

# PCFLL Spectator and Field Rules



Association	Spectator Allowance at Field	Field Rules
<b>Adanacs</b>	No restrictions	No spectators within field fence. Must maintain proper social distancing
<b>Burnaby</b>	No spectators for U11 and up	Spectators are counted in the maximum 50
<b>Chilliwack</b>	Limit 2 parents per player	Parents only, no other relatives or guests. Must maintain proper social distancing. Masks recommended
<b>Delta</b>	No spectators within facility	Bleachers and the pavement around the field are considered part of the field and are included in the 50 person maximum. Spectators are encouraged to watch from their vehicles or grass area of park. Must maintain proper social distancing
<b>Langley</b>	No spectators allowed	No spectator within the facility. Drop and go is encouraged.
<b>Mission</b>	No spectators for U11 and up	Must maintain proper social distancing. U11 and up, please remain in your vehicle.
<b>New West</b>	No spectators allowed	No spectators until further notice
<b>North Shore</b>	No spectators allowed	Spectators are counted in the maximum 50 people
<b>Poco</b>	No spectators allowed	No spectators at the field until further notice. Visiting team must be dressed when they arrive. No bags/bins or squirt water bottles allowed on the field.
<b>Richmond</b>	No spectators allowed	NO bags on the field. must be pre-dressed in uniform. Do not enter the field until all other players have left. Coaches and managers must wear masks
<b>Ridge</b>	Limit 1 spectator per player	No spectators within field fence. Must maintain proper social distancing. Visiting teams must be dressed when they arrive. No bags/bins on the field
<b>Surrey</b>	No restrictions	Spectators need to physically distance at all times or wear a mask when distancing not possible. No group gatherings (do not share bleachers, pop up tents, etc) Families are encouraged to enjoy a walk while games are in progress.
<b>Valley</b>	Limit 1 spectator per player	Spectators are included in the 50 person max at the field. Only one spectator per player until the maximum has been reached.

