

South Jersey Girls Soccer League
PLAYING RULES (11 v 11) - EFFECTIVE SPRING 2011

I. AGES

Division 1

U19 Cannot be 19 prior to August 1 preceding the start of the playing year.

U18 Cannot be 18 prior to August 1 preceding the start of the playing year.

U17 Cannot be 17 prior to August 1 preceding the start of the playing year.

Division 2

U16 Cannot be 16 prior to August 1 preceding the start of the playing year.

U15 Cannot be 15 prior to August 1 preceding the start of the playing year.

Division 3

U14 Cannot be 14 prior to August 1 preceding the start of the playing year.

U13 Cannot be 13 prior to August 1 preceding the start of the playing year.

Division 4

U12 Cannot be 12 prior to August 1 preceding the start of the playing year.

U11 Cannot be 11 prior to August 1 preceding the start of the playing year.

State Rule that “Majority of rostered players must be age appropriate”.

Division 5

U10 Cannot be 10 prior to August 1 preceding the start of the playing year.

U09 Cannot be 09 prior to August 1 preceding the start of the playing year.

Player must be 7 prior to August 1 to be accepted in the South Jersey Girls Soccer League.

PLAYING YEAR

The playing year is from September 1 through August 31.

II. REGISTRATION

A. League Fees / Fines- The League registration fee shall be one hundred forty dollars (\$140) per carded team to the SJGSL. “Carded to the SJGSL” means that the League’s name is on the team’s registration form with the NJSYA. If a team is carded to another league, the fee shall be one hundred eighty dollars (\$180). The fee covers both league and referee assignment fees. The registration may be changed from season to season by the Executive Board of the SJGSL.

(1) Club Reps must submit all Registration Forms, and review in its entirety for content and correctness. **Incomplete, incorrect or missing information may affect being accepted to play in the SJGSL or be subject to a fine of twenty five (\$25) dollars.**

(2) A team or club with fines outstanding from the previous season shall not be allowed to register until all fines are paid.

B. Any new club entering this League will be required to post a \$350.00 Performance Bond, and be placed on probation for one year. The Performance Bond will be returned and the probation lifted after one complete year of membership with no incidents. These stipulations are in addition to all existing criteria currently in effect. Any club who has not participated in this League for four (4) seasons, will be considered a new club.

C. NJSYA Fees - The cost of the pass packet and liability insurance is set by the NJSYA. The SJGSL will collect the state fees and distribute the pass packets.

D. A team from another state may register and play in the SJGSL, provided that it is in good standing in its own state association and league, meets all rules and regulations of New Jersey Youth Soccer, United States Youth Soccer and the United States Soccer

Federation (USSF) for playing in another state. In addition, the team must agree to play all of its games in New Jersey at either their opponent's home field, or a field that is acceptable to the SJGSL.

E. A team, whose fees are not paid prior to the scheduled first game of the season, will forfeit any game points earned and be subject to fines. Lost points will not be awarded retroactively upon payment of fees.

F. A club will not be permitted to register unless it has one field per day for every three (3) teams for Divisions 1-4; (four (4) teams per SHORT SIDED field for Division 5) registered with the League. The field(s) must also be available for play each week of the season from 12:00 PM to 5:00 PM, and all teams within that club must play at the same location unless prior approval is granted by the Executive Board.

G. The League ten (10) week playing schedule stands. No rescheduling (TBR) will be permitted. The only exception will be State Cups or league-wide weather related cancellations.

H. Clubs and/or teams may be rejected from playing in the SJGSL who do not meet League requirements, including scheduling for single team clubs, or who demonstrate disregard for the rules and/or spirit of the game.

I. Any team who withdraws from the League after the Ratings Meeting, but before schedules are done, will be fined a minimum of \$300.00.

J. Any team who withdraws from the League after the schedules are done will be fined a minimum of \$500.00.

K. Any team playing less than 10 games due to blank spots in their schedule will be refunded 10% for one missing game & 20% for 2 or more missing games.

L. Any Registration Form received after the due date will incur a \$25.00 fine.

III. PLAYING SEASON

The playing year shall be divided into two (2) separate seasons. Each season shall carry an appropriate registration fee, and shall be conducted formally to include standings and awards (no awards in Division 1 and 2 in the FALL). Voting privileges shall be for a period of one year, with the year being from September 1 through August 31.

The Fall season is to extend from July through December for meeting purposes. The Spring season is to extend from January through June for meeting purposes.

IV. MEETINGS

Meetings shall normally be held on the third Monday of each month at a location to be designated by the Executive Board.

A. Each club is required to be represented at each regular meeting in a season for which it is registered. Absence from a League meeting, by a Club Rep or Alternate Club Rep, for a first offense during a playing season shall be punishable by a \$25.00 fine. Any club not represented by a Club Rep or Alternate Club Rep in a subsequent meeting during the same playing season will be automatically fined \$50.00, with the possibility of having to place a \$350.00 Performance Bond for the following season. A canceled meeting will not count as an unattended meeting.

