



ACADEMY SUPER LEAGUE (ASL)

Rules, Regulations and League Policies

League Policy Draft - For review and adoption by ASL / BCSAA

This document sets out the governing rules, operating standards, membership expectations, and league policies for the Academy Super League (ASL). It is intended for league administrators, participating academies, team officials, and authorized stakeholders.

Document Item	Details
League Name	Academy Super League (ASL)
Administrator	BC Soccer Academies Association (BCSAA), unless otherwise designated by ASL
Applicable Members	BCRA-designated private academies and any academy organization expressly accepted by ASL/BCSAA under published membership requirements
Purpose	Clear operating rules for player development, competitive integrity, safety, discipline, match administration, and academy membership compliance
Status	Draft policy document requiring final approval before publication



1. League Authority and Purpose

- 1.1 The Academy Super League (ASL) is a player-development league for eligible academy organizations. ASL is intended to provide structured, fair and development-focused league competition for participating academies.
- 1.2 ASL is administered by the BC Soccer Academies Association (BCSAA), unless ASL formally designates another administrator in writing.
- 1.3 Participation in ASL is limited to BC Recognized Academies (BCRA) or other academy organizations expressly accepted by ASL under its membership and registration requirements.
- 1.4 These Rules, Regulations and League Policies apply to all ASL academies, teams, players, team officials, administrators, parents, spectators and any other persons participating in or attending ASL matches, events or activities.
- 1.5 ASL may issue operational bulletins, clarifications or amendments when required. Unless urgent safety, legal, field, disciplinary or registration issues require immediate action, new rules or amendments will take effect seventy-two (72) hours after written communication to member academies.
- 1.6 Where these rules are silent, ASL may make a decision that is consistent with the Laws of the Game, child safety, fairness, competitive integrity and the best interests of the league.
- 1.7 BCRA / ASL admission and ongoing membership standards: ASL participation is tied to the academy admission and recognition process approved by ASL/BCSAA. An academy must hold BCRA status or be expressly accepted by ASL/BCSAA before participating in ASL competition.
- 1.8 New and renewing academies must submit any required application, RFP, agreement, registration and supporting documents by the deadline published by ASL/BCSAA. Late, incomplete or inaccurate submissions may be rejected or conditionally accepted at ASL/BCSAA discretion.
- 1.9 To remain in good standing, each academy must maintain current technical and administrative information, including legal and branded academy name, business/contact details, website, training and game facilities, staff list, staff certifications, Technical Director and Head Coach qualifications, first aid coverage, screening and harassment policy, criminal record checks where required, liability insurance, code of conduct, medical history form, waiver/consent forms, age-group/team list, coach-to-player ratios, and any other documentation reasonably required by ASL/BCSAA.
- 1.10 ASL/BCSAA may request updated membership, insurance, facility, staff, safety or registration documents at any time. Failure to provide requested documents or failure to maintain required standards may result in conditions, suspension from fixtures, denial of registration, removal from competition, or other league action.
- 1.11 Acceptance into ASL does not waive any BCRA, BCSAA, registration, insurance, Safe Sport, discipline or facility requirements. Where these Rules conflict with current published ASL/BCSAA application or membership requirements, the current approved requirement will apply unless ASL states otherwise in writing.

2. Governing Principles

- Player development comes before short-term results.
- All academies must compete fairly and must not gain advantage through ineligible players, undisclosed player movement or misleading information.
- All participants must respect match officials, opponents, teammates, spectators and league administrators.
- ASL decisions must be applied consistently, in writing where practical, and with appropriate procedural fairness.
- Child safety, inclusion, privacy and non-discrimination are core league obligations.



3. Definitions

Term	Meaning
Academy	A participating academy organization accepted into ASL.
ASL Season	A defined ASL competition period, such as Fall, Winter or Spring, as published by ASL.
Registered Player	A player properly registered with an ASL academy and approved for participation through the required league/administrator process.
Team Official	Any coach, assistant coach, manager, technical director, administrator, trainer or adult representative listed or acting with a team.
Game Sheet / Match Roster	The official list of players and team officials submitted for a specific ASL match.
Call-Up Player	A registered player from the same academy who temporarily plays in an older or higher team, subject to ASL eligibility rules.
Playing Up	A player participating in an older age group than their birth-year age group.
Playing Down	A player participating in a younger age group than their birth-year age group.
Ineligible Player	A player who is not properly registered, is suspended, is over-age without approval, is registered to another academy, is playing under a false identity, or is otherwise not permitted under ASL rules.

