



SOUTH JERSEY SOCCER LEAGUE

RULES AND REGULATIONS

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August 27, 2009 (Major revision and renumbering)

1000. GENERAL GUIDELINES

1001. Seasonal Year.

The Seasonal Year is defined as the period from September 1st of the current year through August 31st of the following year.

1002. Age Divisions.

Competition shall be divided into Age Divisions. Each Age Division shall be comprised of players who are, before the 1st day of August of the current seasonal year, as follows:

Division I	under 19 years of age (U19-U17)
Division II	under 16 years of age (U16-U15)
Division III	under 14 years of age (U14-U13)
Division IV	under 12 years of age (U12-U11)
Division V	under 10 years of age (U10-U8)

A description of the travel team age divisions is available on the New Jersey Youth Soccer website at: <http://www.njyouthsoccer.com/regforms/regmain2.htm#agegroups>.

1003. Small Sided 8v8 Team Promotion.

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 have been developed for member clubs and their teams to provide a basis under which they can promote their small-sided teams.

- a. Public records of standings or game scores are not to be maintained. Only the SJSL Games Commissioner for that particular season will maintain a record of the 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 and the SJSL Executive Board.
- b. Unofficial standings or game scores are not to appear in newspapers, newsletters, emails, club websites, team websites or other publicly accessible media. Clubs may award participation awards. There are to be no jackets, trophies or other awards mentioning conference championships or first place.
- c. Standings are not to be maintained by division coordinator and shared among the teams in any fashion. The division coordinator may only share game results with coaches of the teams in his/her division.
- d. 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 the North National Division". The game should be referred to as "Team A beat Team B in a South Jersey Soccer League contest in the North National Division". This can be done with a reference to the players who scored.

2000. CLUB RULES

2001. Insurance.

Member Clubs must have liability and medical insurance as provided for by the New Jersey State Youth Soccer Association.

2002. Number of Teams.

In order to maintain member club status, a club must enter 50% of the total number of the Div III, IV and V boys travel teams currently carded under NJYS guidelines into the SJSL, with a minimum of 2 teams to be entered per season. Each Club must specify a Home Field complex for all teams within that Club playing in the SJSL. At least one field must be available for every six (6) full-sided teams entered into the league and one for every six (6) small-sided teams.

2003. Meeting Attendance and Voting.

- a. Every club is required to be properly represented at every general membership meeting during the seasonal year. Clubs not represented shall be fined \$50.00 for the first offense and \$100.00 for each additional offense. The club rep and president shall appear before the general membership and meet with the Executive Board for the third offense, and every team in the club shall forfeit three (3) pts in the standings for the fourth offense or a failure to meet the obligations of the third offense. The 3 pt penalty shall go into effective immediately if the fourth offense occurs during an uncompleted season. If the fourth offense occurs between seasons, the penalty will be assessed against all teams playing for that club in the next immediate season. See also Rule 7008.
- b. Should a Club miss two (2) consecutive meetings, its voting privileges shall be suspended until the club has been represented at two (2) consecutive meetings.
- c. If a club misses three (3) consecutive or a total of five (5) general membership meetings in a seasonal year, they shall be declared ineligible for play in the next immediate playing season and shall be required to appear before the Executive Board for review.
- d. If a club misses all of the general membership meetings in a seasonal year or has not registered a team with the league during the seasonal year, that club shall be removed from the league by Executive Board decree.

3000. TEAM RULES

3001. Carding and Registration.

- a. Each team will receive a player roster and the appropriate number of United States Youth Soccer player and coaches passes upon presentation of registration forms and payment of league fees.
- b. No 11v11 team shall have more than eighteen (18) players registered at one time, except for Div. I teams which may have 22 players registered on a special roster with conditions. No 8v8 team shall have more than fourteen (14) players registered at one time.
- c. The appropriate NJYS District Commissioner or Alternate is the only authorized person to approve United States Youth Soccer passes. He or she will process all the player and coaches passes for the Clubs in his or her assigned District.

- d. The Team's "Player Roster" must be maintained with the assigned NJYS District Commissioner. All additions or subtractions from the Player Roster are to be made through the assigned NJYS District Commissioner or his Alternate.
- e. All teams must be properly carded through the league, NJYS and USYS as well as registered with the league before they are eligible to play in any league sanctioned games.

Revised: 9/2/10 Clarified that carding must be through the league in ¶(e).

