



SOUTH JERSEY SOCCER LEAGUE NEWSLETTER

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www.sjsl.org

Jan. 2nd – Registration Deadline!

DEADLINE
register **NOW**

Are you ready? The deadline to register your team for the Spring 2020 season is 8:00pm, Thursday, January 2, 2020. Did you prepare a checklist?

- Team is registered in GotSoccer for the Spring 2020 event.
- ALL Coaches have completed an approved coaching certification or licensing class.
- All coaches have uploaded copies of their coaching license to the league (if not already done).
- All new players are all successfully carded through US Club.
- All cards have the SJSL logo on the back.
- Player add/release/transfer request forms have been filed with the league.
- Verified that all coach and player pass numbers were updated in GotSoccer.
- Head coach or other team representative plans to attend the Mandatory Coaches' Meeting at the Highland High School at 7:30pm on Monday, February 10, 2020 (all age groups on the same night)
- Reviewed playing rules and league rules.



INSIDE THIS ISSUE

Jan. 2 nd - Registration Deadline!	1
Mandatory Coaches' Meeting	1
Know the Player Movement Rules!	2
Use the Forms!	2
To Add a New Player	2
Within Club Transfers	3
Club to Club Transfers	3
Releasing Players	4
Disbanding Teams	4
Special SJ Cup Rules	5
Laws of the Game Changes	5
New Courses!	5
Club Contact Info!	6
New League Rules	6

Mandatory Coaches' Meeting



Do not forget the Mandatory Coaches' Meeting!

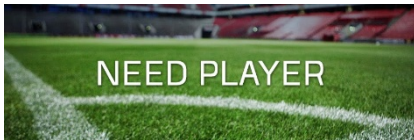
All teams are required to be represented at the Mandatory Coaches' Meeting that will be held at Highland High School, 450 Erial Rd, Blackwood, NJ 08012 starting at 7:30pm on Monday, February 10, 2020. Unlike past years, ALL teams will be present on the same night.

The league will be presenting information on the new changes to the Laws of the Game that will be used for the Spring 2020 season.

It is preferred that the head coach attends, but the team may be represented by any adult member. All representatives must remember to sign out at the conclusion of the meeting to ensure they are credited with attendance.

Find us on the web at: www.sjsl.org

Know the Player Movement Rules!



ALL rosters are locked in GotSoccer. Players cannot be moved to or from the SJSL event roster without first submitting the correct online form. Remember to check that you are in compliance with all league roster size limitations (game day/active), and within the 5 player transfer rule. GotSoccer will not permit players to be added to a team in violation of any league playing up or team size restrictions.

Your Spring 2020 team roster MUST match your final Fall 2019 team roster, until spring request forms are filed with the league. The following sections cover how to make changes to your Spring roster. This information is also posted on the league website under Coach Resources.

Use the Forms!

SJSL Player Add Form

Please use this form to request to add a PLAYER to your SJSL league event roster (for seasonal and/or SJ Cup play).

Before submitting this request, please first card the player in question pursuant to the US Club Soccer guidelines. Once a valid US Club pass has been obtained, please add the player to your primary player list in GotSoccer. After completing both steps, you may submit the request below asking that the league to add the player to your SJSL event roster in GotSoccer.

Please revisit the team limits for your age group for game day and active rosters before you attempt to add a player to your team.

In order to have your player added in time for a particular game, requests must be filed no later than 8:00pm on Friday before a Sunday game, or 48 hours prior to a game on any other day. Timely filed requests are not a guarantee of league approval. If a request is filed late, it may not be considered in time for the match in question.

While questions are always welcome, please do not email the league registrar requesting to make a player movement change. Forms are posted on the league website on the right hand side under Attn: Coaches/Club Reps. Fill out the applicable form completely and click on submit and the form will automatically go to the league registrar.

