



## Player Substitutions



Remember, to enter substitutes into a game, they must be at midfield and prepared to enter. They can only be used:

- Prior to a throw-in in your favor
- Prior to a throw-in in your opponent's favor if they also request a substitution
- Prior to goal kick
- After a goal
- Start of second half
- Injury stoppage

Yellow carded players are not required to be substituted out, but they can be. There is no sub for a red carded player, and there are NO subs for other stoppages (corner, foul, etc. – Girls' league only rule!).

## Important Dates



- March 11 – Round 1 (*Playing 10 rounds*)
- April 1 – Easter Sunday (*no games*)
- May 17 – General Membership meeting  
(*for club reps*)
- May 20 – Round 10
- May 27 – Memorial Day weekend
- June 3 – Make up date  
(*if needed by league*)
- June 11 – General Membership meeting  
(*for club reps*)

## Card Carryover



Please remember that red and yellow cards (and poor conduct ratings) carry over from the fall to the spring season. If you still have a suspension to serve, it will begin with the first game played during the spring season. Penalties assessed for the accumulation of yellow and red cards will count all cards received during the Fall 2017 and Spring 2018 seasons. See Rule 7005.

For example:

Players:

- 3 yellows – one game suspension
- 2 yellows for dissent – one game suspension
- 2nd violent conduct suspensions may be doubled

Coach:

- 2 yellows – subject to fine
- 2 reds – double sanction
- 3 reds – suspended for remainder of seasonal year or 10 games whichever is longer

## Score Reporting



Please remember that:

- The correct score must be reported
- Report the actual score even if it is a Mercy Rule violation
- Score must be reported by the HOME team
- No later than 12:00pm noon on day following game day
- Forfeits are reported as 1-0
- Problems should be reported to Games Commissioner

## Ref Surveys



Remember that ref surveys:

- Must be reported by BOTH teams
- For ALL games
- No later than 12:00pm noon on the day following the game day
- Reporting problems should be emailed to the league at [firsttrustee@sjsl.org](mailto:firsttrustee@sjsl.org)
- Serious ref/game problems should be reported to the league president at [president@sjsl.org](mailto:president@sjsl.org)
- There is a \$25 fine for failure to timely complete the survey for each game
- Failures to complete the ref survey will be posted on the league website.

This year, there are 2 new questions. Instead of the AR questions from last season, the last 2 questions now read:

"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".

"AR2, the assistant referee on the parents' side of the field".



## Concussion Protocol



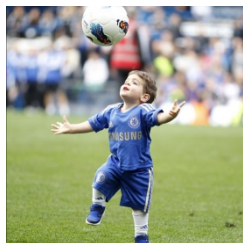
NJYS is in the process of adopting a new concussion protocol that is applicable to all games played in the state. The protocol is modeled on the US Soccer Concussion guidelines. It has not yet been finalized but is expected to include a form that will need to be completed by the coach or club official in the event that a concussion is suspected. When more information is available, it will be provided.

If a player is suspected to have a head injury, the referee will stop play to allow for treatment or evaluation. A player with a suspected head injury may NOT return to the game until cleared by a medical doctor in accordance with NJYS 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.

The safety of the individual should always come first. If you have reason to suspect a head injury, take the player out of the game and have them evaluated.



## U11 Heading



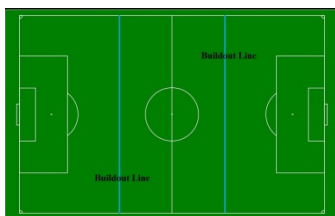
U11 and younger players are not permitted to head the ball in games or practices!

Intentional heading of the ball during a U11 and below game is considered a “dangerous play” and it will result in an indirect kick being awarded to the opponent from the point of the infraction.

U11 and younger players that are playing UP at U12 or U13, may NOT head the ball during practices or games, even though the rest of the players may be able to.

It is the coach’s responsibility to make sure that this does not happen. It is not the referee’s job to check for younger players on the pitch.

## Build Out line



For all 7v7 games (U8–10), a “build out” line should be clearly indicated on the field. The build out line is located halfway between the top of the penalty area and midfield. It must be clearly marked on the field; cones cannot be used to establish the line. If the field is not properly marked, the referee may allow the game to proceed, after marking the line on the outside of the field using cones. The referee will report the improperly marked field to the league and sanctions may be assessed.