3002. Seasonal Competition.

- a. All teams must submit a copy of their state approved roster to the league registrar prior to playing any games in the South Jersey Soccer League. Any games played by a team that failed to turn in their state approved roster will be ruled as a forfeit and the team and club will be subject to further sanctions.
- b. No team may add more than three (3) transfer players to their roster during a seasonal year. New players, not previously carded to a team during the seasonal year, do not count as transfer players.
- c. No team may add more than two (2) players that played for the SJS� Select Team the previous summer. See Rule 9003.

3003. Disbanding Teams.

- a. Teams that complete a pass packet and are properly rostered and carded to play in accordance with NJYS guidelines may elect to disband during the seasonal year.
- b. To disband, teams must complete the "Team Disbanding Form" promulgated by SJS� and comply with the associated requirements.
- c. Pass packet and registration fees paid to SJS� will NOT be refunded to teams that elect to disband.
- d. Teams may disband prior to the start of the Spring season without penalty IF the Team Disbanding Form has been COMPLETED and RECEIVED by the League Registrar prior to February 1st. After the District Commissioner has approved the disbanding of a team, the players on that team will be declared free agents eligible to transfer to another SJS� team in accordance with SJS� and NJYS rules. Players from the disbanded team that are later added to another SJS� 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 three players from a disbanded team may transfer to the same team unless that team is a Hardship Team as provided for in Rule 3004.
- e. Players from a team that disbands after the February 1st deadline who are later added to another SJS� team will count as transfers to the new team, and WILL be subject to the three (3) game sit down rule.
- f. Teams that register to play for a particular season in SJS� and then elect to disband after the registration deadline has passed will be subject to sanctions in the normal course pursuant to the League Rules and Regulations.
- g. Players from a non-SJS� team that disbands according to that league's disbanding rules that are later added to a SJS� team will count as transfers to the new team, and WILL be subject to the three (3) game sit down rule.

3004. Hardship Teams.

- a. 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.
- b. 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 new hardship team may not be comprised of more than ten (10) players from one of the disbanded teams.
- c. Team(s) **MUST** disband prior to utilizing the Hardship team provisions. The team(s) must be disbanded in compliance with Rule 3003.
- d. A hardship team is not permitted to be formed to create a Select Team or an All Star team.
- e. The formation of a hardship team will require the acquisition and completion of a new pass packet and player passes.
- f. Players from the disbanded teams are not required to sit out three (3) games prior to playing on the hardship team. Players from other existing teams that seek to transfer to the new hardship team will be subject to the normal requirements and restrictions on player transfers.

Revised: 5/6/10 Added New Rule 3004.

4000. COACH RULES

4001. Passes.

- a. Each coach and trainer must hold and present to the referee a valid approved USYS pass prior to participating in any league scheduled game. Coaches and trainers without passes or who present passes with missing, damaged or replaced photographs are ineligible to participate in the game and may be subject to sanctions.
- b. Coaching passes from other organizations, such as US Club, are not authorized substitutes for valid approved USYS passes.

Revised: 1/7/10 Added "and may be subject to sanctions" to ¶(a).

4002. Coach Add, Transfer or Release.

All coaches seeking to be added or transferred to a team must complete and follow the instructions on the New Jersey Youth Soccer website. Currently carded coaches may be added to another team(s) without being released from their original team. Coaches may be carded to more than one team, boys or girls. If a coach is carded to more than one boys team, all sanctions incurred by that coach with respect to one team apply to that coach's ability to coach all other boys teams.

Revised: 11/4/10 Removed ref. to Add/Drop form and added sanction applies to coach's ability to coach any team

4003. FIFA.

FIFA Laws of the Game which apply to players shall also apply to coaches and club officials.

4004. Poaching.

All coaches are prohibited from poaching players from another team. Poaching is defined as actively encouraging a player to leave his/her current team to join your team through your own actions, or those of players, parents or officials associated with your team. Poaching restrictions only apply during the seasonal year. Players are free agents between seasonal years. Complaints regarding allegations of poaching should be directed to New Jersey Youth Soccer.