4. Code of Conduct

4.1 All ASL academies must follow these Rules, all ASL governing documents, and any applicable BCSAA requirements.

4.2 Each academy is responsible for the conduct of its players, team officials, administrators, parents and spectators before, during and after ASL matches.

4.3 No participant may engage in abuse, harassment, bullying, discrimination, intimidation, threats, retaliation, fighting, referee abuse, racist or discriminatory comments, or behaviour that brings ASL into disrepute.

4.4 Team officials are responsible for controlling their technical area and making reasonable efforts to manage their spectators. A match official or ASL representative may require a spectator to leave the field area when behaviour is unsafe, abusive or disruptive.

4.5 ASL may discipline an academy for misconduct by its spectators or members even when the individual spectator or member is not directly registered with ASL.

5. Safe Sport, Child Protection and Inclusion

5.1 ASL is a youth sport environment. All academies must maintain appropriate child protection standards, including safe supervision, respectful coaching, appropriate communication with minors, and compliance with any applicable screening or safe sport requirements.

5.2 Any allegation involving abuse, exploitation, serious harassment, discrimination, violence or child safety may be referred by ASL to the academy, BCSAA, the applicable governing body, an independent safe sport process, law enforcement or child protection authorities where appropriate.

5.3 Retaliation against any person who raises a concern, files a complaint, participates in an investigation, or cooperates with ASL is prohibited.

5.4 ASL does not tolerate discrimination based on race, colour, ancestry, place of origin, religion, family status, sex, gender identity or expression, sexual orientation, disability or any other protected ground recognized under applicable law.



6.5 Religious, cultural, medical or protective equipment must be considered in a safe and non-discriminatory manner, provided the equipment is not dangerous and complies with the Laws of the Game and match official safety decisions.

6. Playing Rules

6.1 Matches shall be played under the FIFA/IFAB Laws of the Game as adopted by Canada Soccer, except where ASL competition rules provide age-specific modifications.

6.2 The match official has authority over the match, player equipment, field safety, misconduct, abandonment and any decision required under the Laws of the Game.

6.3 ASL may use age-appropriate modifications for small-sided play, retreat line, field dimensions, game duration and substitutions.

7. Registration Requirements

7.1 All players, teams and team officials must be registered and approved through the required ASL/BCSAA process before participating in any ASL match or event.

7.2 A non-registered player must not participate in any ASL match or event under any circumstances.

7.3 Each academy is responsible for verifying player identity, date of birth, registration status and eligibility before listing a player on a game sheet.

7.4 ASL may require academies to provide proof of age, proof of registration, photo identification, consent forms or other eligibility documents at any time.

7.5 Use of false names, incorrect dates of birth, duplicate registrations, unapproved guest players or misleading registration information is a serious violation.

8. Player Eligibility

8.1 One Academy Per Season Rule

Each player may only be registered with and represent one ASL academy during the same ASL season. A player may not play for two different ASL academies in the same season in any capacity, including as a guest player, drop-in player, emergency player, call-up player, tournament player or temporary replacement.

This rule protects fairness, prevents poaching during a season, and preserves competitive integrity between academies.

A player transfer between ASL academies during the same ASL season is not permitted unless ASL grants written approval due to exceptional circumstances. ASL may impose conditions, including a waiting period, confirmation from both academies, or player ineligibility for a defined period.

8.2 Playing Up

Players may play up into an older age group within the same academy at the discretion of the academy Technical Director or Head Coach, provided the player is properly registered, the move is developmentally appropriate, and all other ASL eligibility rules are followed.

A player who plays up remains tied to the same academy and may not use playing up as a way to participate for another academy.

8.3 Playing Down

Playing down is not automatically permitted. A player may only play down with prior written approval from ASL. Requests must be submitted by the academy and must include the player name, date of birth, team, requested division, reason for the request, and any supporting information requested by ASL.



ASL may approve playing down only for legitimate development, safety, medical, late-entry or exceptional circumstances. Playing down must not be used to gain a competitive advantage.

ASL may approve, deny, limit, review or revoke a playing-down approval at any time.

8.4 Call-Ups Within the Same Academy

Call-ups are permitted only from within the same academy and only when the player is properly registered and eligible.