To Add a New Player:



To add new player(s) not previously carded to play in SJSL:

1. Add the new player in the US Club/Sports Engine platform to the team and print the new pass with the SJSL logo on it. Remember to purchase a membership which can take 2–3 days.
2. Add the new player in the GotSoccer platform to your Primary Player List. At a minimum, please make sure that the following fields are completed: player's first and last name, DOB, US Club ID # and jersey #. Please do not attempt to add the player to the SJSL season or as a Club Player.
3. Click on the "Add New/Transfer Player" link on the SJSL website, complete and submit the form. Requests must be received prior to Friday 8:00pm for a Sunday game, or 48 hours prior to games scheduled for any other day of the week.
4. The League Registrar will unlock the roster and add the player(s) to the current SJSL seasonal event in GotSoccer. When the transfer(s) is completed, the League Registrar will contact you. The new player cannot play until they are added to the SJSL event roster in GotSoccer by the league and appear on the GDR.
5. This will only add the player to the SJSL seasonal event. The SJ Cup rosters have been frozen by the Cup Committee so checking the box on the form will not add the player to your Cup roster.

Within Club Transfers:

To move a player(s) from one team to another in the SAME club:

1. Transfer the player in the US Club/Sports Engine platform from one team in your club to another team in your club. You do not need to print a new pass since the passes list only the club name and not the team name.
2. Release the player in the GotSoccer platform from the Primary Player List for the old team. Do not attempt to modify the current seasonal event list.
3. Add the player in the GotSoccer platform to the Primary Player List for the new team within your club. At a minimum, please make sure that the following fields are completed: player's first and last name, DOB, US Club ID # and jersey #. Please do not attempt to add the player to the SJSJL season or as a Club Player.
4. Click on the "Add New/Transfer Player" link on the SJSJL website, complete and submit the form. Requests must be received prior to Friday 8:00pm for a Sunday game, or 48 hours prior to games scheduled for any other day of the week.
5. The League Registrar will unlock the two team rosters, release the player(s) from one team and add the player(s) to the new team for the current SJSJL seasonal event in GotSoccer. When the transfer(s) is completed, the League Registrar will contact you. The new player cannot play until they are added to the SJSJL event roster in GotSoccer by the league and appear on the GDR.
6. This will only add the player to the SJSJL seasonal event. The SJ Cup rosters have been frozen by the Cup Committee so checking the box on the form will not add the player to your Cup roster.

Club to Club Transfers:



To move a player(s) from one team to another team in a DIFFERENT club:

1. The Original club has to release/remove the player(s) from it's team roster in the US Club/Sports Engine platform. The player pass must be destroyed.
2. The New team has to add the player(s) to it's team roster in the US Club/Sports Engine platform and create a new player pass with the SJSJL logo. Remember to purchase a membership which can take 2-3 days.
3. The New team then has to click on the "Request to Add New/Transfer Player or Coach" link on the SJSJL website, complete and submit the form. Requests must be received prior to Friday 8:00pm for a Sunday game, or 48 hours prior to games scheduled for any other day of the week.
4. The League Registrar will unlock the two team rosters, release the player(s) from one team and add the player(s) to the new team for the current SJSJL seasonal event in GotSoccer. When the transfer(s) is completed, the League Registrar will contact you. The new player cannot play until they are added to the SJSJL event roster in GotSoccer by the league and appear on the GDR.
5. This will only add the player to the SJSJL seasonal event. Remember, for players U11 and above, there is a 3 game sit down period for transfers between clubs.

Releasing Players:

Release

To release a player from your SJSJL roster:

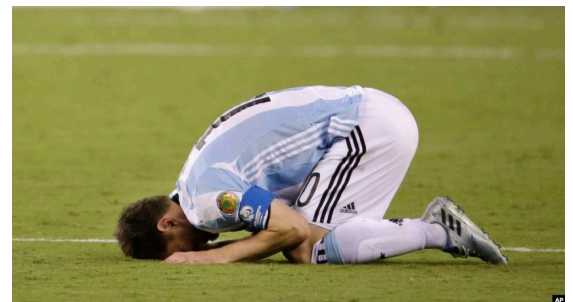
1. If the player is not going to play in any event for any team in your club, go in and release the player in the US Club/Sports Engine platform. If the player is going to play in some other event for your team or another team in your club, you should not release the player in US Club.
2. Click on the "Release a Player" link on the SJSJL website, complete and submit the form. Requests must be received prior to Friday 8:00pm for a Sunday game, or 48 hours prior to games scheduled for any other day of the week.
3. The League Registrar will unlock the roster and release the player(s) from the current SJSJL seasonal event in GotSoccer. When the release is completed, the League Registrar will contact you.
4. If you have released the player in US Club and the player is no longer going to play with your team in other events, release/remove the player from your Primary Player List. If the player is going to play in another event with your team, such as a tournament or in another league, leave the player on your Primary Player List. Note also that players that are included on a team's locked Fall roster for SJ Cup play may continue to play for that team in Cup matches as long as the player has not been released from your team in US Club and still appears on the team's Primary Player List.

