



Winter 2020-21 Team and Player Registration Information

Team Registration

Team Registration Opens Friday July 24, 2020 and closes at midnight on Thursday August 6, 2020

Fall Team Fees (preliminary until confirmed at the upcoming AGM)

- \$400 Returning Team from Winter 2019-20 Season (includes \$50 BC Soccer Team Registration fee)
- \$900 New Team (\$400 + \$500 refundable Performance Bond)

Team fees will be fully refunded if the 2020-21 season cannot happen and would be prorated if the season is materially shortened. Despite the uncertainty, the VMSL feels it is important for teams to submit the registration fee to secure their spot in the league.

To register go to www.vmslsoccer.com and click on “team registration” under “registration” on the main menu. Fill out the online form allowing the page to refresh when you make choices in the drop down menus. Returning teams will see that much of their information from the previous season “auto-fills”.

Please make sure all your contact info is current and correct and that you have included at least two team contacts in your entry form.

Team registering must warrant that all team staff:

- are aware of Provincial Transfer Certificate (PTC) and International Transfer Certificate (ITC) rules;
- are aware of the requirement to adhere to any CSA, BCSCA, Viasport and BC Provincial Health Services Authority directives regarding Covid-19;
- are aware of the requirements for criminal record checks for teams registering or permitting players under 18 years old; and
- are aware of the BC Soccer Rule 5B prohibiting the remuneration of amateur players.

Payment Option:

- Credit Card (Visa & Mastercard) online at time of registration only

Your Team Registration will not be complete until Payment is made and will not be approved until all outstanding fees and fines from the previous season have been paid.

Team Names:

Team names for new teams and requests for name changes for returning teams must meet VMSL naming standards and be approved by the Board. Apostrophe's, tilde's and other special characters will be edited from Team Names to mitigate against potential data-processing issues within the VMSL online league management system.



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Promotion and Relegation:

When registering a returning team that has been promoted or relegated, please do not be concerned if the system shows your team in the wrong division. Any mis-placements will be sorted out by the league during the divisional structuring process.

Drop Day Deadline:

Any team that withdraws its registration after August 10 will forfeit both its team registration fee and its performance bond to the league. Cut-off for submission to withdraw will be 11:59 pm, last day to withdraw. No exceptions will be made for submissions after this cut-off. Teams submitting to withdraw prior to the deadline will receive a full refund of both team fee and performance bond.

Late Team Registration:

Teams must be registered by Thursday, August 6th and payment must be received in the League office by August 6th. If teams are not registered and paid and fully settled up for the previous season by August 6th, a \$100 late fee will be applied to the registration. Teams requesting to register after August 6th will be charged a \$100 late fee.

Team Staff Registration

Teams can set up six team staff who will get team staff notices and be able to access rosters and cards and call ups, etc. Team staff will be carried forward from last season for returning teams. To change team staff members, log in and go to your team page and click the edit icon (pencil) in the Team box in the top left to go to Team Detail Maintenance and scroll down to the team staff section. To remove someone, use the drop down and go to the top of the drop down list and change to "none assigned". To change a team staff, use the drop down and select the new name from the drop down. If the team staff has not been registered yet, first use the "Add" button and then select them from the drop down. Only use the "Edit" button to update for instance contact info for the team staff currently shown.

Note: for any team that registers an underage player (U18) or uses youth players on permit, every team staff member must provide the VMSL with a Criminal Record Check (every 3 years). The VMSL will not activate underage player registrations or approve youth permits until these are in place.



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Upcoming Player Registration

Player registration will open later in August for teams who want to be proactive in registering players for the upcoming season. There is no obligation to pay any player registration fees until further notice.

Teams who require their players to pay themselves (rather than via bulk payment of player registration fees by the manager) may want to hold off getting their players to register until after the AGM or SGM where more is known about the the season and whether there is any proration of the player registration fee level.

Scheduling:

A preliminary 2020-21 schedule will be rough drafted after the preliminary divisional structure is developed in mid August.

The final divisional structure for 2020-21 will be made at the upcoming AGM or subsequent SGM once members have clarity once there is visibility to a return to game play date and known Return-to-Play parameters.

The final schedule will be developed after approval of the divisional structure.

For teams providing their own field, home games must be scheduled Friday to Sunday and all game times must be approved by the VMSL.

If your team is looking for the league to provide home game fields, please specify on your registration which fields work best and what day / times work best in order to have your request considered. The league will do its best to accommodate requests but cannot guarantee anything, especially for new teams until something better comes up in a subsequent season. Email change requests sent after your registration will be considered on a best efforts basis only and the schedule may be too far along to accommodate further change. If demand exceeds the supply of turf, a new team might need to play home games on grass. Grass is more available and less expensive but requires home teams to paint lines.

Rules and Regulations:

Please read the rules and regulations entirely including rescheduling and game default rules. The rules and regulations can be found on the website. The website also contains a growing FAQ list under the registration menu.