Call-up players from another academy are not permitted.

If an academy has more than one team in the same age division or competitive division, movement between those teams is not permitted unless approved by ASL in writing. ASL may tie a player to one team to protect competitive integrity.

An academy may not use call-ups to overload a team, manipulate standings, weaken another team, or avoid proper roster planning.

8.5 Ineligible Players

A player is ineligible if the player is not registered, is suspended, is over-age without approval, is playing down without approval, is registered to another ASL academy in the same season, is using false information, or otherwise fails to meet ASL requirements.

Using an ineligible player may result in match forfeiture, player suspension, team official suspension, academy fines, loss of points, removal from competition, or other discipline decided by ASL.

9. Team Rosters and Game Sheets

9.1 All players and team officials participating in a match must be listed on the official game sheet before the match begins.

9.2 A player not listed on the game sheet is not eligible to play in that match unless the match official and ASL procedure allow a correction before the player enters the field.

9.3 All players must wear a jersey number. Duplicate numbers on the same team should be avoided. If duplicate numbers occur, the match official may require clarification on the game sheet.

9.4 The maximum number of players dressed and listed for one match is set by division table below. ASL may adjust roster limits by season bulletin.

Division	Format	Recommended Team Roster	Maximum Game-Day Players
U9-U10	7v7	8-11 players	12
U11-U12	8v8	10-12 players	16
U13	9v9 or 11v11	11-18 players	18
U14-U18	11v11	13-18 players	18

10. Age-Division Playing Rules

Description	U9-U10	U11-U12	U13	U14	U15-U18
Playing Format	7v7 (6+GK)	8v8 (7+GK)	9v9 or 11v11	11v11	11v11
Game Duration	2 x 25 min	2 x 30 min	2 x 35 min	2 x 40 min	2 x 45 min
Substitutions	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited
Ball Size	4	4	5	5	5
Retreat Line	Yes	No	No	No	No
Offside	Yes, modified as directed by ASL	Yes, from halfway line unless ASL states otherwise	Yes, as directed by ASL	Yes	Yes
Minimum Players to Start	5	6	7	7	7



10.1 ASL may publish season-specific modifications for field size, retreat line, build-out rules, goalkeeper distribution, standings and competition format.

11. Equipment and Uniforms

11.1 The basic compulsory equipment is jersey/shirt with sleeves, shorts, socks, shin guards covered by socks, and footwear.

11.2 All jewellery, including necklaces, rings, bracelets, earrings, leather bands and rubber bands, is prohibited and must be removed. Covering jewellery with tape is not permitted.

11.3 Non-dangerous protective equipment, including soft headgear, face masks, knee or arm protectors, goalkeeper caps and sports spectacles, may be permitted if safe and approved by the match official.

11.4 Head covers worn for religious, cultural, medical or protective reasons must be safe, not attached to the shirt, not dangerous to any player, and must not include protruding elements.

11.5 Teams must wear colours that distinguish them from each other and from the match officials. Goalkeepers must wear colours distinguishable from both teams and match officials.

11.6 Equipment containing political, offensive, abusive, discriminatory or inflammatory slogans, statements or images is not permitted.

12. Match Scheduling, Postponements and Rescheduling

12.1 All games must be played as scheduled unless postponed by ASL, the field authority, or the match official due to weather, field conditions, safety, facility closure or other circumstances outside the reasonable control of the teams.

12.2 Teams may not postpone matches due to coach availability, player shortages, vacations, tournaments, other leagues, convenience, or preference.

12.3 Requests for schedule changes must be submitted in writing to ASL before the deadline established for the season. ASL is not required to approve schedule-change requests.

12.4 If a match is postponed, ASL will determine the rescheduling process. The home academy or host academy, where applicable, must cooperate with ASL and provide reasonable field/time options within five (5) days of the original fixture unless ASL directs otherwise.

12.5 Failure to cooperate with rescheduling may result in forfeiture, loss of home-field priority, fines or other discipline.

13. Forfeits, Abandoned Matches and No-Shows

13.1 A team that cannot field the minimum number of players required for its division will forfeit the match unless ASL decides otherwise due to exceptional circumstances.

13.2 A team that fails to attend a scheduled match without ASL approval may be fined and may forfeit the match.

13.3 If a match is abandoned due to the actions of players, team officials, administrators or spectators of a team, ASL may award the match to the opposing team, order a replay, impose a fine, suspend individuals, or take any other action considered appropriate.