B. A club not in good standing (fees or fines outstanding, or on probation at the time the meeting is called to order) shall not be eligible to vote at said meeting. Those eligible to vote are: club representative or head coach. Head coach may cast one vote for his/her team only, or in his/her absence, Club Rep will cast their vote.

C. Anyone addressing the membership or Executive Board at a meeting must identify

themselves, their club, and their status (coach, assistant coach, club president or club rep).

D. Only club presidents, club representatives, SJGSL carded coaches and SJGSL carded assistant coaches may address the membership or Executive Board during a meeting. Any other person, or group, must have Executive Board approval prior to the meeting.

1. Any past President of the SJGSL, so inclined, may present and/or vote on any issues of interest to them.

E. The Executive Board will schedule two meetings prior to the start of each playing season.

1. An open Ratings Meeting will be held prior to assigning teams to conferences for League competition. Coaches will have the opportunity at this meeting to participate in the placement of their teams.

2. A **Mandatory Coaches Meeting** for coaches will be held prior to the start of the season. The time and place for this meeting will be announced no later than the open Ratings Meeting. Each team registered to play that season must have either the registered carded coach, registered carded assistant coach, or both, present. **Any team not so represented will be fined twenty five (\$25) dollars.**

V. EQUIPMENT

A. Divisions 1, 2 and 3 shall use a #5 ball. Divisions 4 and 5 shall use a #4 ball.

B. No watches or jewelry of any kind, including, but not limited to, bracelets, earrings, necklaces or rings may be worn during a game. Neither shall hooded sweatshirts be worn either under or over the team jersey. FIFA laws concerning uniforms, shin guards and shoes shall apply. The referee has the responsibility and sole authority to determine illegal equipment as defined by FIFA.

C. All goals will be securely anchored as defined by NJYSA.

VI. SCHEDULES

Day and time of all games shall be specified on the official League schedule distributed prior to the start of the season. The League will not schedule any games on weekends normally used for major tournaments (Columbus Day, Thanksgiving Day or Memorial Day). The first game of the day shall start no earlier than 12:00 PM, unless an earlier time has been approved by the League Administrator prior to the League's schedule being completed.

A. Game Changes

1. Games must be played as scheduled, except for State Cup Games or last minute high school field conflicts. In the event of one of the above conflicts, teams shall follow the rescheduling rules in Paragraph VI-C.

2. Only the League Administrator may adjust the starting time of any game to facilitate referee assignments or game coverage.

B. Cancellations

1. Inclement Weather and Hazardous Field Conditions - To cancel for these reasons, the home team must notify the League Administrator before 9:00 AM on the day of the game. After talking to the Administrator, if a relocation or immediate adjustment is not possible, the home team must immediately notify the opposing coach of the cancellation. The game, if relocated, will be considered as the home team's game. The site of any other game between these teams will not be modified unless Paragraph VI-A-1 applies. Only the referee can cancel a game once cancellation time has passed.

2. In the event of a proper cancellation, follow the rescheduling rules in paragraph

VI-C.

C. Rescheduling

1. **Rescheduled games** for approved canceled games must be made through the League Administrator. Both coaches must contact the League Administrator to confirm the date, time and place of the rescheduled game. **Failure to do so will result in the game not being recognized as a League game, and both teams will be subject to a twenty five (\$25) dollar fine.**
2. The League Administrator must have a minimum of four (4) days notice to reschedule canceled games.
3. All rescheduled games must be played prior to the last scheduled week of regular play.
4. All games must be rescheduled within seven (7) days of the date of cancellation.
5. In the event the game is not rescheduled within the time frame of Paragraph VI-C-1 and VI-C-2 or VI-C-4, the League Administrator will reschedule the game, its time and place of play.
6. Once a game has been rescheduled, it will be treated as if it had been on the schedule from the first day of the season, and subject to all rules of League play.
7. **TBR's (To Be Rescheduled) are allowed at the discretion of the SJGSL Executive Board for soccer related conflicts only (i.e. ODP, State Cup, Tournaments). The event must be specified and submitted in writing on the Registration Form prior to the start of the season. These are only available during the Spring season.**

VII OFFICIALS

A. The League Administrator will schedule and assign officials for all games played within the League.

1. Any game not so scheduled and assigned shall be considered a scrimmage, and not a League game.
2. Any team that schedules an official for a SJGSL game will forfeit that game, and be subject to fines under Paragraph VIII-A-1.
3. If only one referee, home team provides one linesman, visiting team the other. However, if two referees appear for game, the home team will provide the other linesman. No "two man" / high school style officiating is allowed.

