

For use by Member Club Representatives, Officials and Coaches



Reference Handbook

(Revision August 3, 2018)

Contents

Background	Purpose	2
	About SJSL	2
Who	Who do I contact if I have questions?	3
	Who should coaches contact if they have questions?	3
	Who should parents contact if they have questions?	3
	Who should I direct my questions to?	4-5
What	What is a Club Rep or Travel Rep?	6
	What are the Club Rep's responsibilities?	6
	What fines/penalties are associated with the league?	7
	What is the game rescheduling policy?	8
	What is the league's Inclement Weather Policy?	9
	What is the league's Lightning/Thunder Policy?	10-11
	What are the league's referee fees?	12
	What is the mercy rule?	13
	What rules does the league have regarding small sided team publicity?	14
	What is the rule on playing up?	15
Where	Where can I find the league's rules, regulations and policies?	16
	Where can I find copies of required forms?	16
	Where can I find information regarding the scholarship program?	16
	Where are the league meetings held?	17
When	When are the league meetings held?	18
	When is the mandatory coaches' meeting held?	18
	When should I card my team?	19
	When can I add a new player?	19
	When do I have to disband my team?	19
	When can players transfer teams?	19
Why	Why am I required to have a background check?	20
	Why am I required to take a concussion awareness course?	20
How	How do teams register to play in SJSL?	21
	How do I add a player to a team?	22
	How do I release a player from a team?	23
	How do I disband a team?	24
	How do I form a hardship team?	24
	How do I report my game score?	25
	How do I enter or update my team information in Gotsoccer?	26
	How do I add a coach or player to my team?	27
	How do I generate a Game Card (Game Day Roster)?	27
	How do I enter a Referee Evaluation?	31
	How do I change my email address or password in Gotsoccer?	33
	How do I appeal a decision by the Rules Compliance Officer?	33
	How do I make subsequent appeals?	33
	How can I keep track of important dates and other information?	34
NEW	Is there a concussion policy?	35
	Is there a heading policy?	37
	Is there such a thing as an Administrative Team?	38
	What changes have been made to the LOTG?	39
FAQ	Frequently Asked Questions	41

PURPOSE

This handbook is designed to assist coaches and club representatives in fulfilling their club's responsibilities to the South Jersey Soccer League in accordance with the league Constitution, Rules and Regulations, and Executive Board policies. The goal is to ensure that the teams associated with each club are properly informed and prepared to compete in accordance with the official league guidelines. For the most up to date procedures and guidelines, coaches and club reps should always check the league and state website.

ABOUT SJSL

The South Jersey Soccer League ("SJSL") was founded in 1967 as an affiliate of New Jersey Youth Soccer ("NJYS") and the United States Youth Soccer Association ("USYSA"). In 2018, the SJSL began a new association with US Club Soccer. The SJSL Executive Board serves as the governing body at the league level for the member clubs and administers the policies and procedures as set forth by the US Soccer Federation, and in accordance with the SJSL Constitution and the Official League Rules and Regulations. The league supports the concept of "Fair Play", while emphasizing the establishment of a safe and organized playing environment for our youth soccer players.

SJSL has over 70 affiliated member clubs across the southern half of New Jersey, from Northern Burlington to Cape May, comprising more than 500 boys travel teams from U-8 through U19. Member clubs are represented in the league by club designated travel representatives. SJSL holds monthly general membership meetings with the club representatives to pass on registration and league information, provide updates and instruction, and to maintain a mechanism for communication between the league and the member clubs.

SJSL organizes and operates a seasonal playing structure encompassing fall and spring playing seasons. The league provides for a team rating process, establishes team flights, schedules games and fields, arranges for referees, and provides a supervisory presence for the operation of the league.

SJSL also offers other important soccer related activities and events throughout the year, including (as applicable) a "Select Team" program and scholarships to qualified graduating high school seniors. For more information, please visit the SJSL website at www.sjssl.org.

Who do I contact if I have questions?

The Club Rep should contact the league if he/she has any questions that they are not able to answer by using this handbook or by referencing the league website. The Club Rep should send an email to the appropriate board member based on the guidelines contained in the Contact Person Check List. See supra pages 4-5 and on the club website at www.sjsl.org. The preferred method of contact is by email.

Registration and carding questions should be directed to US Club at www.usclubsoccer.org.

Who should coaches contact if they have questions?

Coaches should first contact the Club Rep for their club with any questions that they might have. If the Club Rep is unable to answer the question, the Club Rep should contact the league on behalf of the coach. A coach should not generally contact the league directly without first discussing the matter with their Club Rep.

Who should parents contact if they have questions?

Parents should first contact their coach and/or Club Rep for their club with any questions that they might have. If the coach and/or the Club Rep is unable to answer the question, the Club Rep should contact the league on behalf of the parents.

Who should I direct my questions to?

Contact Person Check List <i>(The preferred method of contact is by email.)</i>		
<i>Issue</i>	<i>Contact Person</i>	<i>Email/ Phone Number</i>
Got Soccer Questions	Got Soccer	http://www.gotsport.com/asp/help/contact.asp 904-746-4446
Score Reporting problems/questions	Webmaster (Keith Rambo) AND Current Season's Games Commissioner	Keithrambo5@gmail.com
Game questions, issues, including: canceling/rescheduling/ realignment	Current Season's Games Commissioner	
	Fall (Mike Trojak)	sjslfallgames@comcast.net (609) 313-1258
	Spring U8-14 (Helmut Lackermayer)	springcommish@comcast.net (856) 327-9252
	D1/D2 Spring U15-19 (Larry Young)	lyoung218@comcast.net (609) 284-6493
Player Transfer/Sit Down Rule questions	Registrar (Chuck Snyder)	snydercjjr@verizon.net (856) 779-9568
Player Eligibility (release to appear on GDR after 3 game sit)	Registrar (Chuck Snyder)	snydercjjr@verizon.net (856) 779-9568
D1/D2 Spring U15-19	D1/D2 Spring U15-19 Games Commissioner (Larry Young)	lyoung218@comcast.net (609) 284-6493
Poor Conduct Report questions	Rules Compliance Officer (Tom Olbrich)	sjslge@comcast.net 856-231-0390
Fines (game related penalties) and return of suspended player passes	Rules Compliance Officer (Tom Olbrich)	sjslge@comcast.net 856-231-0390
Questions/Issues regarding Yellow or Red Cards	Rules Compliance Officer (Tom Olbrich)	sjslge@comcast.net 856-231-0390
Fines (score reporting)	Current Season's Games Commissioner	
	Fall (Mike Trojak)	sjslfallgames@comcast.net (609) 313-1258
	Spring U8-14 (Helmut Lackermayer)	springcommish@comcast.net (856) 327-9252
	D1/D2 Spring U15-19 (Larry Young)	lyoung218@comcast.net (609) 284-6493

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<i>Issue</i>	<i>Contact Person</i>	<i>Email/Phone Number</i>
Fines (payment questions)	Treasurer (Tom DiValerio)	tomdivalerio@comcast.net (856) 547-7246
Mercy Rule questions (understanding rule, not fines)	Vice President (Bob Cooper)	profcoop42@gmail.com (856) 693-4000
Appeals (initiating and status)	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
Referee Eval Survey Questions	Treasurer (Tom DiValerio)	refeval.sjslboys@gmail.com (856) 547-7246
Scholarship Program questions	First Trustee (Scott Hartman)	scott.hartman5@comcast.net
Sportsmanship Award	Third Trustee (Gary Rambo)	the3ds3@comcast.net (856) 232-2024
Arbiter questions	Registrar (Chuck Snyder) or General Secretary (Jim Miller)	snydercjjr@verizon.net (856) 779-9568 jmiller14@epix.net (717) 548-4741
Reference Handbook questions	Vice President (Bob Cooper)	profcoop42@gmail.com (856) 693-4000
Club Entry Procedures	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
Preseason home field vs. division schedule conflicts	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
League Registration	Registrar (Chuck Snyder)	snydercjjr@verizon.net (856) 779-9568
Referee comments (good and bad)	Rules Compliance Officer (Tom Olbrich)	sjslgc@comcast.net 856-231-0390
Referee assignment issues	Registrar (Chuck Snyder)	snydercjjr@verizon.net (856) 779-9568
Guest Players	Scott Hartman (Recording Secretary)	scott.hartman3@comcast.net
General questions that do not fit in any of the above categories	Vice President (Bob Cooper)	profcoop42@gmail.com (856) 693-4000

What is a Club Rep or Travel Rep?