5000. PLAYER RULES

5001. Uniforms.

- a. All team players must be outfitted with matching uniform tops, with at least four (4) inch numbers, which shall be tucked into the shorts during the entire game. Individual players are permitted to wear long sleeve shirts or jerseys under a short sleeve jersey so long as shirts are of the same solid color. Hooded sweatshirts or jackets may not be worn under or over the player's jersey. Jerseys shall be tucked in at all times. Goalkeeper's jersey must be distinctly different in color from all field players on both teams and the referees.
- b. All team players must be outfitted with matching shorts. Individual players may wear clothing under their uniform shorts that may exceed the hemline of the shorts as long as they are hemmed and the same solid color as the shorts. All long johns worn must be of the same color throughout the team and must be tucked into the socks. Specifically designed goalie pants are allowed and billed hats may be permitted at the referee's discretion.
- c. All players participating in sanctioned league games must wear age appropriate and adequately sized shin guards and must be outfitted with matching color/pattern socks which shall be secured so that the shin guards are completely covered by the socks during the game.
- d. A referee has the authority to require a player to remove any article of clothing he/she deems to be dangerous to that player or to other players on the field.
- e. Players with casts or other protective gear may participate at the referee's discretion.

5002. Passes.

- a. Each player must hold and present to the referee a valid approved USYS player's pass prior to participating in any league scheduled game. Players without passes or who present passes with missing, damaged or replaced photographs are ineligible to participate in the game.
- b. Passes must be signed and sealed by the appropriate New Jersey Youth Soccer Association District Commissioner or his Alternate. Instructions for proper carding of all players is available on the New Jersey Youth Soccer website at:
<http://www.njyouthsoccer.com/regforms/PassPacket.htm>.

5003. Multiple Teams.

- a. Secondary passes are not permitted in the SJSL.
- b. A player may not be carded to play at the same time with more than one team in the South Jersey Soccer League during the same seasonal year.

5004. Player Add, Transfer or Release.

- a. All players seeking to be added or transferred to a team must complete and follow the instructions on the New Jersey Youth Soccer website. Currently carded players for that seasonal year must first be released by their current team by completing and following the instructions on

the “Player/Coach Release Form.” Once a player is rostered to a team, they are bound to that team for the entire seasonal year unless they are released or transferred. Players may only transfer from a team in one club to a team in another club during the applicable Transfer Window as defined by the SJSL Executive Board. Player passes stamped after the close of the applicable Transfer Window will be invalid for league play.

b. Players transferring from one team to another team within the same club during the seasonal year are not required to sit out prior to being eligible to play for the new team. U10 or above players transferring from one club to another club within the seasonal year are required to sit out 3 games prior to being eligible to play for the new club. U9 and below players are not required to sit out 3 games prior to being eligible to play. The 3 game period does not start until the League Registrar receives the stamped approved copy of the roster reflecting the transfer and the new player pass.

c. Players who change teams without first properly completing the required forms in subsection (a) may be sanctioned. Such discipline may include a fine and/or suspension. Players are not authorized to play for their new team until the appropriate approved forms are turned into the league registrar.

d. New players added to any team after the scheduled date for Round 7 of the current South Jersey Soccer League's Playing Season, or any other date as set by the League Registrar, will be ineligible to play in the remaining league games for that season. This rule does not apply to tournament or other competitive play.

Revised: 11/4/10 Removed ref. to Add/Drop and transfer forms because of gotsoccer procedures.

Revised: 6/1/11 Sit down rule now applies to U10 and above.

Revised: 11/3/11 Adding transfer window provision.

6000. GAME RULES

6001. FIFA.

FIFA Laws of the Game apply to all SJSL games except as modified herein.

6002. Duration.

Division I	(U19-U17)	Two- 45 minute halves
Division II	(U16-U15)	Two- 40 minute halves (Spring) Two- 35 minutes halves (Fall)
Division III	(U14-U13)	Two- 35 minute halves
Division IV	(U12-U11)	Two- 30 minute halves
Division V	(U10-U8)	Two- 30 minute halves

6003. Ball size.

Division I, II & III	SIZE #5 (U13 and above)
Divisions IV & V	SIZE #4 (U12 and below)

6004. Team Size.

a. A minimum of seven (7) players constitutes a valid 11v11 team to commence play in any SJSL sanctioned game. If the team has less than seven (7) players, the game may not be played and it will be recorded as a forfeit.

b. A minimum of six (6) players constitutes a valid 8v8 team to commence play in any SJSL sanctioned game. If the team has less than six (6) players, the game may not be played and it will be recorded as a forfeit.