B. Official Fees (subject to change) Effective Fall 2008

Multiple Games @ Site Single Game @ Site

	Referee	Ass't Referee	Referee	Ass't Referee
Div 1	\$60	\$36 each	\$66	\$42 each
Div 2	\$54	\$34 each	\$60	\$40 each
Div 3	\$48	\$26 each	\$54	\$32 each
Div 4	\$42	\$22 each	\$48	\$28 each
Div 5	\$32		\$38	

The fee is to be shared by both the home team, and the visiting team. In the case of a

single game being played at a field (all divisions), the referee will be paid a travel allowance of \$6.00, paid by the home team on regularly scheduled League games. For make-up games, the single game fee will be shared by both teams.

2. If a referee is assigned to a game and goes, but the game is not played, the following fees are applicable:

(a) If the ref declares the field unplayable prior to the start of the game, the full game fee must still be paid by the Home Team.

(b) Due to teams not showing up, he is entitled to a full game fee, to be paid by the forfeiting team.

(c) Once a game has started, he is entitled to a full fee.

(d) Volunteer / Unassigned referees will not be paid. (State insurance liability issue)

3. "Far Away" Rule – Any ref traveling a great distance to cover a game that would otherwise not be covered will receive an additional \$50.00 fee. This was made retro active to March 6, 2004. This fee will be picked up by the League for the first season, but will be picked up by the individual club(s) thereafter).

C. Referees are directed to send completed game cards and passes of players and / or coaches sent off the field, as well as challenged players to the Games Commissioner within 24 hours of completion of game. The completed game card shall include a concise explanation of the reason why players and/or coaches were sent off.

VIII. FORFEITS AND PERFORMANCE BONDS

A. Forfeits

1. Forfeit time shall be fifteen (15) minutes after scheduled starting time of the game.

The team forfeiting the game shall pay the full referee fee, including travel allowance, if required, plus a fine of fifty (\$50) dollars.

2. Teams forfeiting before Wednesday of the week in which the game was to be played shall pay the full fifty (\$50) dollar forfeit fee, but not the referee fee.

3. Teams shall forfeit if they compete with an illegal roster, plus be subject to further actions by either the State organization or the SJGSL.

B. Performance Bond

1. A team may be required to post a performance bond if:

(a) The team accumulates two (2) forfeits during the current and/or preceding playing year, or forfeits a game with less than three (3) days notice to the League Administrator.

(b) The team ceases to play without completing the League schedule. In this event, the team's sponsoring club shall be assessed the performance bond for the following season.

(c) The team competes with an illegal roster.

(d) It is determined by the Executive Board that it is in the best interest of the SJGSL to seek a performance bond from a club or team.

2. Performance Bonds shall be an amount determined by the Executive Board with a minimum being three hundred fifty (\$350) dollars. Teams may lose their bond upon any additional violations. The team may then be required to post a new bond before playing their next League game. If the team does not forfeit any games during the playing season, the performance bond will be returned.

IX. GAMES

A. Duration of games will be as follows:

Division 1 - 45 minute halves (spring) Division 1 - 40 minute halves (fall)

Division 2 - 40 minute halves Division 4 - 30 minute halves

Division 3 - 35 minute halves Division 5 - 30 minute halves

Game points shall be awarded as follows:

three (3) points for a win; one (1) point for a tie; none (0) points for a loss

B. Game Results

1. All teams will enter game scores and referee evaluations on line at www.sjgsl.org.

Reports are to include the presence or absence of an assigned referee.

(a) \$10.00 to team/club for failure to complete game card correctly.

2. Failure to enter scores and referee evaluations on line will result in fines determined below. Subsequent occurrences will result in fines determined by the Executive Board.

(a) \$5.00 Late/Missing/No score reported

\$5.00 Incorrect/Incomplete referee Evaluation Information

C. Team Responsibilities

1. Home Team

- Have a properly lined safe field available for play **plus Spectator/Team Restraining Lines – preferably a different color than the touchline, which is drawn parallel to the touch line and 10 feet from it. Teams are restricted to an area 30 yards from the halfway line for 11v11 and 20 yards for 8v8 fields, with the end of this area being clearly marked.**

- Have a proper game ball in good condition
- Pay one half the referee's fee
- Have goals properly secured and nets in good condition
- Have corner flags
- Have available one linesman
- Have a properly completed Game Card
- Have valid player and coaches passes
- Have alternate uniform in case of color conflict
- Call in scores to Conference Coordinator
- Mail Referee Evaluation Cards to the League
- Notify League Administrator of cancellations
- Reschedule game through proper channels
- Restrict all spectators to an area 20 yards either side of midfield, and at least five (5) feet away from their own touch line
- Treat visiting team as honored guests
- Treat referees and opponents as honest in their intentions
- Seek no advantages except those of superior skill
- Accept referee's decision, no matter how unfair it may seem

2. Visiting Team

- Contact "Home" team for field verification, check game time, and uniform conflicts at least three (3) days prior to the game.