Upon acceptance into the SJSL, each member club is responsible to designate a club representative **and** his/her alternate to serve as a liaison between the club and the league. Only the officially designated club representative, the alternate club rep or the club president is authorized to vote on behalf of the member club. The club rep is usually a member of the executive board of the member club, but is not required to be one. The club representative (hereinafter the “club rep” or the “travel rep”) represents both the club as a whole, as well as each of the boys’ travel teams that are individually registered by that club with the league. The club rep is the primary mechanism through which information is passed from the league on to the member clubs. It is the club rep’s responsibility to ensure that the club is made aware of and conforms to all of the rules and regulations of the SJSL. The club rep is the club contact person for the league. The league will reach out first to the club rep whenever an issue arises between the league and the club or between the league and a particular club team or teams. It is the preferred method of passing on information to the member clubs and their teams.

What are the Club Rep’s responsibilities?

The club rep will have both league and club responsibilities. As a club rep, you will serve as both a resource for the league about your club and as a resource for your club and your club’s teams about the league. Questions from teams within member clubs regarding league policies and procedures should normally be directed to the club representative first. It is important that you educate yourself about the league constitution and on the policies, rules and regulations promulgated by the league as amended. The Fact Sheet provided to all coaches is a helpful guide, but cannot substitute for a working knowledge of the rules, regulations and league guidelines.

As a club rep, it is your responsibility to pass on information provided by the league to your club and to the individual boys’ teams within your club that are registered to play in a given season. You must take notes and collect any information provided at the league general membership meetings. It is your responsibility to understand the information presented by the league so that you can explain it to your club’s coaches. You must have a mechanism in place, by email, telephone, text, club general membership meeting, etc., to pass on the information to your club in a timely and efficient manner. Because the information is occasionally time sensitive, it is suggested that all club reps carry with them an up-to-date club and coach contact list.

Remember, the club will be fined by the league if the club rep fails to attend the GM meetings, and a repeated failure to attend may prevent the teams in your club from registering to play in the SJSL!

What fines/penalties are associated with the league?

The Club Rep should verify the current fines and penalties associated with the league in the SJSL Rules and Regulations posted on the league website at www.sjsl.org. Here is a summary of some of the more common fines and penalties:

Rule	Violation	Fine/Penalty
2003/ 7008(b)	Failure to attend league GM meeting	1 st offense - \$50 Subsequent offenses - \$100 (& can affect team and club standings)
2003(e)	Failure to attend mandatory meetings	\$250
3003	Disbanding team after Feb. 1 st deadline	All transferred players must sit 3 games
6006/6009/ 7003(d)	Forfeits	Game scored as 1-0; fine of full ref fees plus \$100; ineligible for championship
7002(a)	Withdrawing from the league after the registration meeting	Up to \$1,000 plus forfeiture of registration fee
7002(b)	Withdrawing from the league after the first game	\$100 per game for each remaining game
7002(c)	Late registrations (if accepted by the league)	\$250 plus registration fees
7003(a)	Improperly filled out game day rosters	\$100
7003(b)	Failure to report scores	1 st offense – no fine 2 nd offense - \$25 More than 2 - \$50 each More than 4 – lose 3 pts in standings
7003(e)	Use of ineligible player	Forfeit of game plus \$50 fine for 1 st offense, \$100 for each additional offense
	Use of suspended player	Forfeit of game plus \$250 fine per game
	Player carded to >1 team	4 game suspension
7003(f)	Mercy rule violations	1 st offense 8v8 - \$100; 2 nd offense 8v8 - \$200 1 st offense 11v11 - \$200; 2 nd offense 11v11 - \$400 Ineligible to win championship
7003(g)	Improper guest player	Forfeit of game plus \$250 fine per game and suspension of coach
7005(b)	3 cautions in a seasonal year for a player	1 game suspension
7005(c)	2 cautions for dissent in a seasonal year for a player	1 game suspension
7005(d)	2 cautions in a seasonal year by a coach	\$250 fine plus suspension
7005(e)	Coach or team official ejected from a game	Min. 2 game suspension and up to \$500 fine
7005(i)	2 poor conduct ratings in a season	1 game suspension and \$100 fine for head coach
7007	Violent conduct	See table of fines

What is the game rescheduling policy?

SJSL has adopted the following procedure to uniformly handle makeup game procedures:

All reschedules must be done within 2 weeks of the original game. The game does not necessarily have to be played within 2 weeks, but the rescheduled date must be set within 2 weeks.

Coaches' Communications: Coaches should first communicate between themselves as to the best days and times to possibly reschedule a game that was previously canceled. You should try to establish a list of possibilities. This step should be done within 2-3 days of the original game cancellation.

Field Reservation - the home coach must contact their club's field coordinator to check field availability and establish a set field and time. Or they must begin with a list of available dates/times for the coordinator to check with the opposing coach and to make a final decision. This should be done immediately after talking to the opposing coach, preferably within 2 days.

SJSL Games Commissioner Contact: Both coaches should relay via e-mail, the information as outlined below to the games commissioner once both sides have reached an agreement. The Commissioner needs at least 3 days advance notice of a game to ensure that the game is officially rescheduled and referee assignments are made. All rescheduled games need to be scheduled within two weeks of cancellation and played before the season ends. The club rep should be copied on the email to the games commissioner.

Report Reschedules Like This:

Date of game - V-team - H-team - where - time - H-coach name & phone#
- reason for game

Example:

9/25 - Highland United at MLU Galaxy - Mt. Laurel, Laurel Acres field #4 at 5:00 pm - John Doe
609-888-1234 - Reschedule of 9/4 rainout

If both coaches cannot agree on a make-up date/time of a rescheduled within 14 days, you must communicate with the games commissioner and provide the status of the rescheduling effort! If an amicable resolution is not found, the games commissioner will pick the date, time and location. This will be the mandatory/final reschedule date for both teams. Communication is the key! All rescheduled games must be emailed to the appropriate SJSL games commissioner.

What is the league's Inclement Weather Policy?

Each member club should have its own inclement weather policy in place.

SJSL will follow the following inclement weather policy for league wide decisions:

If a club determines that its fields are closed, unplayable or going to be unplayable, the club reps must email the SJSL Games Commissioner no later than **8:00 am** so that the commissioner can contact the referee assignor. If the games are being moved to a different location, you must inform the Games Commissioner of the new location and all of the teams that are being moved. The club must ALSO follow the "To Close Your Field" link and report the field closed and any additional required information. Please direct your coaches to immediately contact their opposing teams.

8:00 - 8:30 am: The SJSL Games Commissioner will make the decision to cancel that day's round depending on weather conditions. For the fall season, the round is normally made up on an open weekend or scheduled as make up games. In the spring season, however, a round cancelled for inclement weather is not normally made up.

8:30 - 8:45 am: The SJSL Games Commissioner will notify all SJSL executive board members and assignors of his/her decision.

8:45 - 9:00 am: The club reps will be emailed the decision to close the league and information on if and how the round will be made up. If the league is playing, no email will be sent. The final decision will also be posted on the www.sjssl.org website.

9:00 am: If the league is NOT playing, the club reps should begin calling and informing their coaches and directing them to call their teams.

IMPORTANT: Since opposing teams may be travelling a considerable distance, the club rep should call the coach for those teams that are scheduled for club home games. PLEASE TELL THE HOME TEAM COACHES TO CALL THE OPPOSING TEAM COACH IMMEDIATELY. **The home team is responsible for notifying the visiting team by 10:00 am.** The coaches should then call their players.

Please note that games commissioners have the authority to alter this policy as conditions necessitate. The current policy will always be posted on the league website.

What is the league's Lightning/Thunder Policy?