13.4 If a U14-U18 match is abandoned after seventy (70) minutes due to weather or field conditions, the score at the time of abandonment may stand, unless ASL determines that fairness requires a replay or continuation.

13.5 For U9-U13 matches, ASL will determine whether an abandoned match stands, is replayed, or is rescheduled based on age group, time played, score, safety and field availability.



14. Standings and Tie-Breakers

14.1 Where standings are used, points will be awarded as follows: Win = 3 points; Tie = 1 point; Loss = 0 points.

14.2 If two or more teams are tied on points, standings will be determined in the following order unless ASL publishes a different competition format:

1. Greatest goal difference in all league matches.
2. Greatest number of goals scored in all league matches.
3. Greatest number of points obtained in matches between the tied teams.
4. Greatest goal difference in matches between the tied teams.
5. Greatest number of goals scored in matches between the tied teams.
6. Fewest disciplinary points, if tracked by ASL.
7. Drawing of lots or another method determined by ASL.

14.3 ASL may cap goal differential for youth-development purposes if announced before the season.

15. Match Officials

15.1 Match officials must submit match results, misconduct reports and special incident reports to ASL within twenty-four (24) hours of the match where practical.

15.2 Decisions made by the match official regarding facts connected with play are final and cannot be protested.

15.3 Abuse, intimidation, harassment or threats toward match officials before, during or after a match are serious offences.

16. Discipline

16.1 Discipline Committee

The ASL Discipline Review Committee shall be appointed by the BCSSA Board of Directors or by the authorized ASL administrator. The committee may handle misconduct involving players, team officials, administrators, academies, parents, spectators and match officials.

16.2 Jurisdiction

ASL discipline may apply to misconduct occurring before, during or after ASL matches, at ASL fields, in online communications connected to ASL, or in any situation that affects ASL operations, participant safety, league integrity or the reputation of the league.

16.3 Discipline by Review

Discipline by Review (DBR) may take place weekly during the ASL season or as needed. The committee may review referee reports, game sheets, academy submissions, video evidence, witness statements and any other relevant information.

16.4 Hearings

An accused player, coach, team official or academy subject to DBR has the right to request a discipline hearing where permitted by ASL procedure. Hearing requests must be submitted in writing within the deadline stated in the discipline decision or league notice.

Hearings may be held in person or by video/telephone conference. ASL may require attendance of the accused party, academy representative, witnesses or other relevant persons.



16.5 Interim Measures

ASL may impose interim measures before a final discipline decision where necessary to protect safety, preserve league integrity, prevent retaliation, or protect an investigation. Interim measures may include temporary suspension, field restrictions, no-contact directions or spectator bans.

16.6 Sanctions

If misconduct is proven on a balance of probabilities, ASL may impose one or more of the following sanctions: warning, probation, education requirement, suspension for a period of time, suspension for a number of games, match forfeiture, point deduction, fine, field ban, removal from competition, academy suspension, or any other reasonable measure.

Suspensions are served only in ASL competition unless ASL or the applicable governing body states otherwise. ASL may notify academies in writing of the matches to which a suspension applies.

17. Protests and Complaints

17.1 A protest is a formal challenge about a rule application, player eligibility issue, competition administration issue, or other matter permitted by ASL.

17.2 Protests about match official judgment decisions or facts connected with play will not be accepted.

17.3 A protest must be submitted to ASL in writing within forty-eight (48) hours of the match or incident. Where a team plays under protest, that fact should be noted on the game sheet or communicated to the match official when practical.

17.4 A protest must include the match, date, teams, rule allegedly breached, facts relied upon, evidence, and remedy requested. ASL may require a protest fee. The fee may be returned if the protest is upheld.

17.5 ASL may dismiss protests that are late, incomplete, abusive, unsupported, outside ASL jurisdiction, or based solely on referee judgment decisions.

18. Fines and Penalties

18.1 Fines are issued to academies, not directly to minors. Academies are responsible for payment of fines issued to their teams, team officials, players or spectators.

18.2 Failure to pay league fees or fines by the stated deadline may result in suspension from fixtures, loss of standing, denial of future registration or other league action.

18.3 ASL may increase, reduce, combine or waive fines depending on the seriousness of the incident, history of prior offences, cooperation, impact on the league and whether the conduct involved safety or integrity concerns.