6005. Game Scheduling.

- a. The day and time of games will be as specified on the South Jersey Soccer League Schedule.
- b. Any changes in the scheduling or in the location of home games, must be submitted to the appropriate Games Commissioner or designated league official at least two (2) weeks prior to the scheduled game. Each team shall notify the Games Commissioner of this change request. If it fails to do so, the coach or club or both may be disciplined. The game will remain as originally scheduled unless the Games Commissioner approves the change.
- c. Games which are played that deviate from the league schedule, for which the change was not given prior approval by the Games Commissioner, shall be ruled as a forfeit for both teams.
- d. South Jersey Soccer League Games, except for New Jersey State Youth Soccer Association Cup Games, have priority over all other games.

6006. Game Day.

- a. The Home Team is responsible for:
 - (1) If only one referee, up to two (2) volunteers to assist the referee on the sidelines if requested
 - (2) Goal nets (secured), corner flags and properly anchored goal posts
 - (3) Correct lining of the field including a spectator & team restraining line, preferably a different color from the touch line that is parallel to the touch line and 10 feet from it.
 - (4) Proper sized game ball, properly inflated
 - (5) Changing jerseys in the event of duplication of colors.
 - (6) Half of the referee's fees. The other half is to be paid by the visiting team. Additional single game referee's fees are the responsibility of the home team.
- b. Coaches are responsible for their parents on the side lines. Coaches may be penalized/carded for not controlling their sidelines.
- c. 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 by the forfeiting team.
- d. The coach of each team will present the game fees, coaches passes, the player passes and game card, which shall include the players' name, pass number and uniform number to the referee and opposing coach prior to the start of the game. The game card must be properly completed by each team.
- e. If a team is unable to produce player passes by game time, the game shall not be played and the offending team shall receive a 1-0 loss in the standings. Referee fees shall be paid in full by the offending team and that team may be subject to further disciplinary action by the league.
- f. The opposing coach has the right to inspect the players and their passes prior to the start of the game, unless a player is late. If so, the inspection may take place prior to the player's admittance into the game.
- g. Players or coaches without passes are ineligible to participate in the game. If a carded coach is not available at any time prior to the completion of the game, the game will be

abandoned and depending on the circumstances may be declared a forfeit by the Executive Board.

h. Both teams (players and all coaches) shall occupy the same side of the field. All spectators shall be on the opposite side of the field from the teams. 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 30 yards from the halfway line (20 yds for 8v8 fields) on their own half of the field. This area must be clearly marked.

i. Opposing team coaches have the right to challenge the eligibility of a player and the validity of his pass, and may request the referee to retain the pass. At the discretion of his coach, the player challenged may participate in the games; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited.

Revised: 9/2/10 Added "up to" two volunteer requirement to ¶(a)(1).

6007. Substitutions.

a. Unlimited substitutions are permitted (substitutes must be at midfield prepared to enter):

- (1) Prior to a throw-in in your favor
- (2) Prior to a throw-in in favor of your opponent IF your opponent also requests a substitution. If your opponent does not take that opportunity to substitute players, you may not substitute players at that time. If your players are not at midfield awaiting substitution at the time that your opponent substitutes players, you may not substitute players at that time.
- (3) Prior to a goal kick by either team
- (4) After a goal by either team
- (5) At half-time
- (6) After stoppage for an injury (injured players attended to on the field, must be substituted for, except for keeper)

b. 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 by the coach. No other players may be substituted at that time by either team.
- (2) Upon the ejection of the goalkeeper, a goalkeeper may be selected from among the available substitutes to replace one of the remaining players on the field at that time.

c. 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 goalkeeper 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, (3) pull player's pass and (4) send both to the Grievance Committee Chairperson.

d. During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except as provided in subsections (b) and (c) above.

6008. Game Canceling/Rescheduling.

- a. The appropriate Game Commissioner is responsible for canceling games for the entire league. He or she will exercise this privilege to cancel the game no later than 10:00 AM on the day of the game. When this occurs, he or she will notify the Clubs promptly.
- b. A regularly scheduled game may be canceled due to unplayable conditions by the Home team by calling the appropriate Games Commissioner prior to 9:00 AM on the day of the game. The Home Team is responsible for notifying the Visiting Team by 10:30 AM. If it fails to do so, the coach or club or both may be disciplined.
- c. The Referee Assignor shall be advised that only the designated league official may change the league schedule. Any calls from individuals to the Referee Assignor will be referred to that league official by the Assignor.
- d. Should individual games be canceled due to Rules 6005(b) or 6008(b) of this section, the Games Commissioner must be notified of the reschedule date within two (2) weeks, unless the teams are directed by the Games Commissioner to play at an earlier time. Each Team shall notify the Games Commissioner of the agreement. If the coaches are unable to agree, the Games Commissioner will schedule the game. The team or teams not appearing at the scheduled time shall forfeit the game.