In accordance with USSF and NJYS guidelines, in the event that lightning/ thunder is observed in the area:

- 1) All league sanctioned games in the area will be stopped by the officially assigned game referee;
- 2) The game clock will be stopped;
- 3) Players, coaches and spectators will be directed to leave the field;
- 4) The game will not be permitted to resume for thirty (30) minutes after the last observed event.

If an additional lightning/thunder event is observed during the stoppage period, the thirty (30) minute clock will be restarted. In no case should a game be restarted less than 30 minutes after the last observed lightning/thunder event.

The maximum stoppage period per game cannot exceed forty-five (45) minutes. In the event that the required stoppage period has reached or will reach forty-five (45) minutes, the game will be terminated.

If a game is terminated before the first half has been completed, the game will be rescheduled and replayed in its entirety. If a game is terminated at any point after the completion of the first half, the game will not be replayed and will count as a complete game for league purposes. The determination of whether or not the game qualifies as a complete game for league purposes will be decided by the league Executive Board.

Examples:

Single Event Observed:

If at any time during the first half (or the second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee. The game clock will be stopped. Players, coaches and spectators will be directed to leave the field. If no other event is observed, the game will resume after 30 minutes. The game clock will be restarted and that half of the game will resume play to complete the remaining time period in the half for that age group (ie. U8-12 – 30 minutes; U13-14 – 35 minutes; U15-16 – 40 minutes; U17-19 – 45 minutes). If the stoppage occurred in the first half, the second half will then be played as originally scheduled. Any additional games scheduled on that field will be delayed by the stoppage period.

Multiple Events Observed:

1. If at any time during the first half (or second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee for the required 30 minute period and other required actions (see above) are taken.
 - a. If 5 minutes into the stoppage period a second event is observed, the 30 minute stoppage period is restarted. The game will now be stopped for a total of 35 minutes. Play will resume after that second 30 minute period expires with no recurrence of a lightning/thunder event.
 - b. If multiple lightning/thunder events are observed during the stoppage period, after each event, the 30 minute stoppage period is restarted. If the cumulative stoppage time reaches 45 minutes, the game will be discontinued.

2. If at any time a game is stopped for a lightning/thunder event and the entire 30 minute period passes and the game restarts before a second event is observed (thus triggering another 30 minute stoppage period), the game will be terminated as the total stoppage time would exceed 45 minutes. For example,
 - a. if a game is stopped for 30 minutes for an event that occurred during the first half, and a second event occurs, either in the first or second half, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).
 - b. if the game is stopped for the first time during the second half and the entire 30 minute stoppage period runs before a second event is observed, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).

What are the league's referee fees?

Effective 2018-2019

Division	U-	Length of Halves	Ball Size	Referee Fee for All Games*	
				Referee	AR
1	17-19	2-40 min.	5	\$70	\$45 each
2	15-16	2-40 min. 2-35 min. (fall)	5	\$60	\$40 each
3	13-14	2-35 min.	5	\$56	\$32 each
4	11-12	2-30 min.	4	\$44	\$23 each
5	8-10	2-30 min.	4	\$34	\$18 each

* There are no single game fees in SJSL.

What is the mercy rule?

The League has adopted mandatory sportsmanship guidelines to help avoid "running up the score" and to help control games involving teams of unequal skill or competitive levels. Pursuant to these guidelines, the league will enforce a zero tolerance policy. This rule applies to ALL games, U8-U19.

Under no circumstances should the final goal differential in a SJSJL sanctioned game ever become 7 or more goals.

In order to minimize such unsportsmanship like behavior, in games where the coach allows the goal differential to become 7 or more goals at some point during the first half of play, for example, 7-0, 8-1, 9-2, etc., the game will be allowed to continue to first allow the coaches an opportunity to remedy the situation. If the second half starts with the goal differential being 7 or more goals, or if at any time during the second half of play the goal differential reaches 7 or more goals, the referee will immediately signal the end of the game and leave the field.

Whenever a game is terminated for a mercy rule violation, the referee is to be paid the complete game fee and he/she must report the game as a mercy rule termination on his/her report to the League. A resumption of the game is NOT permitted. Early termination of a game for a mercy rule violation is a sanctionable offense. The "winning" team will be subject to fines and will be ineligible to win the flight. See Rule 7003(f). It is important for coaches, teams, and parents to understand that the league will not tolerate these types of violations.

The SJSJL has developed the small-sided program in particular with the objective to have players enjoy the game and develop their skills. Extreme score differentials are not in keeping with this philosophy, regardless of the intent of the opposition. It is possible that there will be teams in the small-sided program that are scheduled against each other that are not competitively matched. It is the responsibility of both coaches, regardless of which end of the score you are on, to manage the remainder of the game within the rule. The critical concept here is communication. The League expects both coaches to collaborate in managing the game so that a potentially embarrassing and disheartening event can become as much of a positive experience as possible.

Coaches may wish to consider the following options for managing the game when it becomes obvious that the competition is unevenly matched so it does not reach the point where the Mercy Rule is applied:

- Restrict shooting to outside the penalty area
- Require players to shoot with their non-dominant foot
- Designate a player through which the ball must go
- "Quietly" remove one or two players. You may only go down to six players.

It is important to remember that these or similar actions should be taken well BEFORE the goal differential reaches 7. Please be reminded also that adding players to the field of play is not an acceptable solution.

What rules does the league have regarding small sided team publicity?

The South Jersey Soccer League has established a small-sided program that focuses on the core values of player development, an orientation towards team play, and good sportsmanship. Member clubs and their teams are expected to function in a manner consistent with these core values and will be held accountable for actions inconsistent with such. The following policy guidelines are applicable to U8, U9 and U10 teams only and have been developed for member clubs and their teams to provide a basis under which they can promote their small-sided teams.

- Public records of standings or game scores are not to be maintained. Only the league games commissioner will maintain a record of game scores of each team to support the placing of teams in appropriate competitive brackets. These records are confidential and may be shared only with the ratings committee.
- Unofficial standings or game scores are not to appear in newspapers, newsletters, emails, club websites, team websites or other publically accessible media. Clubs may award participation awards. There are to be no jackets, trophies or other awards mentioning flight, conference championships, first place or “undefeated” status.
- Standings are not to be maintained by flight or division coordinators and shared among the teams in any fashion. The coordinator, if appointed, may only share game results with coaches of the teams in his/her division.
- Teams may report game results in local newspapers with the inclusion of player names and that of their opponent. However, there are to be no references to the unofficial standing or game score of that team in the publication. Nor should there be any descriptive references to the score, e.g. Team A buried team B in a South Jersey Soccer League contest in Flight 3”. The game should be referred to as “Team A beat Team B in a South Jersey Soccer League contest in Flight 3”. This can be done with a reference to the players who scored.

Any questions relating to these policy guidelines should be referred to the Games Commissioner.

What is the rule on playing up?