- Pay one half the referee's fee
- Have available one linesman
- Have properly completed Game Card
- Have valid player and coaches passes
- Call in scores to Conference Coordinator
- Mail Referee Evaluation Cards to the Lleague

- Notify League Administrator of cancellations
 - Reschedule game through proper channels
 - Restrict all spectators to an area twenty (20) yards either side of midfield, and at least five (5) feet away from their own touch line
 - Treat referees and opponents as honest in their intentions
 - Seek no advantages, except those of superior skill
 - Accept referee's decision no matter how unfair it may seem
3. In case of color conflicts, the home team will change jerseys.
4. All scheduled games in Divisions 3, 4 and 5 must be played, even if a referee is not present. A substitute referee shall be mutually agreed upon by both coaches. If an agreement cannot be reached, the official will be decided by a coin toss. All games played are official.
- (a) Games in Division 1 and 2 may be played if no referee is present, if both teams agree to play the game. If both do not agree, the game shall be rescheduled as detailed in Paragraph C.
5. Captains are permitted; however, only one shall act as a speaking captain to the referee. It is the team's responsibility to inform the referee as to who the speaking captain is.
6. All players and coaches must present valid NJYSA passes prior to the start of the game. Late arriving players must present their pass to the official prior to entering the game. The opposing coach has the right to inspect the players' passes prior to the start of a game. When a player is late, the inspection may take place prior to the player's entry into the game. If a valid carded coach is not available at any time (before, during or at the completion of the game), the game will be abandoned. Depending on the circumstances of the abandonment, the game may be declared a forfeit by the Executive Board.
- a. When a player plays without a pass, it will be a \$100.00 fine and one (1) game suspension to the coach. This is to be paid by the Club before the pass will be returned.
7. Teams will take position on the same side of the field at either side of the midfield line, with a maximum of four (4) currently carded coaches/trainers. All spectators will take position on the opposite side of the field either side of the midfield line. Coaches and substitutes will stay at midfield, unless invited to enter the playing field by the referee. Coaches, so invited, will not address the referee except as to the health of an injured player.

X. PLAYING RULES

A. Substitutions

1. Unlimited substitution is permitted at the following times:
 - Prior to a throw-in in your favor
 - Prior to a goal kick by either team
 - After a goal by either team
 - After half time, and between periods of extended play
2. Unlimited substitutions by either team on stoppage due to injury.
3. Substitution is required for a player receiving a YELLOW CARD. The carded player may re-enter the game at the team's next allowable substitution as detailed in Paragraph X-A-1. A coach knowingly violating this rule may be subject to disciplinary action.
- 4. If play is stopped for an injured player who is then attended to by a coach, the player must exit the field (except goalkeeper) and may be replaced by a substitute**

player.

5. When a team (A) is awarded a throw-in in their favor, the opposing team (B) may also substitute at the same time should the opponent (team A) request a substitution AND players of both teams are positioned at mid-field ready to enter the field. If a team does not take advantage of a substitution opportunity in their favor, the opposing team may not substitute a player(s).

B. A player or coach ejected from a game shall automatically be suspended for the time period specified in the attached Table of Mandatory Penalties for Unacceptable Conduct.

A coach who is red carded/ejected shall be fined one hundred dollars (\$100). The fine must be paid by the coach's club before the pass will be returned. Only games actually played will count towards the suspension. Additional suspensions and/or fines may be imposed at the discretion of the Executive Board. Any suspensions that do not exceed the minimum specified in the Table of Mandatory Penalties for Unacceptable Conduct will not be appealable.

1. A coach receiving a yellow card will be fined a minimum of fifty dollars (\$50) for the first offense. The fine must be paid by the coach's club. Additional yellow cards issued to the same coach may have additional fines and/or suspensions imposed at the discretion of the Executive Board.

2. When a coach who is carded to multiple teams in our League has been red carded, his/her suspension will be for a specified number of weeks, not games.

C. A player or coach receiving three (3) yellow cards during a playing season will be suspended for the game following the one in which the third card is received, or made known to the Executive Board.

D. Games may end in a tie for purposes of League play.

E. A game terminated by the official before completion for weather or field conditions shall be replayed in its entirety, unless both coaches agree that the game will not be replayed; then, the result of the game at the time of termination will stand.

F. All games must be played in equal halves, except when extended by the official because of injury, etc., or shortened by the official due to: insufficient number of players to continue, misconduct, rules violations, altercations or unsportsmanlike conduct by either the players, coaches or sidelines.

G. Players may protect their chest with their arms in a wall during a direct or indirect kick by the opposing team.

H. The minimum number of players per team for the game to begin, or continue, is seven (7) for Divisions 1-4; six (6) for Division 5. One of these players must be designated the goal keeper and wear a uniform that is distinctive from the other players.

I. The action of removing a team from the field during the game, or refusing to continue to play, is a serious violation. At the Executive Board's discretion, it may be punished by a fine and/or suspension.

