

# SOUTH JERSEY SOCCER LEAGUE



## FACT SHEET

### All Divisions Spring 2020 Season

(Revision February 6, 2020)

FIFA Laws of the Game apply except as noted herein or as provided for in the relevant league rules. **The June 2019 revisions to the LOTG will be used for the Spring season, with the noted changes included on the LOTG Addendum.**

#### NO PASS – NO GAME DAY ROSTER - NO PLAY

#### NO EXCEPTION!

ALL coaches, trainers and players MUST present to the referee a valid approved US Club pass PRIOR to participating in any league scheduled game. Individuals without passes or who present passes with damaged, missing or replaced photographs are ineligible to participate in the game. Passes from other organizations, such as USYS, may not be used.

DIVISION	GAME TIME	BALL SIZE	REF	AR
I (U17-19)	2 – 40 min	5	\$74	\$48 each
II (U15-16)	2 – 40 min (Spring) 2 – 35 min (Fall)	5	\$64	\$43 each
III (U13-14)	2 – 35 min	5	\$60	\$35 each
IV (U11-12)	2 – 30 min	4	\$50	\$25 each
V (U8-10)	2 – 30 min	4	\$40	\$20 each

#### ALL REFEREES:

Please scan in **BOTH** game day rosters and email to the appropriate league official as indicated on the game day roster.

#### ALL COACHES:

- (1) Score Reporting - Home team must report the score online no later than noon of the day following the game at: [www.sjssl.org](http://www.sjssl.org).
- (2) Ref Evals – Ref evals are voluntary for the Spring season. A form to submit your evaluation is posted at: [www.sjssl.org](http://www.sjssl.org).
- (3) Parent Conduct - Coaches are responsible for their parents on the sidelines and may be penalized/carded for not controlling them.
- (4) Referees - Coaches do NOT have a right to speak with or debate calls with the referee(s).

#### ALL PLAYERS:

- (1) Jersey - All team players must wear matching uniform tops, with at least 4 inch numbers. Jerseys must be tucked into shorts during the entire game. Players may wear long sleeve shirts or jerseys under a short sleeve jersey if the long sleeve is the same main color of the sleeve of the game jersey. Hooded sweatshirts or jackets may NOT be worn under or over the player's jersey. Goalkeeper's jersey must be distinctly different in color from all field players on both teams and the referees. GK jersey does not have to have a number on the back.

- (2) Shorts - All team players must wear matching shorts. Players may wear clothing under their uniform shorts that exceed the hemline of the shorts if the clothing is hemmed and the entire team is wearing the same color and tucked into the socks. Specifically designed goalie pants are allowed and billed hats may be permitted to be worn by the keeper at the referee's discretion.

- (3) Shinguards/Socks - Players must wear shin guards and matching color/ pattern socks so that the shin guards are completely covered by the socks during the game. Tape must match color of socks.

- (4) Other - A referee has the authority to require a player to remove any article of clothing he/she decides is dangerous to that player or to other players. Players with casts or other protective gear may play at the referee's discretion. Goalies may NOT wear hard casts of any sort, covered or not.

#### GAME STATUS:

- (1) No Referee – All U8-10 scheduled games must start on time and MUST be played even if no referee is present. If there is no referee, the coaches may agree on a volunteer. If they cannot agree, both coaches shall nominate a substitute and a referee will be chosen by coin toss. The volunteer referee may not be compensated or wear any part of the USSF approved uniform, including the patch. All games played are official. U11 and above games MAY be played if both coaches agree. If they do not agree, the league must be informed and a new game date must be chosen within 2 weeks (with league approval) to be played prior to the end of the season. If a referee arrives after the game starts, he/she shall take the field at the first dead ball opportunity.

- (2) Abandoned/Terminated Game – The winner (if any) of an abandoned or terminated game shall be determined as per league policy. A referee cannot declare a forfeit.

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

- (4) Weather – If after a match starts, the referee terminates the match for weather or any other reason, the game will be reviewed by the appropriate league board before it is determined to be official.

#### GAME DAY:

- (1) Team Size - The minimum number of players to commence or continue play is seven (7) for an 11v11 team, six (6) for a 9v9 team and five (5) for a 7v7 team. If a team has less than the minimum required number of players, the game cannot be played and will be a forfeit.

- (2) Home Team - The Home Team is responsible for:

- (a) If only one referee, up to two (2) volunteers to assist the referee on the sidelines if requested
- (b) Goal nets (secured), corner flags & properly sized and anchored goal posts (7'x21' or 6.5'x18.5' for small sided games and 8'x24' for 11v11)
- (c) Correct lining of the field including spectator & team restraining lines, parallel to and a different color from the touch line and 10 feet from it, and a build-out line where appropriate.
- (d) Proper sized game ball, properly inflated
- (e) Changing jerseys in the event of duplication of colors.
- (f) Half of the referee's fees. The other half is to be paid by the visiting team. If the Visiting team fails to show, the Home team will pay the full fee and be reimbursed by the league. There is NO single game fee.

- (3) Forfeit Time - Forfeit time will be fifteen (15) minutes after the scheduled starting time of the game. The team that is properly present

needs only to present their passes and be inspected. It is not necessary to kick off, score one goal, etc. Forfeits are recorded as a 1-0 loss to the forfeiting team.

(4) Pre-Game - The coach of each team must present the game fees, coaches' passes, the player passes and game day roster (GDR), which shall include the coaches and players' names, pass numbers and uniform numbers to the referee PRIOR to the start of the game. The GDR must be properly completed by each team. Players listed who are not playing in that game should be lined out. If a team is unable to produce the physical GDR or player passes with the league logo by game time, the game shall not be played and the offending team shall receive a 1-0 loss. Ref fees shall be paid in full by the offending team and that team may be subject to further discipline by the league.