U-	Players	Teams
U6	U6 players cannot hold a travel team pass and cannot play travel team soccer. They may participate in the Club's Recreation program.	
U7	U7 players cannot play on a U8 or higher SJSL travel team. U7 players cannot play out of state.	
U8	U8 players can play on a U8, U9, or U10 travel team. Whether a U8 player can play up on a U9 or U10 team is a club decision. U8 players cannot play out of state.	SJSL U8 teams can only have U8 age appropriate players on the roster. U7 players may not play up on a U8 team. The roster size is limited to 14 players at any one time and a max of 20 players being on the roster during the seasonal year.
U9	U9 players can play on a U9, U10, or U11 travel team. U9 players cannot play up on a U12 or higher team. Whether a U9 player can play up on a U10 or U11 team is a club decision. U9 players cannot play out of state.	U9 teams can only have U9 and U8 players on its roster. The roster size is limited to 14 players at any one time and a maximum of 20 players being on the roster during the seasonal year. There is no majority rule.
U10	U10 players can play on a U10, U11, or U12 travel team. U10 players can play up on an U11 or U12 team with club approval. U10 players cannot play out of state.	U10 teams can only have U10, U9 and U8 players on its roster. The roster size is limited to 14 players at any one time and a maximum of 20 players being on the roster during the seasonal year. There is no majority rule.
U11	U11 players can play on a U11, U12, or U13 travel team. U11 players can play up on an U12 or U13 team with club approval.	U11 teams can only have U11, U10 and U9 players on its roster. The roster size is limited to 18 players at any one time and a maximum of 24 players being on the roster during the seasonal year. Game day rosters are limited to 16 players. There is no majority rule.
U12	U12 players can play on a U12, U13, or U14 travel team. U12 players can play up on an U13 or U14 team with club approval.	U12 teams can only have U12, U11 and U10 players on its roster. The roster size is limited to 18 players at any one time and a maximum of 24 players being on the roster during the seasonal year. Game day rosters are limited to 16 players. There is no majority rule.
U13	U13 players can play on a U13, U14, or U15 travel team. U13 players can play up on an U14 or U15 with club approval.	U13 teams can have U13, U12 and U11 players on its roster. The roster size is limited to 22 players at any one time and a maximum of 28 players being on the roster during the seasonal year. Game day rosters are limited to 18 players. There is no majority rule.
U14	U14 players can play on a U14, U15, or U16 travel team. U14 players can play up on a U15 or U16 with club approval.	U14 teams can have U14, U13 and U12 players on its roster. The roster size is limited to 22 players at any one time and a maximum of 28 players being on the roster during the seasonal year. Game day rosters are limited to 18 players. There is no majority rule.
U15-19	U15 and above players may play up with club approval.	U15 and above teams may have players that are playing up with club approval. The roster size is limited to 22 players at any one time and a maximum of 28 players being on the roster during the seasonal year. Game day rosters are limited to 18 players. There is no majority rule.

Where?

Where can I find the league's rules, regulations and policies?

Information regarding the league's rules, regulations and policies can be found on the league's website at www.sjsl.org.

The league Constitution and Rules and Regulations are available in pdf format and can be found on the website under the Rules & Forms tab and under the Coach Resources tab. The league forms and policies can also be found in the same locations. Alternate links to these documents can also often be found under other tabs on the website.

Where can I find copies of required forms?

Copies of all required forms can be found on the league's website at www.sjsl.org and/or on the US Club website at www.usclubsoccer.org.

Where can I find information regarding the scholarship program?

Information regarding the league's scholarship program can be found on the league website under the Administration or Admins tab at www.sjsl.org. The eligibility guidelines, application deadline, and the application form are available on the website.

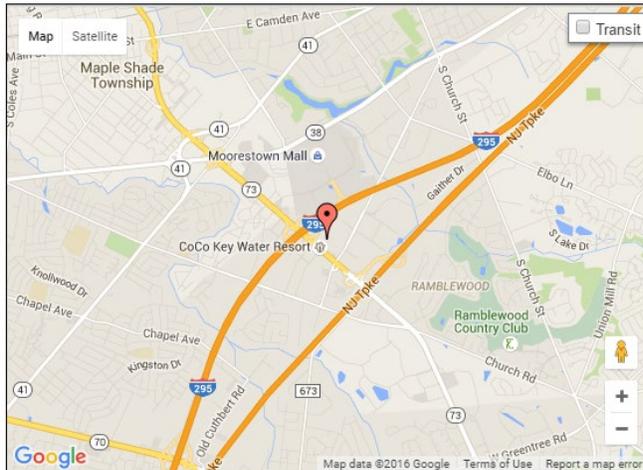
Current SJSL players and former players who have participated in the SJSL for at least four years and who will graduate high school in spring of the application year and who will continue their adult education are eligible for a scholarship award, subject to the approval of the SJSL Executive Board. All applicants must have participated in the South Jersey Soccer League for boys. All applicants participating in other leagues and not fulfilling the four year participation requirement in the SJSL for boys will not be considered.

A preference is given to players who played in SJSL in Divisions 1&2.

Where?

Where are the league meetings held?

The regular monthly league general membership meetings will be held at the Hotel ML, 915 Rte. 73 in Mount Laurel, New Jersey, or as otherwise noticed by the league.



Directions:

From 295: Take Exit 36A (Route 73 South). The Hotel ML will be on your left. Take Jug Handle for U-turn at first traffic light.

From New Jersey Turnpike: Take Exit 4. After the toll, follow signs for Philadelphia/Camden and Route 73 North. The Hotel ML will be on your right about one quarter of a mile down.

From Atlantic City Expressway: Take Exit 31 (Route 73 North) for approximately 21 miles. The Hotel ML will be on your right.

When are the league meetings held?

SJSL General Membership meetings are generally held:

at 8:00 p.m.
on the Third Thursday of each month
(unless otherwise indicated)

at the Hotel ML, 915 Rte. 73, Mount Laurel, New Jersey

The Club Rep MUST attend ALL league meetings. **Attendance is mandatory.**

These meetings are scheduled for the months of September through June, coinciding with the seasonal year. Because there will be times when a GM meeting is not necessary during the seasonal year, the Executive Board may periodically cancel a meeting. The cancellation notice will be posted on our website approximately ten (10) days to two weeks prior to the scheduled meeting date.

CLUB REPRESENTATIVES SHOULD ALWAYS ASSUME THAT THE MEETING WILL BE HELD. PLEASE REGULARLY CHECK THE LEAGUE WEBSITE (www.sjssl.org) FOR MEETING CANCELLATION NOTICES.

When are mandatory coaches' meetings held?

The mandatory coaches' meetings are typically held:

at 8:00 p.m.
on the First Tuesday (and Wednesday if necessary) before the First Round of Play

If there are two meetings, the Tuesday night session will be for Small-sided teams (7v7 and 9v9), and the Wednesday night session will be for Full-sided teams (11v11), or as otherwise specified.

Meeting locations are emailed to all coaches and posted on the SJSL website at www.sjssl.org.

The Head coach for ALL teams MUST attend. **Attendance is mandatory.**

Club Rep must ensure that the head coach for each team in his/her club, or a coach carded to that team, attends the mandatory coaches' meeting.

When should I card my team?

You should card your team early enough to ensure that your team is properly carded in time to participate in South Jersey Soccer League play. Please do not wait until the last minute. Teams should not wait until the weekend of the first game to attempt to get their team carded. All teams should be properly carded through NJYS BEFORE the mandatory coaches' meeting.

When can I add a new player?

You can add a new player to your team at any time as long as he/she was not previously carded to a team during the seasonal year on US Club passes on a team playing in SJSL. There is no limit on the number of new players that you can add during the seasonal year as long as you satisfy the roster limitations. Players added after the start of Round 8 will not be eligible to play in league games for that season.

When do I have to disband my team?

You can disband your team at any time, but to avoid the application of any applicable game sit down rule for the players that will be released, you must disband your team and have it acknowledged by NJYS as "disbanded" BEFORE February 1st.

When can players transfer teams?

1. Players may only transfer from a team in one club to a team in another club during the applicable Transfer Window established by the SJSL Executive Board.
2. The Fall Transfer Window will open on December 1st of the current year and close on February 20th of the next year.
3. The Spring Transfer Window will open on June 1st and close on August 1st of the current year.
4. Player registration must be completed and approved by the applicable carding platform prior to the end of the relevant period. Player passes printed after the close of the applicable Transfer Window will be invalid for league play.
5. All documentation requirements, transfer restrictions and sit down periods will continue to apply.

Why am I required to have a background check?

Background checks are required by US Club to be completed by all coaches, trainers, managers and other adults working with the youth on your team who will be carded to the team. Background checks are automatically completed as part of the carding process.

Why am I required to take a concussion awareness course?

The Legislature of the State of New Jersey passed a bill to raise the awareness of concussions amongst youth athletes. This bill requires coaches to have head injury safety training to help in the recognition of concussions.

To support this effort, US Club requires all coaches to take on line Concussion Awareness Training and be able to present a certificate verifying that they have completed the course. All coaches must have the certificate with them when they are coaching. You must complete the concussion awareness module provided by US Club. There are other free programs available for your additional information, however, they may not be used in place of the US Club module.

For example:

1) The Center for Disease Control (CDC) Heads Up: Concussion in Youth Sports is a free, online course available to coaches, parents, and others helping to keep athletes safe from concussion. It features interviews with leading experts, dynamic graphics and interactive exercises, and compelling storytelling to help you recognize a concussion and know how to respond if you think that your athlete might have a concussion.