XI. PROTESTS

A. Only violations of the League Constitution, its By-Laws, rules and regulations or misapplications of the laws of soccer shall be proper subjects for protest. An official's judgment call is not grounds for protest. Protests will only be accepted from a registered, carded coach or assistant coach, and/or club president, and/or club representative to the SJGSL.

B. To be considered, a protest must be:

1. Submitted in writing, detailing what specific violation(s), as detailed in Paragraph XI-A were believed to have occurred.
2. Submit the document, within 48 hours of the game, to the League President, Vice-President or General Secretary, accompanied by a one hundred (\$100) dollar protest fee. The fee will be returned only if the protest is upheld.

XII. APPEALS

A. The Grievance and Ethics Committee, consisting of an Executive Board member, serving as a non-voting Chairman, and two or more members of the League, who are not part of the Executive Board, may review and hear all game related misconduct, as referred to it by the President or Vice President. They will issue their findings, in writing, along with recommended action to the Executive Board through the League President. The Executive Board will consider the findings of the Grievance and Ethics Committee, but are not bound to its recommendation. The final determination of any action rests solely with the Executive Board subject to Paragraph XII-B. The Executive Board shall have the authority to exclude the Grievance Committee from reviewing misconducts or issues that, if generally known, could bring harm or damage to the reputation of individuals in matters other than soccer.

B. Decisions of the Executive Board may be appealed to the membership. The appeal must be in writing, delivered or postmarked within seventy two (72) hours of receipt of the decision of the Executive Board, and must be accompanied by a one hundred (\$100) dollar fee to either the League President, Vice-President or General Secretary. The appeal will be heard and ruled on by the membership at the next regular General Meeting. The fee will be returned if the appeal is upheld by the membership. If the individual or club requesting the appeal wishes to have a special meeting of the League called for purposes of hearing the appeal, any costs to the League (postage, room rent, etc.) will be paid by the person or group requesting the appeal. For any appeal, Paragraphs IV-B, C and D will be strictly enforced.

C. The referee's report is accepted as totally true unless disputed by an official assistant referee.

XIII. ROSTERS

A. Rosters are limited to eighteen (18) players for Divisions 1, 2, 3 & 4 (11v11), and fourteen (14) players for Division 5 (8v8).

B. The yellow copy (not a faxed copy) of the official team stamped roster shall be on file with the League Registrar no later than midnight the Friday before the first scheduled league game. **Failure to have your Roster on file will result in a \$100.00 fine for the 1st week; \$25.00/week thereafter; and a \$350.00 Performance Bond to be paid by the Club the following season, even if the offending team does not return, if still in non-compliance by the 4th week.** Any roster changes must also be received by the League Registrar before new players participate in any SJGSL games.

C. Any team found to have an illegal roster shall forfeit any game in which the roster was not correct, and shall be subject to additional sanctions at the discretion of the Executive Board.

1. No secondary passes are allowed.

D. STATE BY-LAWS: TRAVEL LEAGUE REGISTRATION AND ROSTERING Any player rostered to a team is bound to that team for the entire seasonal year unless the player requests a transfer and is released . . .

E. Any player, who decides to leave her existing team after the 5th scheduled game of a playing season and join another team, may petition the SJGSL in writing to have her mandatory 3-game waiting period start as of the date such petition is filed. Reasons for such petition must accompany same.

*Note: The Board shall only grant such petition upon showing of good cause as determined by the Board.

F. There has been a change in the State By-Laws regarding the window for transfers. Players may transfer from ten (10) days after the fall season ends until ten (10) days before the spring season begins. Then ten (10) days after spring ends until August 1st. Exact wording is listed below as supplied by Mollie in an E-mail dated June 17th.

“NJYS Bylaws Section XVIII, A is amended to read: "Any player rostered to a team is bound to that team for the entire seasonal year unless the player is released or transferred. Players may only transfer from a team in one club to a team in another club during as open transfer window which has been established by the Board of Directors. In situations where player abuse has been proven by the league Board of Directors, the transfer window may be waived. Players may transfer between teams in the same club at any time.

The board of Directors has established the following two Open Transfer Windows:

1. A window will open at the conclusion of the Fall season of the League the player would be leaving and will close 10 days prior before the start of the Spring season of the League to which the player would be transferring.
2. A window will open at the conclusion of the Spring season of the League the player would be leaving and will close August 1 of the seasonal year.

The Open Transfer Windows are League dependent except for the August 1 date. All other transfer requirements must be met during the Transfer Window, that is, the documentation requirements and the 3 game waiting before participating after being rostered on a new team.

Example: The League begins play on September 3 and concludes the Fall season on November 22. The Spring season begins March 31. Once a player is rostered to a team in the Fall season, that player is prohibited from transferring to a team in another club until November 22, the close of the Fall season, and must complete any transfer before March 21, ten days before the start of the Spring season.”