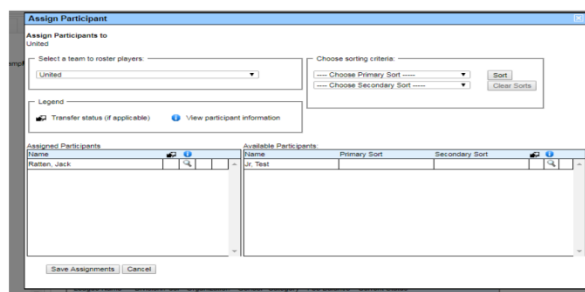
## Player Releases

To release a player, the coach must complete the ONLINE release form on the njyouthsoccer.com website under “Registration” and “Forms & Policies”.



The Club then selects the “Unassign” button in the system while selected on the appropriate team. The player can either be un-assigned from the team through the ‘Assign Participant’ feature or rejected from the club.

To un-assign -move player from assigned to available participants and save:



To reject a player -find player financial information, reject, update status:

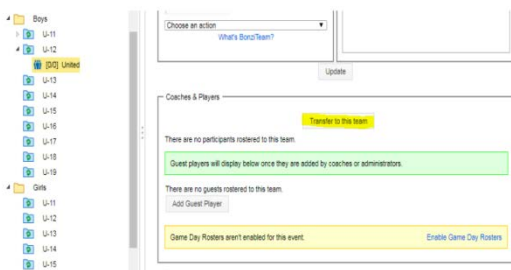
Registration Financial Information		
Players		
Participants	Registration Category	Fees
<ul style="list-style-type: none"> <li>Un Test</li> <li>Confirmed</li> <li>Rejected</li> </ul>	Boys U-12	\$0.00
Registration Date: 10/03/2017		Fees \$0.00
Payments and Adjustments		Total Fees \$0.00
		Total Payments & Adjustments -\$0.00
		Account Balance \$0.00
		Update Status   Cash or Check   Credit Card   Adjustment
Notes		

# Player Transfers

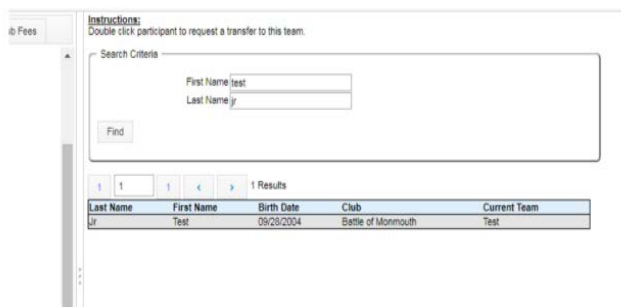
## Reminder:

- The player must be released before he/she can be transferred
- Secondary passes are not permitted
- Players may not be dual carded with 2 or more USYS passes
- Unlimited intra club transfers (same club, once per player)
- 5 interclub transfers (club to club)
- 3 game sit unless same club or team properly disbanded

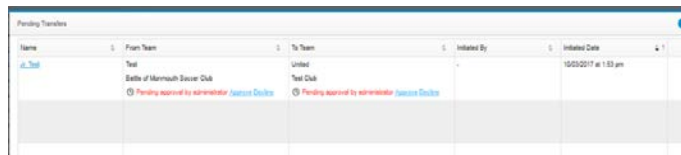
First, the player must be released. Then, the Club wanting a player selects “Transfer to this team” button in its portal system while selected on the appropriate team.



The Club then searches for the player across the state and selects the player.



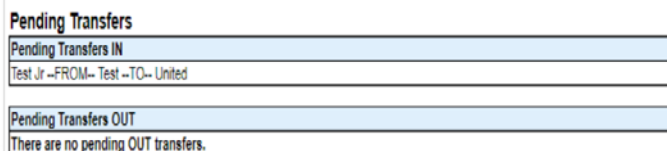
The request for approval goes to the State Office for verification.



The player will then be moved from one team to the other.

The player record will still exist in the club so that if any financial obligations are still owed, they can go in and pay from their member account.

Neither club will get an automated message that there is a requested transfer, but when they login to their system their dashboard will show that there is one pending.





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[www.sjsl.org](http://www.sjsl.org)

## Final Reminders:

In no particular order:

- A coach does NOT have the right to speak with or question a referee at any time.
- No pass, no game day roster, no play, no exception. Electronic copies of passes or the GDR are not valid exceptions.
- Players may be red carded for intending to use excessive force regardless if contact is made.
- Substitutions must be ready and waiting at midfield before they can enter the game.
- If, when a free kick is taken quickly by the defending team from inside its penalty area, any opponents are still inside the penalty area because they did not have time to leave, the referee will allow play to continue.
- On a goal kick for a 7v7 game, the opposing team must be beyond the build out line and cannot cross it until the ball leaves the penalty area.
- The 6 second rule for GK possession does not start until all members of the opposing team are beyond the penalty area or build out line as appropriate.