6009. Game Results.

- a. Should a referee terminate a match prior to completion, the game is not official until reviewed by the league.
- b. Any team forfeiting a game shall not be eligible to win the conference championship. All forfeits are recorded as a 1-0 loss for the forfeiting team.
- c. Each team is responsible entering their game results on-line at www.sjsl.org, in accordance with the current Games Commissioner's instructions. Failure to report scores (in accordance with the Commissioner's instructions) will result in disciplinary measures.
- d. **Mercy Rule.** Under no circumstances should the goal differential in a SJSL sanctioned game 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 any 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(s) 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. The offending team will be subject to sanctions.

6010. Referees.

- a. If the assigned referee does not appear for a match, the two coaches may mutually agree on a competent person to referee the match as a volunteer, but are not required to do so. (Div III, IV, and V should attempt to play the game.) If the referee, subsequently appears after the start of the game, he/she shall take the field at the first dead ball opportunity.
- b. If a game in Divisions III, IV or V is not played because a referee does not show, the game must be rescheduled and played within two (2) weeks.

- c. 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 to come to a game that has not been canceled (and he has not been informed), the referee 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.
 - (3) Due to termination of the game for any reason after it has started, he is entitled to a full fee.
- d. Referees are directed to send the completed game cards and passes of players and/or coaches sent off the field, as well as challenged player's passes to the South Jersey Soccer League Grievance Committee Chairperson within twenty-four (24) hours of completion of the game. The completed game card shall include a concise explanation of the reason why players and/or coaches were sent off the field by the referee.
- e. Complaints regarding referees must be submitted in writing to the South Jersey Soccer League Grievance Committee Chairperson or other designated league official.
- f. A league assigned Mentor may be present at any league sanctioned game.
 - (1) The Mentor may be present anywhere at the game site except on the field of play.
 - (2) The Mentor may not serve as the linesman for a game that he/she is mentoring or otherwise make game related decisions or take actions in lieu of the Game Referee, except as otherwise provided here.
 - (3) The Mentor shall have the authority to signal the Game Referee at any time that the Mentor observes actions or activities that are detrimental to the health and welfare of the players and the game. This includes player, coach or spectator behavior. The Game Referee will immediately stop the game to discuss the matter and possible resolutions with the Mentor. Any sanctions imposed by the Game Referee will be handled in the normal course in accordance with the SJSJL Rules and Regulations.

Revised: 5/6/10 Added ¶f.

6011. Standings/Playoffs.

- a. The standing of teams shall be determined by points as follows:

Win	3 points for winning team
Tie	1 point for each team
Loss	No points for losing team
- b. After the first round of a playing season, in the event of the realignment of teams, all teams involved shall receive one (1) point per game played.
- c. All South Jersey Soccer League playoff games ending in a tie shall have two (2) sudden death overtimes which for Divisions I and II shall be two (2), fifteen (15) minute periods and for Division III and IV two, ten (10) minute periods. If after overtime, the game is still tied, then FIFA penalty kicks shall prevail.
- d. In the event of a two way tie in conference play, a one game playoff at a neutral site shall determine the division champion as per Rule 6011(c).

- e. In the event of a three way tie in divisional play, a "round robin" playoff series will be played and the procedure as to a tie and penalty shall be employed as expressed in Rule 6011(c). Conference Champion shall be determined by the best record in the round robin. First tie breaker will be goals for. FIFA penalty kick winner will be credited with one (1) goal. Second tie breaker will be fewest goals against.

7000. SANCTIONS

7001. General Provisions.

All fines shall be paid within thirty (30) days of notification, including fines in the amount of \$100.00 or less that are the subject of an appeal. Fines greater than \$100 may be stayed if requested by the sanctioned party and approved by the entity hearing the appeal. Clubs with fines outstanding after that time period shall be declared not in "good standing," and may be subject to sanctions.

7002. Registration/Rating Fines.

- a. Any team withdrawing from the South Jersey Soccer League after the ratings committee meeting and prior to the first game shall be fined up to \$1,000.00 plus forfeit their registration fee.
- b. Any team withdrawing from the South Jersey Soccer League after the first game shall be fined \$100.00 per game for each of the remaining games left in the schedule.
- c. Any team requesting to enter the league after registration shall be charged a late fee of \$250.00 in addition to the regular registration fees. (Teams may be accepted on an as needed basis).
- d. No new team shall be accepted after the rating committee meets.