(5) Valid Pass - If at any time prior to the end of the game a team does not have a carded coach available, the game must be abandoned and the game may be declared a forfeit by the league. Opposing coaches have the right to inspect and challenge the eligibility of a player/validity of a pass, and may request the ref to retain the pass. At the discretion of the coach, the player challenged may participate in the game; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited.

(6) Location - Both teams (players and all coaches) shall be on the same side of the field. All spectators shall be on the opposite side of the field from the teams. League officials and monitors may be present anywhere at the game site except on the field of play. No more than four (4) carded coaches and/or trainers per team are permitted on the players' sideline during a game. Teams are restricted to an area 20 yards from the halfway line (15 yds for U8-U12 fields) on their own half of the field. This area must be clearly marked. Field and goal sizes MUST be in conformance with league guidelines.

(7) Substitutions - Unlimited substitutions are permitted if the substitutes are at midfield prepared to enter:

- (a) Prior to a throw-in or corner kick in your favor
- (b) Prior to a throw-in or corner kick in favor of your opponent IF your opponent requests a substitution. If your opponent is not substituting players, you may not substitute players at that time. If your players are not at midfield awaiting substitution when your opponent substitutes players, you may not substitute players at that time.
- (c) Prior to a goal kick by either team
- (d) After a goal by either team
- (e) At half-time
- (f) After stoppage for an injury (injured players attended to on the field must be removed and may be substituted.) Exceptions to this rule are made if the injury can be quickly assessed, **a PK is awarded to that player** or when a goalkeeper is injured, a goalkeeper and another player are injured, or when multiple players of the same team are injured.

**Players shall exit on the players' side of the field and go immediately to their technical area.** Limited substitutions are permitted as follows: (1) Yellow carded player(s) are NOT required to come off the field but may be substituted at that time. (2) Upon the sending off of the GK, a GK may be selected from among the available substitutes to replace one of the remaining players on the field at that time.

When a player is sent off the field by the referee with a red card, the referee shall: (1) allow no substitution, except that a GK that is removed may be replaced and another field player removed so that the team is playing short by the number of players sent off, (2) note the cause on the game card, and (3) inform the appropriate league officer. During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except as provided above.

(8) U8-10 Punting - There is NO punting in U8-10 games. When the GK has possession, the opposing team must move out beyond the build-out line and may not cross that line until the GK puts the ball in play. "In play" occurs when the ball leaves the GK's possession.

(9) U11-12 Punting - Under 9v9 rules, an indirect free kick is awarded to the opposing team at the CENTER SPOT on the halfway line if the GK punts or drop-kicks the ball from his/her penalty area and it lands in the air in the opponents' penalty area. If the ball goes directly into the goal or bounces into the goal in violation of this rule, no goal is awarded and the ball is returned for an indirect kick as above.

**(10) Goal kicks - For 7v7 matches: Cannot cross the build out line until the ball: clears the penalty area, or is touched by a second player on the kicking team. For 9v9 matches: Cannot enter the penalty area until the ball: clears the penalty area, or is touched by a second player on the kicking team. For 11v11 matches: Cannot enter the penalty area until the ball is kicked and clearly moves.**

(11) Injuries - Coaches shall inform the referee of all game related injuries to be reported on the referee's game card. If a concussion is suspected, the player should be removed from the field and not be allowed to return to that game following the concussion protocols.

(12) Sanctions - Players, coaches and team and/or club officials are subject to disciplinary action by the officiating referee(s) during or following a league sanctioned game in the form of a poor conduct rating, yellow or red card, or removal from the game and/or field in accordance with league rules. Further sanctions, if any, will be assessed by the league.

(13) Roster Limits - U8 to U10 game day rosters are limited to 14 players, U11 and U12 to 16 players and U13 and above to 18 players.

(14) Lightning/Thunder Policy - All coaches should bring a copy to ALL games. Under no circumstances may a game be permitted to resume for thirty (30) minutes after the last observed event.

(15) U11 and below Heading - U11 and below teams may not intentionally head balls in games. Intentional heading a ball during a game will result in an indirect kick being awarded to the opponent from the point of the infraction. U12 and above teams may head balls without restriction. U11 and below players playing up on U12 and above teams are not permitted to head balls during a game.

(16) Concussion Protocol - If a player is suspected to have a head injury, the referee must stop play to allow for treatment or evaluation. A player with a suspected head injury may NOT return to the game unless a medical doctor clears the player following appropriate guidelines. If a coach or parent insists on returning the player to the field without such clearance, the referee will signal the end of the game.

(17) Guest Players - You are limited to 4 players identified on the GDR addendum as guests if 7v7 roster lists 8 or less players, 9v9, 10 or less, or 11v11, 12 or less. Guest players may not be handwritten on the roster. See [www.sjsl.org](http://www.sjsl.org) for further rules and sanctions.

#### **MERCY RULE:**

Under no circumstances should the goal differential (GD) in any SJSL sanctioned game become 7 or more goals. If the GD becomes 7 or more at any point during the first half of play, ie., 7-0, 8-1, 9-2, etc., the game will continue to allow the coaches to remedy the situation. If the 2d half starts with the GD being 7 or more, or if at any time during the 2d half the GD reaches 7 or more, the referee will signal the end of the game and leave the field. The ref must report the game as a mercy rule termination on his/her report to the League. A resumption of the game is NOT permitted. The offending team will be subject to sanctions.