

**BCCSL Board Meeting**

Tuesday, Jan 7, 2020 @ 7:00pm – 9:00pm

Fortius

<b>A. Agenda</b>			
		Discussion	Action Items
1. Review & Approve Agenda Moved, seconded (Andrea, Mario ) Carried	Joe		
2. Review and Approve minutes from previous meeting Moved, seconded ( Gregor, John W. ) carried.	Joe		
<b>B. Previous Business Arising</b>			
1. Coastal Cup	Matt		
2. Ref Fees Moved John W, Second Gregor to adopt the maximum referee fees as attached U13-18 plus U11 & U12 Div 1&2 for 2020/2021 season. Carried	Joe	See attached fees.	
3. Scheduling Boundaries	Steve	Attached report on how boundaries should work. No to the proposed super division at U12. Document to be updated based on the discussion around U12 and redistributed.	
<b>C. Reports</b>			
1. League Administrator	Matt	Report attached.	
2. Finance	Andrea	See attached financials and budget	
3. TAC	Steve	Discussion same as B.3 above.	
<b>D. New Business</b>			
1. BCSPL Registration	Joe	Including Sara Maglio, Jeff Clarke, Chris Murphy, and Chris Cerroni  Discussion about the rule changes that were approved at BCSA AGM in November.  Meeting with BCSA President is to be held with Provincial Representation of members, BCSPL, and BCSA Board members on January 17, 2020 for consultation and possible outcomes.	

2. Rules Updates	Joe	Rules to be sent to the Districts to share with Clubs for any proposed amendments by February 4 <sup>th</sup> meeting.	
<b>E. Correspondence/Communication</b>			
<b>F. Next Meeting</b>			
Feb 4, 2020 - Fortius			

<b>Attendees</b>	<b>Position</b>	<b>In Attendance</b>
Joe Basic	Chair - TCYSA	Yes
Dave Monk	Vice Chair - Richmond	Yes
Harj Dhaliwal	Secretary - South Fraser	Yes
John White	North Shore	Yes
Gregor Young	Vancouver	Yes
John Berry	Burnaby	Yes
Mario Santos	Alouette	Yes
Andrea Laycock	Fraser Valley	Yes
Steve Kindel	BCCSL TD Committee Chair	Yes
Matt Holbrook	BCCSL League Administrator	Yes



## **BCCSL ADMINISTRATOR'S REPORT FOR THE JANUARY 7 BOARD MEETING**

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### **LEAGUE CHAMPIONSHIPS**

The schedules went well using Gordon's software and were well received overall. The only "issue" that was raised came from VYSA regarding inability to use virtual cards with Gordon's system. I've suggested and even directed clubs/districts to print hard copy cards since we first had Stack issues back in October, so I didn't think this would be an issue but they raised it this week. As far as I know, they are the only district not using hard copy cards now.

Quotes are coming in for Champions/Finalists banners with delivery on all RFP's I sent out noted for Feb 15.

### **STACK SPORTS**

I had a webinar/call with the new Affinity tech rep and Jim from Stack, to view the Affinity system (that all Stack users are getting moved to). It went well, and it sounds like the Affinity system does many of the things well that we need. I will be setting it up for the BC SPL's use in the next couple weeks and can report back before the end of the BCCSL season about its 'ins and outs' and planning for the next season.

### **COASTAL CUP**

The host for Finals is out for EOI now, and so far only one district has come back with a proposal/plan to host the Coastal Cup Finals.

While BC Soccer provides a hosting grant to the Finals host, we (the BCCSL) need to invest in some financial support for the event through signage and staffing to ensure everything goes well and hits the right target that we wanted to brand with BCCSL as well.

#### **Proposed costs to use from league surplus funds:**

- Signage/banners - plan would be to get fence banners co-branded with BCCSL/CC and some coroplast signs with schedules and field maps - approx \$2500
- BCCSL branded tent - \$1000
- Staffing - 2 people for 2 days to assist host with set up and run of show - \$700
- BCCSL jackets (for 3 BCCSL staff and 2 Finals staff) - \$500

**TOTAL REQUEST TO SPEND IS \$4700**

### **DISCIPLINE SYSTEM**

I met with Jason and Lori just before Christmas regarding their plans around the BCSA discipline system. I'll update verbally.

### **FINANCIALS**

9 months of this year's fiscal financials were circulated. These were for April 1 to Dec 31.