XIV. TROPHIES

A. Trophies or awards shall be made to conference winning teams on an individual basis in Divisions 1, 2, 3 and 4. A limit of twenty (20) awards shall be made per team. Only one trophy shall be awarded per player. In Division 1 and 2, the decision to issue awards will be made before the start of the season, and be based on the number of teams playing, as well as the competitive make up of the conferences. **In Division 5, no Conference winning awards will be made. All Division 5 teams will receive**

participation awards with a limit of 15 per team.

B. In the case of a tie for first place in a conference **between two (2) teams**, the following procedure will be used to determine who receives the trophies.

1. Head-to-head competition - The team with the best record in competition with the other team.

2. The team with the most wins in the season.

3. If still tied, teams will be declared co-champions.

4. In the case of a three (3) way tie for first place in a Conference, the following procedure will be used to determine who receives trophies.

(a) The games between all three teams will be given the point values as follows: 3 points for a win; 1 point for a tie; and 0 points for a loss. The team with the most points for games among the three tied teams will receive the trophies. If a tie still exists in points, those teams will use the additional tie breakers in (b) and (c) listed below.

(b) The team with the most wins in the season will receive the trophies.

(c) If still tied, the teams will be declared Co-Champs.

C. Games Commissioner, the next highest team in that conference will be awarded the conference champion and receive the trophies.

1. If a team moves up mid-season, their last 5 games' scores are doubled. If a team moves down mid-season, they take their record with them and add to second half points.

XV. UNIFORMS

A. All team players must have the same colored numbered jerseys, shorts and socks. Duplicate uniform numbers shall not be acceptable. Blue Jean shorts are not permitted. The goal keeper's jersey must be distinctly different in color from all field players on both teams.

B. All players must wear shin guards for all games, and their socks must be pulled up to cover the shin guards.

C. Jerseys will be worn tucked into the shorts at all times.

D. Players may wear sweat pants of the same color as their shorts over their shorts.

XVI. INSURANCE

A. In accordance with NJSYA regulations, no team will be carded or permitted to play without liability and player medical insurance conforming to minimum state standards. Teams entering the League using passes from another state will be required to show proof of both secondary medical insurance and liability insurance equivalent to the coverage required of New Jersey registered teams.

XVII. FIFA

The laws of the game, as set forth by FIFA, shall apply for all SJGSL competition, except as modified herein.

XVIII. SJGSL

A. Ignorance of the laws that apply to League play or NJYSA State rules shall not be a reason for non-compliance.

B. Failure to comply with the League constitution and playing rules shall result in club and/or team being subjected to a fine and/or penalty at the discretion of the Executive Board.

C. Any action by a coach, player, team or club official that is not considered to be for the

good and welfare of soccer, may subject that individual and/or organization **to incur a penalty of up to a one-year suspension, in addition to** any fines, or expulsions at the discretion of the Executive Board.

D. All concerns/complaints directed to the SJGSL Executive Board must be submitted in writing by the Club Rep. Any club whose coach and/or parent contacts a Board Member directly will be fined \$25.00/occurrence.

XIX. GOOD & WELFARE

A. It is important to set the tone with our young athletes and remember the purpose of the SJGSL: Develop, in the players, the skill of soccer and the ideals of good sportsmanship, honesty and loyalty through competition in the game of soccer.

B. Parity - In this season, there may be a few games where there is a large difference in skill level between opponents. If this occurs, it is the coach's responsibility to keep the goal differential at a reasonable level: i.e. 6 goals.

1. Penalty for violation will be \$25 for each goal scored over 6, subject to review by the Games Commissioner.

C. Guest Players: It is SJGSL protocol that you (coaches) are strongly urged to inform the player's coach that you are asking his player to guest for you – not for their permission, but rather for their information.

D. Codes of Conduct - SPORTSMANSHIP IS: Moral behavior in sports. It is a learned behavior and does not happen by itself. Sportsmanship is more than simply being nice; it is an understanding of why some actions are right or wrong.

1. Coach's Code

If the coach is capable, he/she will be able to maintain discipline without becoming authoritarian. If not, the team will become an unruly gang, unable to respond to group discipline; consequently, they will bring no credit to themselves, their coach, their club or the game. When the coach accepts the responsibility to coach a team, he or she accepts a responsibility to: the team; players; their parents; the association and to the sport.

- a. Be reasonable in your demands on the players' time, energy, enthusiasm and performance on the soccer field.
- b. Impress upon your players that they must abide by the rules of the game at all times.
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- d. Ensure that your players' soccer experience is one of fun and enjoyment. Winning is desirable, but winning at all costs defeats the purpose of the game.
- e. No advantages except those of superior skill should be sought
- f. Lead by example and be generous with your praise. Children need a coach they can respect.
- g. Losing can be a triumph when the team has given its best effort.
- h. Check equipment and facilities that you use. They should meet safety standards and be appropriate for the age and ability of your players.
- i. Follow the advice of a physician when determining when an injured child is ready to play again.
- j. No smoking will be permitted around players at games or practices. State Law: No smoking is permitted on school property at any time.

k. The ideal is the greatest good to the greatest number.