Code	Infraction	1st Offence	2nd + Subsequent Offences	Possible Additional Action
1.1	Failure to submit required registration, roster or game-sheet information	Warning or \$50	\$100	Player/team ineligibility until corrected
1.2	Inappropriate behaviour by team officials, players, administrators or spectators	\$75	\$200	Suspension, field ban or academy probation
1.3	Referee abuse, intimidation or threatening conduct	\$150	\$300	Suspension, field ban or referral to governing body
1.4	Game abandoned due to actions of players, team officials, administrators or spectators	\$200	\$400	Forfeit, suspension, field ban or points deduction



Code	Infraction	1st Offence	2nd + Subsequent Offences	Possible Additional Action
1.5	Failure to control spectators or technical area	Warning or \$75	\$200	Spectator ban or academy probation
1.6	Playing or listing an ineligible player	\$150	\$300	Forfeit, loss of points, suspension or removal from competition
1.7	Late payment of league fees or fines	\$50	\$50 plus possible fixture suspension	Team may be suspended until paid
1.8	Red card misconduct in U14-U18	\$50	\$50	Suspension according to discipline decision
1.9	Failure to appear for a scheduled game / no-show	\$250	\$500	Forfeit and possible removal from division
1.10	False identity, false DOB, forged documents or misleading eligibility information	\$300	\$600	Immediate suspension, forfeit and possible academy review
1.11	Failure to maintain or provide required BCRA/ASL membership, insurance, staff certification, safety or registration documents	Warning or \$100	\$250	Suspension from fixtures, denial of registration or loss of good standing until corrected

19. Privacy, Media and Communications

19.1 ASL academies must handle personal information of minors and families carefully and only for legitimate league, registration, safety, discipline and communication purposes.

19.2 Player lists, birth dates, parent emails, medical information and discipline information must not be shared publicly unless ASL has a lawful and appropriate basis to do so.

19.3 Academies and team officials must not post, publish or circulate content that humiliates, targets or identifies minors in a disciplinary, abusive or unsafe context.

19.4 ASL may publish league results, standings, schedules, team names, event photos or promotional material in accordance with league practice and applicable consent requirements.

20. Conflicts of Interest and League Integrity

20.1 ASL officials, committee members and decision-makers must disclose any real or perceived conflict of interest that could affect a league decision.

20.2 A conflicted person should not participate in a decision involving their own academy, family member, team, player or direct competitor unless ASL determines that the conflict is minimal and manageable.

20.3 No academy, team official, parent or player may offer incentives, pressure, threats or improper benefits to influence league administrators, match officials, opponents or player movement.

21. Appeals

21.1 Appeals are available only where permitted by ASL procedure or the applicable governing documents. Appeals must be submitted in writing by the stated deadline and must identify the decision being appealed, the grounds of appeal and the remedy requested.



21.2 Appeals may be limited to procedural error, misapplication of rules, new evidence that could not reasonably have been provided earlier, or a sanction that is clearly unreasonable.

21.3 ASL may require an appeal fee. ASL may return the appeal fee if the appeal is successful.

22. BCRA / ASL Entitlements and League Services

22.1 Academies accepted and in good standing may receive league services and entitlements published by ASL/BCSAA for the applicable season, which may include participation in ASL/BCSAA competitions, tournaments, showcases, festivals, exhibition games, futsal leagues or league cup events.

22.2 Access to match officials, league insurance, schedules, standings, competitions, events and ASL branding is subject to good standing, registration compliance, payment of fees, facility availability, applicable insurance terms, and ASL/BCSAA operational approval.

22.3 Use of the ASL name, logo, marks or league branding must be accurate, respectful and consistent with ASL/BCSAA direction. ASL may require an academy to correct or remove marketing materials that are misleading, unauthorized or damaging to the league.

22.4 ASL may limit, suspend or withdraw league services or entitlements where an academy is not in good standing, fails to meet registration or safety requirements, fails to pay league fees/fines, misuses league branding, or breaches these Rules.

23. Final Authority

23.1 ASL has authority to interpret and apply these Rules, Regulations and League Policies.

23.2 ASL may make emergency decisions where required for safety, field closures, registration integrity, discipline, scheduling or operational continuity.

23.3 Nothing in this document limits ASL from taking reasonable action to protect minors, ensure safety, maintain competitive integrity, or comply with applicable law or governing-body requirements.