraser Valley are scheduled by the BC SPL Referee Manager, Igor Cvetkovski.
You can reach Igor by email: bcsplheadref@yahoo.ca
- All BC SPL games on Vancouver Island are scheduled by Bret Hartmann.
You can reach Bret by email: brett-hartmann@shaw.ca
- All BC SPL games in the Okanagan are scheduled by Al Ryder.
You can reach Al by email: kelownaref@gmail.com

All BC SPL officials MUST sign up for a new account in the new assigning system. If you haven't yet signed up for a profile account, please visit the "Referees" page on www.bcspl.ca for more information. This account lets you accept games, and log back in to report yellow and red cards. If you have an issue or incident in your game that is not a simple yellow or red card, please email the League Manager (gm@bcspl.ca) with a description of the incident or issue.

Receiving assignments

To receive assignments, game officials must be in good standing and currently registered through the BCSA. There shall be a minimum of one (1) referee and two (2) assistant referees for each game.

Referees should ONLY switch assignments at the field (ie: an assigned AR switched to CR) with permission from their referee assignor, or if the game has a shortage of officials and the host club must make changes at the field.

Schedule

The official game schedule is posted on the league's website.

Pre-game procedures

All home clubs will have a check-in area at the field (look for a central tent). This is where you should report for your game at least 30 minutes prior to kickoff. Checking of ID cards, rosters and player's equipment should be done at least 25 minutes prior to kickoff. The BC SPL performs an international style walkout with national anthems for all games, and the home club has a game day manager on site to work with officials on the timing of this.

Game Length

	GAME LENGTH	HALFTIME
Under 13	2 x 35 minutes	10 minutes
Under 14	2 x 35 minutes	10 minutes
Under 15	2 x 40 minutes	10 minutes
Under 16	2 x 40 minutes	10 minutes
Under 17	2 x 45 minutes	10 minutes
Under 18	2 x 45 minutes	10 minutes

Substitutions

U13 Age Group - Unlimited with no re-entry within the same half.

U14 to U18 Age Group - Seven (7) substitutions within open play of a match with no re-entry within the same half with unlimited at half time.

i. Substitution Procedure

Substitutes shall report and submit a substitution slip to the score keeper at midfield. To replace a player with a substitute there must be a stoppage in play and the referee must be informed. The player only enters the field of play after the player being replaced has left the field and after receiving a signal by the referee. The substituted player may leave the field from any boundary line. At the half time interval the substitute becomes a player once receiving a signal from the referee to enter the field prior to the second half kick-off.

Cancellation of Officials

In the case that games need to be cancelled, officials will have no game fees owing to them if they receive email or telephone notification of field closures by 8am the day of their scheduled game. If a match official receives no prior notification of a match cancellation, and upon arrival at the field declares or realizes the game is not playable for any reason, they will receive 50% of their game fees.

Payment of Officials

The home team will pay the referee and referee assistants in cash at the conclusion of the match as per the referee payment fees below. Payment occurs only after the referee signs the game sheet.

AGE	U13/U14	U15/U16	U17/U18
Referee	\$50	\$55	\$70
AR	\$25	\$30	\$35

Player ID Cards

All players and coaches must present their BCSPIL ID card to the referee prior to the game. If the player or coach's picture is not on the card and the card is not laminated, that individual will not be eligible for the match. If a card is lost, it must be reported to the League Manager and if a replacement card is not available, written permission is needed by the BCSPIL Manager for the player to be eligible to play. Teams not showing ID cards prior to kickoff when requested by officials to do so may still play the game, but may risk the result being declared a 1-0 default win for the opponent by the League Manager.

Team Officials

There may be no more than 5 team officials on the bench, who are either a head coach, assistant coach, manager, goalkeeper coach, trainer or authorized Club official (eg. Club Technical Director).

Discipline

If you were the Centre Referee in which you issued discipline (cards or ejections), you MUST log that discipline within 24 hours after the match in the BCSPIL website system. If you issued a red card or ejection, you do NOT keep the ID card, these stay with the team and you simply report the discipline.

Game Sheet

The game sheet will be completed/checked by both teams prior to being given to the centre official for review. The centre official must sign this sheet at the match's conclusion and ensure all stats are accurate (goals, scorers, subs, etc). This is the record of the game that stays with the home team, and you do not need to call anyone with the game score.

Game Attire

All officials should have standard soccer referee clothing and footwear with a change of colours possible. Yellow is the first choice jersey colour in the BCSPL. Tracksuit pants, jackets, hats or running shoes are not acceptable to wear during matches.

Permitting of Players

A registered BCSPL player is eligible to play for a BCSPL team in an older age division, subject to the league's underage player policy. No permit is required. The player must have their player card and be properly added to the game day roster of the older team.

The BCSPL shall grant a BC Soccer player registered with a team outside the league permission to play for a BCSPL team of his/her true age group or older age division, contingent on the player receiving the consent of the team and the approval of the Youth District with which he/she is registered.

Players from outside the league are allowed to "play down" on permit and with their BCSPL clubs to their true age group.

Players under suspension shall not be eligible to play under permit.

A permit is valid only for the team, day, and game stated on the permit application form.

An approved permit form for the permitted player must be presented to the officials prior to the start of the game.

Any player with a permit must also present a valid BCSA ID card to be eligible to play. In the case of Under 12 players being permitted, and without BCSA ID cards, only the permit is required.

Eligible Player

An eligible player is a player who is properly registered with the league and who is not subject to any kind of suspension by the league which is in effect at the time. A player on youth permit from a district team requires their ID card and permit form to play.

Illegal Player

Any player that is not listed on the Official Roster, has not been registered and has not received a player ID card and competes in a game is considered an illegal player. Any team using an illegal player shall be subject to a loss of three points in the standings and forfeiture of each game in which the illegal player was used. The related club will be assessed a fine as outlined on the league's website and in effect at the time.

Incomplete Games

In the event that a game can't continue through to full regulation time, the game will only count if one-half was completed. If a game is suspended prior to the expiration of the first half due to inclement weather or extenuating circumstances, it will resume at some other date/time agreed upon by the competing teams and the BCSPL, starting at the same minute that the match was originally suspended and with the same score. Referee fees will be paid again for the re-start. The Referee has the final decision on suspending games due to weather or field conditions.

Forfeits

Should any team fail to appear for a scheduled league game or not be able to fulfill a scheduled fixture, the related Club shall incur a forfeit fee of \$250. The team will also incur a deduction of three (3) points in the league standings and a 1-0 win will be given to the opposing team.

Cast Policy

The CSA Cast Policy will apply. Prior to the game, any player wearing a cast or who intends to wear protection, a brace or medical support is to be presented for inspection. The Centre Official will assess the player's eligibility to play in accordance with the Laws of the Game.