7003. Game Related Fines.

(a) Game Cards.

Games cards incorrectly filled out will result in a \$25.00 fine for each offense. (Game cards must contain club name, team name, correct SJSJL team number, team player's names, numbers and pass numbers.)

(b) Reporting Scores.

Any team or club not reporting game results by 12:00 noon the following day shall be fined as follows: no fine for the first offense, \$25.00 for the second offense and \$50 for each additional offense during that season. In addition, if an 11v11 team fails to report their scores four (4) or more times during the season, it will also forfeit three (3) points in the standings.

(c) Abandoned Game.

Any game abandoned by a referee because of interference, harassment, or any actions by a team (including coach, players, or spectators) which prohibits the referee from continuing the match shall result in a forfeit(s) by the offending team(s), as determined by the SJSJL Executive Board. The offending team(s) may be subject to additional penalties determined by the SJSJL Executive Board.

(d) Forfeits.

A team forfeiting a game may be fined up to \$100.00 (plus referee fees or other costs, if applicable), at the discretion of the SJSL Executive Board. If the same team forfeits more than one game in a season, the fine will be doubled for each additional forfeit.

(e) Use of Ineligible Player or Coach:

- (1) A club which fields a player that is ineligible because of improper or non-registration shall suffer forfeiture of all games played, plus a fine of fifty dollars (\$50.00) per ineligible player per game for the first offense and one hundred dollars (\$100.00) per ineligible player per game for the second offense or more during a given seasonal year.
- (2) A club which fields a suspended player shall suffer forfeiture of that game plus a fine of two hundred fifty dollars (\$250.00) per ineligible player per game and suspension of the coach as determined by the SJSL Executive Board.
- (3) A player, who during a given registration year, registers to play for a second club without first having obtained a release from the first club shall be suspended for four (4) games.
- (4) A club which allows a suspended coach or trainer to participate on the players' side of the field during a game will be fined two hundred fifty dollars (\$250.00) per game.
- (5) A club which allows an ineligible coach or trainer, because of improper or non-registration, to participate on the players' side of the field during a game will be fined five hundred dollars (\$500.00) per game.

Revised: 1/7/10 Added "or Coach" and §§ (4), (5).

(f) Mercy Rule.

Mercy rule violations will automatically result in sanctions in the following amounts:

- | | | |
|---------------------|------------------|----------------|
| (1) First offense: | 11v11 - \$200.00 | 8v8 - \$100.00 |
| (2) Second offense: | 11v11 - \$400.00 | 8v8 - \$200.00 |

7004. Expulsions.

A player or team official who has been ordered from the field of play or from the sidelines by the referee for violent conduct, serious foul play, the use of foul or abusive language, or for persistent misconduct after having received a caution shall incur the penalty or penalties for the given offense or offenses based on the recommendations in Rule 7007. The referee's game report shall automatically initiate the action against the offending individual. However, the Grievance Committee shall be required to notify the Club Representative of the penalized team of receipt of the referee's game report and suspension of the player or team official prior to the next regularly scheduled game. Notification by telephone or email shall be considered adequate.

In the event that the player's or coach's pass of the offending individual is not received by the Grievance Committee, the coach of the offending team shall be required to forward such pass by mail immediately. Such pass shall be returned to the coach of the offending team immediately following conclusion of the suspension. In the event that insufficient time exists for the pass to reach the coach prior to the next regularly scheduled game following conclusion of the suspension, it shall be the responsibility of that coach to procure the pass.

An individual under suspension shall not, during the period of suspension, participate in any game under the direct jurisdiction of the South Jersey Soccer League.

A player while under suspension shall not be released by his club. A team official while under suspension shall not change his club affiliation. All periods of suspension shall run continuously. Game suspensions shall only be effective for games under the jurisdiction of the South Jersey Soccer League. Game suspensions in effect at the termination of one playing season or registration year shall remain in effect, even into the following playing season or seasonal year, until the full period of suspension has been satisfied.

7005. Sanction Guidelines.

(a) Ejections for Violent Conduct:

Players sent off for violent conduct shall be sanctioned based on the recommendations in Rule 7007 for the first offense during any seasonal year. Suspensions may be doubled for the second offense in any one seasonal year.