2) The National Federation of State High School Associations Concussion in Sports - What You Need To Know. The National Federation of State High School Associations (NFHS) and Centers for Disease Control and Prevention (CDC) have teamed up to provide information and resources to help educate coaches, officials, parents and students on the importance of proper concussion recognition and management in high school sports. Mick Koester M.D., ATC, Chair of the NFHS Sports Medicine Advisory Committee and Director of the Slocum Sports Concussion in Eugene, Oregon takes you through this course and will discuss the impact sports-related concussion can have on your players, how to recognize a suspected concussion, the proper protocols to manage a suspected concussion, and the steps to help your player return to play safely after experiencing a concussion.

How do teams register to play in SJSL?

ALL teams must be “registered” through GotSoccer.

The Club Rep is responsible for overseeing and ensuring that his/her club’s travel teams are all properly and timely registered for each season of play!

SJSL utilizes an online team registration process through the Gotsoccer tournament registration system. The head coach of each club team has the ability to register his/her team to play in SJSL. The Club Rep/Registrar has the ability to register any and all teams within his/her club to play in SJSL in lieu of the head coach. The Club Rep also has the ability to add a new coach and/or to remove a coach from the registration process.

The Club Rep should check on the status of each team’s registration in his club on at least a weekly basis. Teams that miss the registration cutoff will generally NOT be accepted for that season. In limited cases, teams may be accepted as late registrations on an as-needed basis only and will also be subject to significant fines and/or late fees.

Once the registration period closes, an invoice for the registration fees will be forwarded to the Club Rep and to the president for the member club. It is the Club Rep’s responsibility to bring the invoice and club check for the invoiced fees to the league on the day of registration. All team related fines, penalties or other assessed fees on the individual teams or on the club must be satisfied prior to or on the day of registration. If the full amount of the invoice (including fines) is not satisfied by the day of registration, no teams from that club will be accepted for registration.

Teams that have missed the registration cutoff CANNOT be added when the Club Rep comes to pay the registration invoice.

Once the registration and related fees are paid, each team will be approved as registered to play in that club for the current SJSL season.

It is the Club Rep’s responsibility to make sure that all teams in his/her club are correctly and timely carded for play in the league.

To ensure that teams are correctly carded, it is suggested that the Club Reps take a proactive stance.

How do I add a player to a team?

The team that the player wishes to play for must complete the necessary steps to add the player to that team's active roster. To do so, follow the steps below:

- Verify that the player is not already carded to a team.

If the player is currently carded to a team, the player must be released before he/she can be added to the new team.

- Verify that you have enough room on your active roster and that you will not be exceeding the number of transfers or the total number of players carded to your team for the year:
 - Before adding this player, you had less than:
 - 22 players on your roster (U13 & above)
 - 18 players on your roster (U11 & U12)
 - 14 players on your roster (U8 to U10)
 - If this is a transfer player, you have transferred less than 5 players (who were previously carded to another team) to your team for the seasonal year (not counting intraclub transfers)
 - Over the course of the seasonal year, before adding this player, you had less than:
 - 28 players carded to your team (U13 & above)
 - 24 players carded to your team (U11 & U12)
 - 20 players carded to your team (U8 to U10)
- Ensure that the relevant club and league rules/policies permit the player to be added to your team.
- Follow any club specific requirements to add the player

Instructions to add a player to your team through US Club and Gotsoccer will be posted on those websites and on the league website.

How do I release a player from a team?

The team that the player is currently carded to must complete the necessary steps to release the player from that team's active roster. A player **MUST** be released before he/she can be added or transferred to another team. To do so, follow the steps below:

- Ensure that the relevant club and league rules/policies permit the player to be released.

- Follow any club specific requirements to release the player

To RELEASE a player from your team for league purposes:

Instructions to release a player to your team through US Club and Gotsoccer are posted on those websites and on the league website.

How do I disband a team?

Teams that are properly rostered and carded to play in accordance with SJSL guidelines may elect to disband during the seasonal year. See Rule 3003.

There is no “Team Disbanding Form” currently in use by SJSL. If the club/team contacts the SJSL Registrar in time to allow the players to be released in Gotsoccer prior to **February 1st**, the players on that team will be declared free agents eligible to transfer to another SJSL team in accordance with SJSL rules. Players from the disbanded team that are later added to another SJSL team will count as transfers to the new team, but will NOT be subject to the three (3) game sit down rule. No more than 3 players from a disbanded team may transfer to the same team unless that team is a Hardship Team as provided for in Rule 3004.

IMPORTANT: The team is not officially disbanded and the players are not eligible to transfer to another team until they are released by the SJSL Registrar.

How do I form a hardship team?

An existing team or teams from the same club may disband at the end of the fall season and form a new team for the spring season using not more than ten (10) players from one of the disbanded teams. See Rule 3004.

Existing teams from more than one club may disband at the end of the fall season and form a new team for the spring season ONLY with prior SJSL Executive Board approval.

The existing team(s) **MUST** disband prior to utilizing the Hardship team provisions. The team(s) must be disbanded in compliance with Rule 3003.

1. The team(s) must have the approval of the club to form a hardship team.
2. Once approval is obtained, the Club Rep should contact the SJSL Registrar for his approval.
3. The Registrar will forward the information to the Executive Board for approval of the formation of the hardship team for play in the SJSL.
4. The fee for the team to play in the league for that season will be set by SJSL.
5. The team will be carded and registered in the normal course.

How do I report my game score?

The HOME team is responsible for reporting the score in each game. There are a few ways to get to the score reporting screen.

Option #1 - At the bottom of the game card there is a QR code. Use the QR reader app on your smartphone to read it.

Option #2 - Type in the link at the bottom of the game day roster

Option #3 - Go to the league website, click on the “Score Entry” button or the Score Entry tab at the top of the menu. Enter in your coach’s email address and the designated PIN.

If a mistake is made, please click on the link on the league website which will take you to a google form to report that the score was entered incorrectly and allow the score to be corrected.

How do I enter or update my team information in Gotsoccer?

All team roster changes must be made in Gotsoccer starting with the Player Primary List.

Note that some clubs restrict the ability of coaches to make changes to their rosters.

Coaches should enter all of the relevant information for the players into the Player Primary List, including correct names, US Club pass #s, and jersey numbers. US Club player pass #s should be added into the US Club pass # box. The player ID # box can be left blank or used for another type of player pass. It is important to note that the team player pass number default must be changed for each season from “Default” to “US Club” or the pass numbers will not carry over.

To add players to a season (fall, spring) event, each player must be manually assigned to the event. There is no carry over of the fall information to the spring event.

Coach information must be added by the Club Admin. Head coaches and assistant coaches must also be added to each seasonal event.

How do I add a coach or player to my team?

First follow the proper procedures for adding a coach or player to your team roster for SJSL and carding purposes. Follow the procedures above for updating your roster. Click on Add a Coach or Add a Player as relevant, and add the necessary information.

How do I generate a Game Card (Game Day Roster)?

On your schedule of games, there will be a pdf symbol next to the game number. If you click on the pdf symbol, your GDR will open. It will include all players on your season (fall or spring) roster. If the number of players on the GDR exceeds the number of players that you are allowed to dress for your game, you may cross out the extra players to satisfy the game day roster requirement.

Print 2 copies of the Game Day Roster. Verify that the referee names appear on the GDR. If they do not, ask the referee to add that information to the GDR at your game.

