

SJSL Protocols for Referees

Revised 9/19/19

A. Player and Coach Passes:

1. All players and coaches must have US Club passes dated for this seasonal year. No pass – no play – no exception.
2. All passes must have US Club ID #s that are 8 digits long and beginning with a “1”.
3. All passes must include the SJSL logo on the back. If the logo is missing, they may not participate.
4. There are no waiver forms.
5. All participants must produce a physical pass. Electronic passes are not accepted.

B. Game Day Rosters (“GDRs”):

1. Both teams must submit a physical copy of their GDR. No GDR – no play – no exception.
2. A copy of the team’s US Club roster is NOT an acceptable substitute for the GDR.
3. Both copies of the GDR must be submitted to the league. (There is no guarantee that the rosters on both GDRs will match since it will depend on when the GDR is printed and when a coach has made a roster change/correction. Even if they do match, both copies must be submitted to the league.)
4. ALL GDRs must be submitted to the league no later than **48 hours** after the match has been played.
5. The GDRs must actually be attached to the email as a “pdf”. It is preferred that both GDRs be included in one attachment. Please make sure that the pdf is legible. Please do not send an email with a link to a Cloud service.
6. All yellow/red cards indicated on the GDR must include the appropriate caution and/or sending off code.
7. The GDRs must be sent to the correct league monitor:

U13 & older - SJSLRCO3@gmail.com

U10-U12 - SJSLRCO2@gmail.com

U8-U9 - SJSLRCO@gmail.com

That is SJSLRCO – the letter “O” and not a zero.

8. The email should say in the subject line, and the attached GDR should be labeled in, the following format:

(Home club, team) vs (Away club, team) U__

For example: Moorestown United 2005 vs Marlton Clash 2005 U15

9. The coaches may NOT write on the GDR, other than to correct the occasional jersey number or to line out a player or players who will not be participating. Again, no exception.
10. Guest players may not be handwritten on the GDR.
11. If the referee names are not preprinted on the GDR, or they are incorrect, please fill in the correct names and positions.
12. GDR size limitations are as follows:

U8-10: 14 players; U11-12: 16 players; U13 and above: 18 players

If a U11 and above team has more than the game day size limitation number of players printed out on their GDR, they may (and have to) line out the necessary number of players to reach the above limits.
13. No players on the GDR may be designated as “CP”. SJSL does NOT permit the use of Club Passes/Players.
14. Players or coaches lined out as printed on the GDR by the Gotsoccer system are suspended and may not participate in the match or be on the players’ side of the field.
15. All players and coaches must have US Club passes for this seasonal year, with ID#s beginning with a “1” and including the SJSL logo on the back. If the logo is missing, they may not participate. The GDR information must match the pass information.
16. It does not matter how the column on the GDR for player pass numbers is labeled (US Club #, Player ID #, etc.), as long as the player numbers are US Club pass numbers that are 8 digits long and begin with a 1.

C. Guest Players

1. All guest players will be preprinted out on a Guest Player Addendum Form that must be attached to the GDR.
2. The Addendum Form will be predated and may only be used for that indicated date.
3. The Addendum Form must be scanned in and returned to the league in the same email as the GDR.
4. The player information, other than jersey numbers, on the Addendum Form cannot be changed by hand. The time, location and game ID # may be handwritten in.
5. Teams may use guest players only if their request is first approved by the league. Teams may request to use guest players, if they satisfy league rules, and if they will only have enough players to field a team for the match plus one, or less. For example, for 7v7 games, they must have 8 players or less available. For 9v9, 10 players or less. For 11v11, 12 players or less.
6. Players not participating or present for the match must be crossed off to satisfy the roster size limitation described in item #C5 above.

D. Rules

1. SJSJL game rules are published and are available on the league website.
2. League game rules are summarized on the current Fact Sheet.
3. The player substitution rules have been amended to allow substitutions on corner kicks in the same manner as throw ins.
 - a. A team may substitute on a throw in or corner kick in its favor if it has players ready and waiting at mid field.
 - b. A team may substitute on a throw in or corner kick in its opponent's favor if the opposing team is also substituting and your players are ready and waiting at mid field.
4. For the Fall 2019 season, the league is NOT utilizing the changes made to the FIFA Laws of the Game, effective June 1, 2019, except as indicated in item #D5 below.
5. Coaches entering the field of play to approach the referee at any time without expression permission after the start of the match may be red carded and removed from the game.
6. SJ Cup matches will follow the regular league rules unless expressly stated otherwise.