(b) Accumulation of Cautions:

A player who, in any given seasonal year, accumulates three (3) individual cautions may be suspended for one (1) game. A second accumulation of three (3) individual cautions within the seasonal year may result in an additional suspension of two (2) games. Further, misconduct on the part of the same individual may be sufficient cause for the Grievance Committee to consider additional penalties of increased severity. In each case, action against the individual is initiated by the referee's game report.

(c) Accumulation of Cautions for Dissent:

A player who, in any given seasonal year, accumulates two (2) individual cautions for dissent shall be suspended for one (1) game. Further cautions for dissent on the part of the same individual may be sufficient cause for the Grievance Committee to consider additional penalties of increased severity. In each case, action against the individual is initiated by the referee's game report.

(d) Repetitive Detrimental Conduct:

A coach or team official, who in any given seasonal year, accumulates two (2) individual cautions, shall be fined up to two hundred fifty dollars (\$250.00) and/or a suspension by the Grievance Committee.

(e) Ejection:

Should a team official or coach be ejected from the game, the penalty for the first offense shall be a two game suspension (minimum), up to five hundred dollars (\$500.00) fine and appearance before the Grievance Committee.

(f) Period of Limitation:

Any charge permitted to be brought by the Constitution and the South Jersey Soccer League Rules and Regulations shall be brought within four (4) months of the alleged offense and not thereafter.

(g) Accumulation of Red Cards:

A player or coach who, in any given seasonal year, accumulates two (2) red cards for the same or similar offense will automatically be sanctioned a minimum of double the sanction assessed for the first red card. A player or coach who, in any given seasonal year, accumulates three (3) or more red cards, regardless of the offense, will be suspended at a minimum for the remainder of the seasonal year or ten (10) games, whichever is longer.

7006. Good and Welfare.

Any player, coach or team official, or club officer, whose conduct is considered to be detrimental to the good and welfare of the game, is subject to a fine and/or suspension as determined by the Executive Board of the South Jersey Soccer League. The Executive Board has the authority to modify sanctions imposed by these Rules where it would be in the best interests of the league and the game.

7007. Table of Standard Penalties for Unacceptable Conduct.

The following table is to be used as a guideline in assessing penalties for common offenses:

Fighting (engaged in combat with an opponent, colleague, or spectator by means of mutually exchanged blows delivered by hand, head, fist, or other portion of the body).	Div I - II 3 games	Div III - V 2 games
Aggression - engaging in combat with an opponent, colleague, or spectator (as in fighting) in which the other party does not take part by returning blows.	Div I - II 3 games	Div III - V 2 games
Assault- striking. Strike an opponent, colleague, spectator or official with any object (rock, stick, etc.) which could be expected to result in serious injury.	Div I - II 4 years	Div III-V 2 years
Deliberately pushing, striking, kicking, or attempting to kick, strike, or push a referee or assist referee.	Div I - II 2 years	Div III-V 1 year
Deliberately pushing, striking, kicking, or attempting to kick, strike, or push a referee or assist referee by a coach or club official.	Div I - V 5 years	
The throwing of objects (soccer balls, snow or ice balls, mud, dirt, or rocks) at an opponent, colleague or spectator. Note: In the event that such object strikes the target, the player could be charged with assault.	Div I - II 2 games	Div III - V 1 game
The throwing of objects at a referee or linemen.	Div I - II 2 years	Div III - V 1 year
Spitting at or on a player or spectator.	Div I - II 3 games	Div III - V 2 games
Spitting at or on a referee or linemen.	Div I - II 2 years	Div III - V 1 year
Verbal threat of bodily harm or property damage delivered to an	Div I - V	

opponent, colleague or spectator.	2 games	
Verbal threat delivered to a referee or assist referee.	Div I - II 4 games	Div III - V 2 games
Gesturing or signaling obscenely or the use of profane language toward an opponent, colleague, or spectator.	Div I - V 1 game	
Gesturing or signaling obscenely or the use of profane language toward a referee or assist referee by a player.	Div I - II 3 games	Div III - V 2 games
Gesturing or signaling obscenely or the use of profane language toward a referee or assist referee by any member of the coaching staff or club official.	Up to 10 games	
Pushing which results in an ejection.	Div I - V 1 game	
Serious foul play which results in an ejection from the game.	Div I - V 1 game	

7008. Club Fines.

(a) Responsibility.

All fines assessed against any players, coaches, trainers, officials or spectators associated with a specific club are the responsibility of that Club to remit. All payment must be tendered to the League Treasurer by club check or money order. All fines must be paid within thirty (30) days of being notified unless otherwise provided in these Rules. A Club will not be allowed to register for an upcoming season until all unpaid fines are satisfied.