South Jersey Boys Soccer League - Fall 2018
 Web: www.gotSPORT.com/events/scoring Card Generated: 9/2/2018 8:43:31 PM
 Phone-In: 904-758-0875 [Report Game](#)
 Event ID: 67175 PIN: 1969 [Suspensions indicated with red line](#)

Field: CAMDEN 89 Date: 9/9/2018 Time: 12:00 PM
 Game #: 10467

Boys U12 U12 Flight 20

BARCELONA SA AVENGERS 2007 (NJ)	Score:	REAL MADRID UNITED GLADIATORS 2007 (NJ)	Score:
Coach: A20C09F8 Bob Cooper		Coach: 439C05AF Sylvester Stallone	
Asst Coach: 928A004 Larry Young		Asst Coach: 447C0541 Apollo Creed	
Asst Coach: 8A8C0C0B Chuck Snyder			
Manager: Joe Arone			

USClub ID	#	Name	DOB	Yellow Card	Red Card
1	1	Ter Stegen	6/9/07		
2	3	Pique	6/8/07		
3	5	Sergio Busquets	6/20/07		
4	7	Coutinho	6/3/07		
5	9	Luis Suarez	6/20/07		
6	10	L. Messi	6/24/07		
7	18	Jordi Alba	6/24/07		
8	22	Arturo Vidal	6/7/07		
9	23	Umtiti	6/10/07		
10	24	Vermaelen	6/27/07		
11	20	S. Roberto	6/1/07		
12	11	Dembele	6/12/07		

USClub ID	#	Name	DOB	Yellow Card	Red Card
1	4	Sergio Ramos	3/27/07		
2	5	Varane	3/21/07		
3	2	Carvajal	3/12/07		
4	8	Toni Kroos	3/11/07		
5	9	Benzema	3/27/07		
6	10	Mudric	3/14/07		
7	11	Gareth Bale	3/11/07		
8	12	Marcelo	3/9/07		
9	14	Casemiro	3/9/07		
10	20	Asensio	3/6/07		
11	25	Courtois	3/9/07		

Team Colors: Blue; Red Team Colors: White

Home Goals	Final Score
By # Min. By # Min. By # Min.	

Away Goals	Final Score
By # Min. By # Min. By # Min.	

Home Official Sign: _____ Away Official Sign: _____

By signing this report you agree all items reported are valid.

Referees	Grade	USSF ID Number	Instructions/Notes

Ask the referee to fill out the names of the crew (referee and 2 assistant referees) during check in. Make sure that both copies are filled in. The referee does NOT give the coach his/her email or phone number.

The referee will keep one game card and will return the other to you. You will exchange this with the other team by giving it to the captain to exchange with the other team. The ONLY information on the roster part of the game card that is permitted to be written is if a jersey number needs to be changed. Everything else must be computer generated.

How do I enter a Referee Evaluation?

Both teams **MUST** complete a referee evaluation after each game. On the league website, from the Home page, on the right hand side under Attn: Coaches/Club Reps, click on Complete the Ref Eval.

The screenshot shows a web form titled "South Jersey Soccer League Referee Tracking". The form includes the following fields and options:

- Club Name (dropdown menu)
- Team Name (dropdown menu)
- Age Group (dropdown menu)
- Flight Number (dropdown menu)
- Date Game Played (dropdown menu)
- Home or Away (dropdown menu)
- Game Number (text input)
- Win/Loser/Tie (dropdown menu)
- Referee Name (dropdown menu)
- The referee was on time, professional and properly attired (dropdown menu)
- The referee checked the team for proper equipment and uniforms, and checked in the team using the Game Day Roster (dropdown menu)
- The referee collected the coach and player passes and retained them until the conclusion of the game (dropdown menu)
- The referee acted in a professional, non-confrontational manner with the players and coaches (dropdown menu)
- The referee called an appropriate number of fouls to control the game and maintain a safe environment for the players (dropdown menu)
- The referee was adequately fit for the level of competition and showed good movement on the field and made an attempt to be in position to watch the play (dropdown menu)
- The referee was consistent with his/her calls and called the game evenly (dropdown menu)
- The referee understands the Laws of the Game even if I did not agree with all of the calls made (dropdown menu)
- I would like to have this referee officiate more of our games in the future (dropdown menu)
- If I had to give this referee an overall rating, I would rate him/her at (dropdown menu)
- Using similar criteria, please rate the Assistant Referees on a scale of 1-10, with 1 being very poor and 10 being very good. If there were no ARs, please enter 0
- AR1, the assistant referee on the coaches' side of the field (dropdown menu)
- AR2, the assistant referee on the parents' side of the field (dropdown menu)

A lot of the information is provided for you through the use of drop down menus and automatically filled lines. Click submit when you are done.

How do I change my email address or password in Gotsoccer?

If you are the club rep or team coach, follow the Forgot Password link or contact the Gotsoccer help desk to change your password or email address.

How do I appeal a decision by the Rules Compliance Officer?

All appeals are required to be directed first to the party that rendered the decision. Rule 8002.

Contact the General Secretary in writing, by regular mail or email, stating that you wish to appeal the Rules Compliance Officer's decision. Ask that the RCO reconsider the decision rendered. The request should be accompanied by the required appeal fee.

The request must be submitted within six (6) days of receiving the RCO's initial decision.

How do I make subsequent appeals?

The appeal process is described in Rule 8003.

The appeal must be submitted within seventy-two (72) hours of receipt of the previous decision.

The appeal must be in writing, by regular mail or email, and submitted to the General Secretary with the appropriate fee.

How can I keep track of important dates and other information?

Important Dates and Fees

FALL 201_ Mtgs. 7/__, 8/__, 9/__, 10/__, 11/__, 12/__		SPRING 201_ Mtgs. 1/__, 2/__, 3/__, 4/__, 5/__, 6/__		Div. I/II 201_-201_	
Registration Fees		Registration Fees Returning/New		Registration Fees	
7v7		7v7			
9v9		9v9	/	11v11	
11v11		11v11	/		
Registration Date		Registration Date		Registration Date	
11v11 Coaches Meeting Date		11v11 Coaches Meeting Date		11v11 Coaches Meeting Date	
Small sided Meeting Date		Small Sided Meeting Date			
1 st Game		1 st Game		1 st Game	
No Game on:		No Game on:		No Game on:	
Last date to add players		Last date to add players		Last date to add players	
Last Game		Last Game		Last Game	
Pickup trophies		Pickup trophies		Pickup trophies	
REF FEES Div. I		REF FEES Div. I		REF FEES Div. I	
Div. II		Div. II		Div. II	
Div. III		Div. III			
Div. IV		Div. IV			
Div. V		Div. V			

Is there a concussion policy?



The Game for All Kids![®]

Concussion Procedure and Protocol For US Youth Soccer Events

Concussion: a traumatic brain injury that interferes with normal brain function. Medically, a concussion is a complex, pathophysiological event to the brain that is induced by trauma which may or may not involve a loss of consciousness (LOC). Concussion results in a constellation of physical, cognitive, emotional, and sleep-related symptoms. Signs or symptoms may last from several minutes to days, weeks, months or even longer in some cases.

CONCUSSION SIGNS, SYMPTOMS, AND MANAGEMENT AT TRAINING AND COMPETITIONS

Step 1: Did a concussion occur?

Evaluate the player and note if any of the following signs and/or symptoms are present:

- (1) Dazed look or confusion about what happened.
- (2) Memory difficulties.
- (3) Neck pain, headaches, nausea, vomiting, double vision, blurriness, ringing noise or sensitive to sounds.
- (4) Short attention span. Can't keep focused.
- (5) Slow reaction time, slurred speech, bodily movements are lagging, fatigue, and slowly answer questions or has difficulty answering questions.
- (6) Abnormal physical and/or mental behavior.
- (7) Coordination skills are behind, ex: balancing, dizziness, clumsiness, reaction time.

Step 2: Is emergency treatment needed?

This would include the following scenarios:

- (1) Spine or neck injury or pain.
- (2) Behavior patterns change, unable to recognize people/places, less responsive than usual.
- (3) Loss of consciousness.
- (4) Headaches that worsen
- (5) Seizures
- (6) Very drowsy, can't be awakened
- (7) Repeated vomiting
- (8) Increasing confusion or irritability
- (9) Weakness, numbness in arms and legs

Step 3: If a possible concussion occurred, but no emergency treatment is needed, what should be done now?

Focus on these areas every 5-10 min for the next 1 - 2 hours, without returning to any activities:

- (1) Balance, movement.
- (2) Speech.
- (3) Memory, instructions, and responses.
- (4) Attention on topics, details, confusion, ability to concentrate.
- (5) State of consciousness
- (6) Mood, behavior, and personality
- (7) Headache or “pressure” in head
- (8) Nausea or vomiting
- (9) Sensitivity to light and noise

Players shall not re-enter competition, training, or partake in any activities for at least 24 hours. Even if there are no signs or symptoms after 15-20 min, activity should not be taken by the player.