# BC Coastal Soccer League

## Profit and Loss

Basis: Accrual

From 04/01/2019 To 12/31/2019

<b>Account</b>	<b>Total</b>
Operating Income	
Fines / Fees	14,000.00
Sales	103,455.00
<b>Total Operating Income</b>	<b>117,455.00</b>
Cost of Goods Sold	
<b>Total Cost of Goods Sold</b>	<b>0.00</b>
	<b>Gross Profit</b>
	<b>117,455.00</b>
Operating Expense	
Admin support	1,170.00
Contract - Discipline Manager	4,400.00
Contract - General Manager	41,580.00
Contract - League Scheduler	13,000.00
IT and Internet Expenses	188.48
League Cup refs / fields	600.00
Meals and Entertainment	114.70
Medals and Awards	77.27
Meeting Room	1,470.59
Office Supplies	144.03
Other Expenses	210.66
Returned Team Bond	500.00
Stack - scheduling software	6,115.00
<b>Total Operating Expense</b>	<b>69,570.73</b>
	<b>Operating Profit</b>
	<b>47,884.27</b>
Non Operating Income/Expense	

# BC Coastal Soccer League

## Balance Sheet

Basis: Accrual

As of 12/31/2019

<b>Account</b>	<b>Total</b>
<b>ASSETS</b>	
<b>Current Assets</b>	
Cash	
Petty Cash	117,520.27
	117,520.27
Accounts Receivable	9,530.00
Total Current Assets	<b>127,050.27</b>
<b>TOTAL ASSETS</b>	<b>127,050.27</b>
<b>LIABILITIES &amp; EQUITIES</b>	
<b>Current Liabilities</b>	
Opening Balance Adjustments	79,166.00
Total Current Liabilities	<b>79,166.00</b>
<b>Equities</b>	
Current Year Earnings	47,884.27
Total Equities	<b>47,884.27</b>
<b>TOTAL LIABILITIES &amp; EQUITIES</b>	<b>127,050.27</b>

\*\*Amount is displayed in your base currency CAD

**2019-20 BCCSL BUDGET**

<b>INCOME</b>				
	<b>#teams</b>	<b>Per Team</b>		<b>YTD - 04/01 - 12/31</b>
Affiliation Fees - U13 - U18 Div 1-3	900	70	\$63,000.00	58,380.00
Affiliation Fees - U11 - U12 Div 1+2	340	60	\$20,400.00	19,200.00
Affiliation Fees - Metro	140	175	\$24,500.00	25,275.00
Protest Fee			\$0.00	0.00
Fines			\$5,000.00	14,000.00
Sponsors			\$2,500.00	500.00
<b>Total Income</b>			<b>\$112,900.00</b>	<b>\$117,355.00</b>
<b>EXPENSES</b>				
				<b>YTD - 04/01 - 12/31</b>
Meeting Rooms			\$1,500.00	1,470.59
Staff				
	General Manager		\$55,440.00	41,580.00
	League Scheduler		\$18,000.00	13,000.00
	Discipline Mgr		\$6,000.00	4,400.00
		Total		
Scheduling Software	1380	\$5.00	\$6,900.00	6,115.00
Website hosting			\$0.00	0.00
Staff development/conferences			\$2,000.00	0.00
League Championship medals / League plaques			\$20,000.00	0.00
Admin (misc)			\$1,000.00	2,505.14
				<-- includes all expenses, ie: meals
<b>Total Expenses</b>			<b>\$110,840.00</b>	<b>\$69,070.73</b>
<b>Net Income</b>			<b>\$2,060.00</b>	<b>\$48,284.27</b>



# **Referee Fees Sept 2020**

*Updated January 2020*

**BC Coastal Soccer League**





Following are the maximum rates that the BCCSL board has agreed to for CR's and AR's starting September 2020, for the divisions that fall under BCCSL. We expect that these maximum rates are to be followed and not exceeded. A district/club, does have the ability to pay below the maximum published rates.

Age & Level	Max Fees Sept 2020	
	CR	AR
U11 Div 1 & 2	30	
U12 Div 1 & 2	30	
U13/U14 Metro	50	30
U13 Div 1	50	25
U13 Div 2/3	50	25
U14 Div 1	50	25
U14 Div 2/3	50	25
U15/U16 Metro	60	30
U15/U16 Div 1	60	30
U15/U16 Div 2/3	60	30
U17/U18 Metro	70	35
U17/U18 Div 1	70	35
U17/U18 Div 2/3	70	35