2. Player's Code

- a) Play the game for the game's sake.
- b) Be generous when you win. Be gracious when you lose.
- c) Be fair always, no matter what the cost.
- d) Obey the laws of the game. Accept the decisions of the officials with good grace.
- e) Work for the good of your team. Treat all players the way you would like to be treated.
- f) Believe in the honesty of your opponents.
- g) Honestly and whole-heartedly applaud the efforts of your teammates and your opponents.
- h) Conduct yourself with honor and dignity.

3. Parents Code: Parents should remember:

- a. Children have more need of example than criticism.
- b. Teach your child that hard work and an honest effort are often more important than a victory.
- c. Attempt to relieve the pressure of competition, not increase it by not ridiculing or yelling at your child for making a mistake or for losing a game
- d. Children learn by example. Applaud wholeheartedly good plays by your team and by members of the opposing team.
- e. Let the coach do his/her job.
- f. Be kind to your child's coach and to officials. The coach is a volunteer giving of personal time to provide a recreation for your child. The coach is providing a valuable community service, often without reward other than the personal satisfaction of having served the community.
- g. Do not openly question the referee's judgment, and never his/her honesty. The referee is a symbol of fair play, integrity and sportsmanship.
- h. Accept the results of each game, and encourage your child to:
 - Be gracious in victory, and
 - turn defeat into victory by working towards skill improvement and good sportsmanship in every game.
- i. Encourage your child from the sidelines, but do not direct or coach the play
- j. No smoking will be permitted around players at games or practices. State Law: No smoking is permitted on school property at any time.
- k. Children are involved in organized sports for their enjoyment, not yours.

REMEMBER: The attitude shown by parents at games towards their child, the opposing team, the officials and coach, influence the child's values and behavior in sports. Criticism, disrespect for officials and opponents by over-anxious or over-protective parents bent on their immediate success rather than the long term benefits, undermines the purpose of the sport, and brings stress into the game beyond those of normal competition. When the adolescent cannot cope effectively with such stress, it contributes to behavior not in keeping with: "the spirit of the game".

A new bill (effective Fall 2002) that was recently passed into law states that parents or coaches who engage in assaults at sporting events where children are present will be charged with aggravated assault. This will result in punishment of up to 18 months in prison and \$10,000 in fines.

TABLE OF MANDATORY PENALTIES FOR UNACCEPTABLE CONDUCT

<u>DESCRIPTION OF OFFENSE - (Yellow or Red)</u>	<u>DIV's 3, 4 & 5</u>	<u>DIV's 1 & 2 ALL ADULTS</u>
Fighting with an opponent, colleague or spectator by means of mutually exchanged blows delivered by hand, head, fist or other portion of the body.	3 Games	3 Games
Fighting with an opponent, colleague or spectator, as above, except the other party does not take part by returning blows.	3 Games	3 Games
Striking an opponent, spectator, or official with any object which could be expected to result in injury.	2 Years	4 Years
Assaulting a Referee or Linesman by a player. (Deliberately pushing, striking, kicking, head butting, or attempting to strike, kick, push or head butt).	1 Year	2 Years
Assaulting a Referee by a Coach or Club Official as detailed above.	5 Years	5 Years
Referee abuse: "A verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.	2 Games	3 Games
Throwing of objects (soccer balls, snow, mud, ice, dirt, rocks, equipment, tape, etc.) at an opponent. If the object strikes the target, then the incident could be reviewed as an assault.	2 Games	2 Games
Throwing of objects at a referee or linesman whether it hits it's target or not.	1 Year	2 Years
Spitting at or on a player or spectator	2 Games	3 Games
Spitting at or on a referee or linesman	1 Year	2 Years
Verbal abuse of a referee or linesman	2 Games	3 Games
Verbal abuse of a player, coach or spectator	1 Game	2 Games
Verbal threat of bodily harm or property damage delivered to an opponent, colleague or spectator	3 Games	4 Games

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<u>DESCRIPTION OF OFFENSE - (Yellow or Red)</u>	<u>DIV's 3, 4 & 5</u>	<u>DIV's 1 & 2 ALL ADULTS</u>
Verbal threat delivered to a referee or linesman	4 Games	6 Games
Gesturing or signaling obscenely, or the use of profane language toward an opponent, colleague or spectator.	1 Game	1 Game

Gesturing or signaling obscenely, or the use of profane language toward a referee or linesman	2 Games	2 Games
Entering the playing field by a coach or spectator to argue with a referee (Penalty will be assessed against the coach)	2 Games	2 Games
Coach's, player's or spectator's misconduct not specifically defined above	1 Game	1 Game
Receiving three (3) cautions (yellow cards) during one (1) playing season.	1 Game	1 Game

MODIFICATION TO PLAYING RULES
FOR 8 V 8 - U9 & U10 – SPRING 2011
LAW I - THE FIELD

A. Dimensions

The field of play shall be rectangular, its length being not more than 80 yards nor less than 70 yards, and its width not more than 50 yards nor less than 40 yards.