Disbanding Teams:



Teams that played in SJSJL during the Fall season, but elect not to play in the league for the Spring season are no longer required to "disband". They will be viewed as "unregistered" teams for purposes of the league rules, IF they are not registered to play in SJSJL for the Spring season. See Rule 3003.

1. To add a player from an "unregistered" or disbanded team to another team, follow the procedures above, as applicable.
2. Players from "unregistered" teams that are later added to another SJSJL 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 "unregistered" team may transfer to the same team unless that team is a Hardship Team as provided for in Rule 3004.



Special SJ Cup Rules:



1. SJ Cup teams moving on to play in the Spring season Semi-finals and Finals are not required to also register to play in the league for the Spring season, although it is preferred. Your SJ Cup roster that was frozen during the Fall season will remain controlling. Player releases, as indicated below, may affect your ability to field a team.

2. Players released from a team's Fall SJSJL event roster, but not released from the team and/or that club's Primary Player List are still eligible to participate in the Semi-finals and Finals for their original team using their original player's pass. They may not play for a new team if they transferred to another team or club even if that team happens to also qualify for the Semi-finals and Finals.

3. Players released from a team's Fall SJSJL event roster and released from the team and/or that club's Primary Player List to play for another club are not eligible to return to participate in the Semi-finals or Finals even if their original team qualifies. The original player pass is invalid and should have been destroyed.

LOTG Changes:



As previously mentioned, the FIFA Laws of the Game were revised effective June 1, 2019. The SJSJL and SJGSL leagues elected to wait until the Spring 2020 season to implement the new changes.

The two SJ leagues are holding a joint mandatory coaches meeting to cover the extensive changes to the LOTG. The full version of the new LOTG is posted on the league website and will be covered in detail at the coaches meeting.

New Courses!



SJSJL has announced 2 new SJ Level 1 coaching courses for February.

Classroom sessions:

Wednesday, February 12th, 6:30pm–9:30pm,
Millville SC, 1400 McCafferty Blvd, Millville

Friday, February 21st, 6:30–9:30pm, Deptford
SA, 1002 Cattell Rd., Deptford 08090

Field sessions:

Saturday, February 15th, 8:00am–2:00pm,
Millville SC, Lakeside Middle School, 2 North
Sharp St., Millville

Sunday, February 23rd, 8:00am–2:00pm,
Deptford SA, 1002 Cattell Rd., Deptford 08090

SJSL Executive BoardPresident: [Larry Young](#)Vice President: [Bob Cooper](#)General Secretary: [Jim Miller](#)Treasurer: [Tom DiValerio](#)Registrar: [Chuck Snyder](#)Fall Games Commissioner: [Mike Trojak](#)Spring Games Commissioner: [Helmut
Lackermayer](#)Rules Compliance Officer: [Ed Eichen](#)First Trustee: [Scott Hartman](#)Second Trustee: [Vacant](#)Third Trustee: [Gary Rambo](#)Recording Secretary: [Heather Talarico](#)Information Officer: [Vacant](#)**New League Rules:**

Several league rules were revised at the last Executive Board meeting. As noted above, Rule 3003 on Disbanding Teams was modified to simplify the process.

Rule 5004(b) was modified to change the applicable age level for the 3 game sit down period from U10 and above to U11 and above.

Rule 6007 was previously changed to allow for substitutions on corner kicks, following the same guidelines as those for throw-ins.

The fines for illegally using guest players under Rule 7003(h) was modified to reflect a fine of \$100, game forfeit and a suspension for the first offense, and \$250 per player, game forfeit and a suspension for any subsequent offenses.

Club Contact Info!

If you have not already, please go into GotSoccer and verify that you have the correct labels for your club officials. SJSL is using the GotSoccer email addresses for league communications. Our focus will be on reaching out to club presidents, registrars and club reps. We will not be emailing any other labels that are used.

For all club reps, including the alternate club reps, use the "SJSL Boys" label only. DO NOT use Boys Commissioner, Boys League Rep, club rep, League Representative, SJSL Rep, SJSL Rep Alternate