**Geographical Schedule Expectations**

Age Group	Division	Club Enters Multiple Teams	Guideline At Affiliation	Guideline Post Re-Tier	Note
U11 Boys	Div 1A	Balanced	Split geographically East/West only. Usually have enough teams	Split geographically East/West only. Usually have enough teams	May have to go to single D1A across Lower Mainland after re-tier due to competition
	Div 1B	Balanced	Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as necessary as per 1 win or less and -3.5 average GD after 5-6 games</i>	Split geographically East/West only. Usually have enough teams <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White/Blue separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability	Exceptional Teams May Be Moved to D1
	Div 3	Balanced Within District	Placed into pods by District Schedulers	Schedule per BCCSL schedule to be able to assume teams dropped from D2	
U12 Boys	Div 1A pre-BCSPL	Balanced	Clubs from all 8 Districts can opt into this D1A or the 1A Geographic <i>For above: This Higher level D1A division is for bigger Clubs or BCSPL level Clubs. D1A geographic is for smaller Clubs.....</i>	Pre and Post Re Tier this Division will be Lower Mainland Wide	Need to come up with good name for this
	Div 1A Geographic	Balanced	Split geographically East/West only. Usually have enough teams	Split geographically East/West only. Usually have enough teams	
	Div 1B	Balanced	Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as necessary as per 1 win or less and -3.5 average GD after 5-6 games</i>	Split geographically East/West only. Usually have enough teams <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White/Blue separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability	Exceptional Teams May Be Moved to D1
Div 3	Balanced Within District	Placed into pods by District Schedulers	Schedule per BCCSL schedule to be able to assume teams dropped from D2		
U13 - U15 Boys	Metro Div 1	Balanced	Play is across the lower mainland Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as necessary as per 1 win or less and -3.5 average GD after 5-6 games</i>	Split geographically East/West only. Usually have enough teams <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White/Blue separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability	Exceptional Teams May Be Moved to D1
	Div 3	Balanced	Split geographically East/West. Then Further geographically if possible. Not split by ability to start season. <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability Or look at a geographic/ability hybrid where possible	Exceptional Teams May Be Moved to D2
U16 - U18 Boys	Metro Div 1	Balanced	Play is across the lower mainland Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as necessary as per 1 win or less and -3.5 average GD after 5-6 games</i>	Split geographically East/West only. Usually have enough teams <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	
	Div 1B as necessary	Balanced			
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White/Blue separating any teams from same Club	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability	Exceptional Teams May Be Moved to D1
	Div 3	Balanced	Split geographically East/West. Then Further geographically if possible. Not split by ability to start season. <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White/Blue pods by ability Or look at a geographic/ability hybrid where possible	Exceptional Teams May Be Moved to D2

Age Group	Division	If Club Enters Multiple Te	Guideline At Affiliation	Guideline Post Re-Tier	Note
U11 Girls	Div 1A	Balanced	Split geographically East/West only. Usually have enough teams	Split geographically East/West only. Usually have enough teams	May have to go to single D1A across Lower Mainland after re-tier due to competition
	Div 1B	Balanced	Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as necessary as per 1 win or less and -3.5 average GD after 5-6 games</i>	Split geographically East/West only. Usually have enough teams <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vancouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability	Exceptional Teams May Be Moved to D1
Div 3	Balanced Within District	Placed into pods by District Schedulers	Schedule per BCCSL schedule to be able to assume teams dropped from D2		

<b>U12 Girls</b>	Div 1A pre-BCSPL	Balanced	Clubs from all 8 Districts can opt into this D1A or the 1A Geographic <i>For above: This Higher level D1A division is for bigger Clubs or BCSPL level Clubs. D1A geographic is for smaller Clubs.....</i>	Pre and Post Re Tier this Division will be Lower Mainland Wide	Need to come up with good name for this
	Div 1A Geographic	Balanced	Split geographically East/West only. Usually have enough teams	Split geographically East/West only. Usually have enough teams	If enough teams for 1A Geographic and above
	Div 1B	Balanced	Split geographically East/West only. Usually have enough teams <i>For above: Shuffle Teams up/down as nessary as per 1 win or less and -3.5 averafge GD after 5-6 games</i> <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams	
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability	Exceptional Teams May Be Moved to D1
Div 3	Balanced Within District	Placed into pods by Distrcit Schedulers	Schedule per BCCSL schedule to be able to assume teams dropped from D2		
<b>U13 - U15 Girls</b>	Metro		Play is across the lower maninland		
	Div 1	Balanced	Split geographically East/West only if possible. <i>For above: Shuffle Teams up/down as nessary as per 1 win or less and -3.5 averafge GD after 5-6 games</i> <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond or more</i>	Split geographically East/West only if possible.	May need to play across Lower Mainland
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability	Exceptional Teams May Be Moved to D1
Div 3	Balanced	Split geographically East/West. Then Further geographically if possible. Not split by ability to start season. <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability if possible	Exceptional Teams May Be Moved to D1	
<b>U16 - U18 Girls</b>	Metro		Play is across the lower maninland		
	Div 1	Balanced	Split geographically East/West only if possible. <i>For above: Shuffle Teams up/down as nessary as per 1 win or less and -3.5 averafge GD after 5-6 games</i> <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond or more</i>	Split geographically East/West only if possible.	May need to play across Lower Mainland
	Div 1B as necessary	Balanced			
	Div 2	Balanced	Split geographically East/West only. Usually have enough teams Put randomly into Red/White/Blue separating any teams from same Club <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond or more</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability if possible	Exceptional Teams May Be Moved to D1
	Div 2B as necessary				
Div 3	Balanced	Split geographically East/West. Then Further geographically if possible. Not split by ability to start season. <i>For above: Teams should expect to travel Tri Cities to Vanouver/Richmond or Fraser Valley/Alouette to South Fraser/Richmond</i>	Split geographically East/West only. Usually have enough teams Split geographically East/West only, move to Red/White pods by ability if possible	Exceptional Teams May Be Moved to D1	