Step 4: A player diagnosed with a possible concussion may return to US Youth Soccer play only after release from a medical doctor or doctor of osteopathy specializing in concussion treatment and management.

Step 5: If there is a possibility of a concussion, do the following:

- The attached Concussion Notification Form is to be filled out in duplicate and signed by a team official of the player’s team.
- If the player is able to do so, have the player sign and date the Form. If the player is not able to sign, note on the player’s signature line “unavailable”.
- If a parent/legal guardian of the player is present, have the parent/legal guardian sign and date the Form, and give the parent/legal guardian one of the copies of the completed Form. If the parent/legal guardian is not present, then the team official is responsible for notifying the parent/legal guardian ASAP by phone or email and then submitting the Form to the parent/legal guardian by email or mail. When the parent/legal guardian is not present, the team official must make a record of how and when the parent/legal guardian was notified. The notification will include a request for the parent/legal guardian to provide confirmation and completion of the Concussion Notification Form whether in writing or electronically.
- The Region III USYS Presidents cup committee will get the player’s pass from the referee, and attach it to the copy of the Form retained by the Committee.

References:

Kissick MD, James and Karen M. Johnston MD, PhD. “Return to Play After Concussion.” Collegiate Sports Medical Foundation. Volume 15, Number 6, November 2005.
http://www.csmfoundation.org/Kissick_-_return_to_play_after_concussion_-_CJSM_2005.pdf.
April 22, 2011.

National Federation of State High School Associations. “Suggested Guidelines for Management of Concussion in Sports”. 2008 NFHS Sports Medicine Handbook (Third Edition). 2008 77-82.
<http://www.nfhs.org>. April 21, 2011.

Is there a heading policy?

Players in U11 and younger age groups may not deliberately head the ball in soccer matches.

- If a player deliberately heads the ball and the ball remains in play, the referee will immediately stop play and restart with an indirect free kick as per Law 13.
- If a player deliberately heads the ball and the ball immediately goes out of play, the referee will restart in accordance as to how the ball went out of play (throw-in, goal kick, corner kick)
- If a player is inadvertently struck in the head with the ball, there is no rule infraction. However, if the referee deems the player to be injured the referee will immediately stop play, have the player removed and restart with a drop ball.

In all cases the referee will assess the player to determine if the player is injured.

Notes:

- A goal may not be scored against an opponent by deliberately heading the ball.
- Denying an Obvious Goal Scoring Opportunity does NOT apply to heading the ball as this action is NOT a foul.
- Referees will enforce these rules for the U11 age groups and younger.

US Soccer has passed down some recommendations/guidelines for heading training for other age groups.

AGE GROUP	GAME RULES	TRAINING RULES	METHODOLOGY	COACHING OBJECTIVES
U11 and younger	Heading Prohibited	Heading Prohibited	N/A	N/A
U12	Heading Permitted	Limited to 30 minutes per week. No more than 15-20 headers per player, per week.	<ul style="list-style-type: none"> • Ball: Size 4 or lighter/softer (e.g. beachball, sponge/nerfball, volleyball), Not futsal balls • Service: balance it on head, then 2 handed underhand-toss, progressing to service from the teammates' feet ground (no coach service from the feet) • Activities: <ul style="list-style-type: none"> • Training in pairs • Unopposed to restricted opposition • Skill games, e.g. Soccer-tennis 	Teach technique to build confidence and reduce injury risk Coaching Points: <ul style="list-style-type: none"> • Eyes open • Mouth closed • Point of contact – forehead • Retract head from approaching ball • Arms out for balance and protection • Body control, footwork and approach
U13-U14	Heading Permitted	Limited to 30 minutes per week. No more than 15-20 headers per player, per week.	<ul style="list-style-type: none"> • Ball: Size 5 or lighter/softer ball • Service: Variety of services from teammates (no Coach service from feet) • Activities to add to above: <ul style="list-style-type: none"> • Training games, e.g. Head-Catch 	Refine technique and tactical application Coaching Points to add to above: <ul style="list-style-type: none"> • Attacking vs. Defensive application Contact the ball at its highest point: for attacking contact the top half of the ball so ball goes down and when defending contact the bottom of the ball so it goes high, far and wide
U15-U19	Heading Permitted	Continue to keep safety in mind	<ul style="list-style-type: none"> • Ball: Size 5 • Service: Variety of game-related service • Activities to add to above: <ul style="list-style-type: none"> • Match situations, e.g. Set Pieces 	Technical/Tactical/Functional application Coaching Points to add to above: <ul style="list-style-type: none"> • Body control for power/accuracy • Maintain separation from opponents

Is there such a thing as an administrative team?

Yes. Many concerns were raised regarding the age classification changes taking place and how to accommodate certain players whose club teams are not playing in the fall but some of the players still wish to do so. Specifically, the U15 age group has been identified as a problem area because some of the players will still be in 8th grade and others will be freshmen in high school. The 9th grade players who are playing on high school teams may not be permitted or able to play with their club teams during the fall season, but they may want to return to play with their clubs, and their 8th grade club teammates, in the spring.

SJSL is pleased to announce a solution for players who fall in that category.

- U15 age group players will be permitted to play in the SJSL fall season on an “administrative” U15 or U16 team.
- An administrative team may be made up of players from the same club or different clubs and must be approved by SJSL.
- These “administrative” teams will require a regular home field to play from.
- The players on this administrative team will not be considered as transfers when they go back to their primary club team(s) once the fall season is completed.
- These players may not play on a U14 or younger team and no waivers will be accepted.
- In order to be eligible to play on an administrative team, all players must first be carded to their primary club team that will play in SJSL for the Spring season, before they can be rostered to play on an administrative team that will play in SJSL for the Fall season.
- This requires teams in this age bracket, who have players who want to play in the fall on an administrative team, to register and card their team in accordance with the Fall season guidelines. These teams are required to apply to the SJSL President in order to have their team carded.
- Teams that register early to play in the Spring season under this policy that then fail to field a team for the spring season will forfeit their registration fee, any required bonds, and the Club may be subject to further sanctions by the league.
- Players will use their new player passes to play on an administrative team in the Fall season and the same pass when they return to their primary club team for the Spring season. A second or different pass will not be needed to play.
- Using this system, once players return to their club team, they will NOT be considered a transfer and may do so without penalty.
- These players may only play on one team during either season.
- These administrative teams will be disbanded by SJSL Registrar once the season is complete.
- All other SJSL regulations will remain in place.
- Procedures and deadlines for SJSL registration of these administrative teams should be directed to the SJSL Registrar or the SJSL President.

What changes have been made to the LOTG?

The LOTG were revised in June 2016, and were implemented during the Spring 2017 season. Here are some of the more significant changes that may impact upon play in our league:

Law 1 – the Field of Play

- ❑ Cannot combine artificial and natural surfaces
- ❑ Artificial turfs must be green
- ❑ Club/team logos but no advertising on corner flags

Law 3 – the Players

- ❑ Subs may take restart but enter field first
- ❑ Direct FK or PK if substitute/team official interferes with play
- ❑ If goal scored with extra person and ref restarts play, goal stands
- ❑ Team captain has no special status or privileges but has a degree of responsibility for the behavior of the team

Law 4 – the Players' Equip.