(b) General Membership Meetings.

Clubs not represented at the regular monthly general membership meeting shall be fined \$50.00 for the first offense and \$100.00 for each additional offense during the seasonal year. The club rep and president shall appear before the general membership and meet with the Executive Board for the third offense, and every team in the club shall forfeit three (3) pts in the standings for the fourth offense or a failure to meet the obligations of the third offense. The 3 pt penalty shall go into effective immediately if the fourth offense occurs during an uncompleted season. If the fourth offense occurs between seasons, the penalty will be assessed against all teams playing for that club in the next immediate season. See also Rule 2003(a).

8000. APPEALS

8001. Game Protests.

a. Game protests must be submitted in writing, by letter or email, including a \$50.00 fee within forty-eight (48) hours after completion of the game to the Grievance Committee Chairperson. The appeal shall be filed with the Grievance Committee Chairperson. The fee will be returned if the appeal is upheld.

b. Coaches not being informed of a Grievance Committee decision by the twenty-four (24) hour period prior to the teams next scheduled game, may call the Grievance Committee Chairperson and request the result. If a decision has not been rendered, the coach may request and obtain the player's pass so that the player is eligible to participate in the games until the decision is rendered. Exception (a): Parties sent off for violent conduct are automatically suspended a minimum of the next game; (b) Parties sent off during a South Jersey Soccer League Cup game sit out the next Cup game; (c) The Grievance Committee will review all offenses and may impose penalties in addition to the above if warranted.

8002. First Level Appeals.

All appeals are taken first to the entity which assessed the sanction for reconsideration. This appeal must be in writing and accompanied by the sum of \$100.00 and submitted within six (6) days of receipt of the decision assessing the penalty. The appeal shall be filed with the General Secretary by regular mail or email. The fee will be returned if the appeal is upheld. Ref. Const. Art. XI.

8003. Subsequent Appeals.

Appeals of decisions on reconsideration may be taken to the next higher authority. This appeal must be in writing and accompanied by the sum of \$100.00 and submitted within seventy-two (72) hours of receipt of the decision from the first appeal. The appeal shall be filed with the General Secretary by regular mail or email. The fee will be returned if the appeal is upheld. Ref. Const. Art. XI.

9000. SELECT TEAM PROGRAM

9001. Coach Selection.

The criteria for a Select Team Coach is as follows:

- (a) He or she should be the best candidate for the position;
- (b) His or her selection should be based on merit;
- (c) Preference will be given to candidates holding National level USSF coaching licenses.

9002. Player Selection.

The criteria for a Select Team Player is as follows:

- (a) He or she possesses the qualifications of one of the finest soccer players in the age bracket so that the team is composed of the best of all the candidates;
- (b) His or her selection should be based on merit.
- (c) He/she must tryout for his/her age appropriate team.

9003. Recruiting/Poaching Select Team Players.

During the entire seasonal year (fall and spring) immediately following a year where a SJSL Select team was established for that age group, no Div II through IV teams will be permitted to participate in any SJSL sponsored play, if that team has added more than two (2) players who participated at any age level in the Select Program during the previous year.

- (a) This rule applies equally to newly-formed teams as well as to teams which had participated in SJSL play during the previous year.
- (b) If a "new team" is formed from the nucleus of a "team" which had participated in SJSL play during the preceding year, players who had been rostered to that "team" during the preceding year will not be considered to be "added" to the team for the purpose of this rule. For the purpose of this rule, such a "new team" must have at least ten (10) players on the team who had been rostered to the "team" the previous year.
- (c) However, Select players who in the immediately subsequent playing year will be playing for the same club for which they had been rostered in the previous year will not be considered to be "added" players.
- (d) The Executive Board will review each set of circumstances in which the provisions of this rule appear to have been violated and will render a decision as to whether or not this rule has been violated. This decision will be final and will not be subject to a hearing or appeal. However, should the Executive Board decide that, because of violation(s) of this rule, a particular team will not be permitted to enter or re-enter the SJSL, the established provisions for appeal of that decision to the General Membership will apply.
- (e) Notwithstanding all of the above, no coach or assistant coach of a SJSL Select Team will be permitted to add to his/her SJSL club team any Select player at any time during the three full playing years immediately following the playing year (up and including U-15) during which he/she participated in the Select Program as a coach or assistant coach.