B. Markings

1. Distinctive lines not more than 4" in width.
2. A halfway line shall be marked out across the field.
3. A center circle with an eight (8) yard radius.
4. Four corner arcs with a one (1) yard radius.
5. Goal Area - six (6) yards from each goal post and six (6) drawn parallel with the goal line.
6. Penalty Area - fourteen (14) yards from each goal post and fourteen (14) yards into the field of play, joined by a line drawn parallel with the goal line.
7. Penalty Spot - a circle six (6) inches in diameter located ten (10) yards from the goal line at a spot measured into the field of play from the point midway between the goal posts. From that penalty, an eight (8) yard arc is marked beginning from one point that intersects with the line parallel to the goal line and continuing to the second point which intersects that line.

C. Goals

Maximum: Eight (8) yards wide by eight (8) feet in height

Minimum: Seven (7) yards wide by seven (7) feet in height

LAW II - NUMBER OF PLAYERS

A. The maximum number of players on the field at any one time shall be eight (8), one of which shall be the goal keeper.

B. Substitution: Same as SJGSL Rules

1. Unlimited substitution is permitted at the following times:

- Prior to a throw-in in your favor
- Prior to a goal kick by either team
- After a goal by either team
- After half time, and between periods of extended play

2. Limited substitution is permitted after an injury for the injured player and one player on the opposing team.

3. Substitution is required for a player receiving a YELLOW CARD. The carded player may re-enter the game at the team's next allowable substitution as detailed in Paragraph

X-A-1. A coach knowingly violating this rule may be subject to disciplinary action.
C. The maximum number of players rostered at any one time shall not exceed fourteen (14). No more than seventeen (17) players may be carded to the team during the course of a season.

LAW III - PLAYER'S EQUIPMENT: Conform to FIFA and/or SJGSL

LAW IV - REFEREE

A. The League Administrator will assign the referee, but the team should be prepared to supply the USSF referee for single site/single game situations.

LAW V - DURATION OF THE GAME

A. The game shall be divided into two (2) equal halves of 30 minutes each, with a five (5) minute break between the halves.

LAW VI - START OF PLAY: Conform to FIFA with the following exception:

A. Players must be eight (8) yards from the center mark when the kick-off is taken.

LAW VII - BALL IN AND OUT OF PLAY: Conform to FIFA

LAW VIII - METHOD OF SCORING: Conform to FIFA

LAW IX - OFFSIDES: Conform to FIFA

LAW X - FOULS AND MISCONDUCT: Conform to FIFA

A. The Table of Mandatory Penalties for Unacceptable Conduct, as found in the SJGSL Playing Rules, shall apply to the 8 v 8 program

B. A player or coach ejected from a game shall automatically be suspended for the time period specified in the attached Table of Mandatory Penalties for Unacceptable Conduct.

A coach who is ejected shall be fined one hundred (\$100) dollars. The fine must be paid by the coach's club before the pass will be returned. Only games actually played will count towards the suspension. Additional suspensions and/or fines may be imposed at the discretion of the Executive Board. Any suspensions that do not exceed the minimum specified in the Table of Mandatory Penalties for Unacceptable Conduct will not be appealable.

LAW XI - FREE KICK: Conform to FIFA with the following exception:

A. Opponents must be eight (8) yards away at the time the kick is taken, unless a team opts to "quick kick".

LAW XII - PENALTY KICK: Conform to FIFA with the following exception:

A. Opponents must be eight (8) yards away at the time the kick is taken.

LAW XIII - THROW IN: Conform to FIFA

LAW XIV - GOAL KICK: Conform to FIFA

LAW XV - CORNER KICK: Conform to FIFA with the following exception:

A. Opponents must be eight (8) yards away at the time the kick is taken.

LAW XVI - GOOD & WELFARE

A. In this 8v8 season, it is important to set the tone with the younger teams and remember the purpose of the SJGSL:

Develop, in the players, the skill of soccer and the ideals of good sportsmanship, honesty and loyalty through competition in the game of soccer.

B. Parity - In this season, there may be a few games where there is a large difference in skill level between opponents. If this occurs, it is the coach's responsibility to keep the goal differential at a reasonable level: i.e. 6 goals.

1. Penalty for violation will be \$25 for each goal scored over 6, subject to review by the Games Commissioner.

C. Codes of Conduct - SPORTSMANSHIP IS: Moral behavior in sports. It is a learned behavior and does not happen by itself. Sportsmanship is more than simply being nice; it is an understanding of why some actions are right or wrong.

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