- ❑ Tape or other material on socks must be same color as socks
- ❑ Clothing worn under shorts must be color of shorts or hem; team must all wear same color

Law 5 – the Referee

- ❑ If several offenses occur at same time, the most serious is punished
- ❑ Can send off player from prematch inspection on
- ❑ Player injured by RC/YC foul can be quickly assessed/ treated and remain on field

Law 7 – the Duration of the Match

- ❑ Breaks allowed for drinks or for medical purposes

Law 8 – the Start and Restart of Play

- ❑ Ball must be kicked and clearly move to be in play for all kicked restarts
- ❑ Can be kicked in any direction at kick-off
- ❑ Referee cannot “manufacture” outcome of a dropped ball

Law 9 – the Ball In and Out of Play

- ❑ If a ball hits a match official it is in play unless ball wholly passes over boundary line

Law 11 – Offside

- ❑ Halfway line is neutral for offside

- Players' arms not considered in judging offside
- Offside FK always taken where the offense occurs (even in own half)

Law 12 – Fouls and Misconduct

- Foul with contact is a direct FK
- Advantage for a RC – indirect FK if offender then gets involved in play
- Attempted violent conduct is a RC, even if no contact
- Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm
- Must consider:
 - the movement of the hand towards the ball (not the ball towards the hand);
 - the distance between the opponent and the ball (the unexpected ball)
 - the position of the hand does not necessarily mean that there is an infringement
 - YC if interfering with promising attack or in attempt to score a goal
- Some DOGSO offenses in the penalty area are punished with a YC, unless the offense is holding, pulling or pushing or if there is no attempt to play the ball or the offense is normally a RC offense.

Law 13 – Free Kicks

- Difference between “stopping” a FK (YC) and “intercepting” the ball after quick FK taken

Law 14 – the Penalty Kick

- Indirect FK if ball kicked backwards
- Indirect FK and YC if “illegal” feinting occurs
- Goalkeeper YC if infringes and PK retaken

FREQUENTLY ASKED QUESTIONS

(Note: Rule citations are subject to change without notice.)

Q. How long is a player pass good for?

A. Player passes are good from September 1st until August 31st of the following year.

Q. How can I find out what Division my child plays in?

A. Each Age Division is comprised of players who are before the 1st day of January of the spring seasonal year, as follows:

Division I under 19 years of age
Division II under 16 years of age
Division III under 14 years of age
Division IV under 12 years of age
Division V under 10 years of age. Rule 1002.

Q. Can I card more than 18 players on my 11v11 team if I expect to have less than 18 actually suit up to play?

A. Yes. U13 and above teams can card up to 22 players at one time, but not more than 28 players over the course of the seasonal year. Only 18 players may be included on the game day roster. See Rule 3001(b).

Q. If a player or a player's pass is challenged at a game, can the player still participate in that game?

A. Yes. At the discretion of his coach, the player challenged may play in the game; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited. Rule 6006(i).

Q. What games, if any, have priority over a scheduled SJSJ game?

A. SJSJ Games have priority over all other games, except for SJ Cup Games. Rule 6005(d). Teams with SJ Cup games have flexibility and should attempt to schedule their games for times that do not conflict with the league schedule.

Q. My team is 9-0 and in first place, but we do not have enough players to field a team for the final game and must forfeit. Are we still eligible to win the championship in our flight?

A. No. Any team forfeiting a game shall not be eligible to win the flight championship. Rule 6009(b).

Q. If a club cancels a game due to weather related issues before the referee has arrived, does the referee still get paid?

A. If a referee is assigned to a game and goes but the game is not played, the following fees are applicable: (1) Due to weather conditions that have occurred since he left, he is entitled to a full game fee paid by the home team. This applies to all divisions. This fee is only paid for the first scheduled game; (2) Due to teams not showing up, he is entitled to a full game fee, to be paid by the home team, and (3) Once a game has started, he is entitled to a full fee. Rule 6010(c).

Q. Can the club change the location or time of a scheduled SJSJ home game?

A. Any requested changes in the schedule or in location of home games must be submitted to the Games Commissioner or designated league official at least two weeks prior to the scheduled game. The game remains as originally scheduled unless the Games Commissioner approves the change. Rule 6005(b).

- Q. If a game is canceled because of the weather, does the makeup game have to be played within two (2) weeks of the date for the original game?
- A. No, the Games Commissioner must be informed of the rescheduled date for the game within that two week period. Rule 6008(d).
- Q. If my team is 7-0-2 and the first place team is 9-0-0 and we play one another in the final game of the season and defeat the 9-0 team, will we be crowned as the conference champions?
- A. No. The standing of teams is determined by points as follows: Win - 3 points for winning team; Tie - 1 point for each team; Loss - no points for losing team. The 9-0 team would now be 9-1 and have 27 points. Your team would be undefeated and 8-0-2 and have only 26 points. Rule 6011(a).
- Q. If my team has to forfeit a game, am I still responsible to pay the referee's fees?
- A. A team forfeiting a game may be fined up to \$100 plus referee fees or other costs. Rule 7003(d).
- Q. I registered my team, and we were rated and placed into a conference, but prior to the first game being played, the team disbanded. Can I request to be removed from the game schedule?
- A. Your team can be removed from the game schedule, but your club will be fined up to \$1,000.00 plus forfeit the registration fee. Rule 7002(a).
- Q. We were not able to form a team until after the rating committee met. Can we still be admitted to the league?
- A. No. No team shall be accepted after the rating committee meets. Rule 7002(d).
- Q. One of the parents on my (U8-10) team set up a website for the team. We list player stats, game results, and standings. We finished in first place in our flight and wish to get championship jackets. Does the league provide those jackets?
- A. U8-10 teams are prohibited from publishing game scores or standings on a website. The team is not permitted to get jackets that refer to a championship or first place. The league does not provide jackets. Rule 1003.
- Q. I only had 6 players on my team show up for our game. Do I have to forfeit?
- A. Depends. A minimum of seven (7) players constitutes a valid 11v11 team. A minimum of six (6) players constitutes a valid 9v9 team and a minimum of five (5) players constitutes a valid 7v7 team. Rule 6004.
- Q. When do we move up to a size 5 ball?
- A. Division I, II & III use a SIZE #5.
Divisions IV & V use SIZE #4. Rule 6003.
- Q. I forgot my player passes. Can I send someone for them and hand them into the referee at halftime?
- A. No. The coach of each team must present game fees, coaches' passes, the player passes and the game day roster to the referee and opposing coach prior the start of the game. Rule 6006.
- Q. Can a player play in a game if I forgot his pass but I have a copy of the team roster showing that he is carded?
- A. No. Players or coaches without passes are ineligible to participate in the game. Rule 6006(g).
- Q. How long do I have to report my game score online? Can I mail the game day roster instead of reporting the score online?
- A. You have until noon of the day after the day the game was played. You cannot mail the

game day roster in lieu of reporting the score online. Rule 6009(c).

- Q. If we are losing 7-0 in the first half of our game, will the referee stop the game?
A. No. The game will be allowed to continue to allow the coaches to remedy the situation. If the goal differential is still 7 at the start of the second or at any time during the second half, the game will be stopped. The game may not be resumed.
- Q. If we are winning 7-0 in the first half of our game, can I direct my team to shoot on our own goal to get under 7? Can we do it more than once so that we are free to shoot on the other goal again?
A. No. This is unsportsmanship like conduct and sanctionable.
- Q. If a U10 player changes clubs and teams during the seasonal year, is he/she required to sit out 3 games?
A. U10 players are required to sit out 3 games unless the transfer was the result of the family's relocation greater than 35 miles from the previous home address.
- Q. Can a player change teams any time that he/she wants to?
A. Depends. If there are transfer window restrictions, the player may be limited as to when he/she may transfer. The player may also be subject to the 3 game sit out rule. In addition, transfers after Round #8 are ineligible to play in the SJSJL games for that season.
- Q. What size should small sided goals be?
A. All small sided goals should be 7' x 21' or 6.5' x 18.5'.
- Q. How do I report my score if the opposing team forfeits?
A. You report the score as 1-0.
- Q. I lost a lot of players to baseball and lacrosse. Can I add more players to fill my roster even if it happens to exceed the maximum limit for the year? Will the league approve a waiver request?
A. No. The maximum roster limits cannot be exceeded. There are NO exceptions and NO waivers of this rule. It is a NJYS requirement.
- Q. I lost several players to other activities and other sports. I already added 5 transfer players to my team. Can I add a couple more transfer players to fill my roster if I have not yet exceeded the maximum roster size for the year? Can I request a waiver from the league if I will not have enough players to field a team without exceeding the 5 transfer limit?
A. Depends. The maximum number of transfer players on any U15 and above team is five (5). The maximum for U14 and below teams is also five. There are NO exceptions and NO waivers of this rule.