



SOUTH JERSEY SOCCER LEAGUE NEWSLETTER

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Game Day Rosters



Now in our third year using the Game Day Rosters (GDRs) generated through Bonzi, most coaches and teams are comfortable creating their rosters, although a few questions still come up. Because New Jersey Youth Soccer is now utilizing the Bonzi/Blue Star system, questions regarding access and roster management should be directed to NJYS and Bonzi.

For SJSL purposes, GDRs cannot be printed more than 3 days before the scheduled game. GDRs printed before that time are invalid.

There can be no handwritten information on the GDR unless expressly approved by the league. No players may be handwritten in. No jersey numbers may be handwritten unless it is a last minute change made in front of the referee because a player did not have a jersey. If the goal keeper is playing a field position, they must wear the appropriate team jersey matching the other players. If the goal keeper is playing in goal, they must wear a jersey distinctly different in color and appearance from the teams on the field. The goal keeper jersey is not required to have a jersey number on the back.

Guest players may appear on the GDR only when they satisfy the league rules (see Rule 5005) and when computer generated. Guest players may not be handwritten on the GDR, absent express permission granted only on a case by case basis by the SJSL Executive board.

INSIDE THIS ISSUE

Game Day Rosters	1
Referee Surveys Mandatory	1
Parent/Spectator Behavior	2
Releases and Transfers	2
Club Pass/Guest Player Policy	3
Where do I find it on the website?	4

Referee Surveys Mandatory



Please remember that the referee surveys are not optional. They are required to be filed by BOTH the home and away teams no later than noon of the day after the day the game was played.

This information is used by the league to help improve the quality of officiating and to address the concerns of our members. The league works hard to evaluate games and provide mentors. New referees are often paired with more experienced officials to help provide on the job training. Your feedback is important.

Beginning with the first league games after the Columbus weekend, teams failing to timely complete their referee survey online will be fined \$25.00 for each game missed.



Parent/Spectator Behavior



A reminder that under the current US Soccer and NJYS guidelines, parents and spectators are not carded for improper behavior. Instead, the coaches are held responsible for the behavior of their parents on the sidelines. This can result in a Poor Conduct rating for the team, or a yellow or red card for the coach. This in turn can result in a fine and/or suspension for the coach.

The recent uptick in poor parent/spectator behavior has caused some state associations and leagues to adopt "Silent Spectator" rules. Let's not forget that this is all about the children. Soccer can be a very passionate sport and many times the passion of the moment can overtake sound logic. Try to remember:

To allow coaches to coach, parents to parent, players to play. If everyone is sticking to their role then players don't get confused. When coaching comes from parents in addition to a coach, the players can get confused on who to listen to.

Coaching and cheering are separated by a fine line. Coaching takes place in the future "Pass the ball to Tommy" while cheering takes place in the past "Great pass!". Try to cheer in the past tense rather than in the future.

The most important thing to always remember is that the game is for the players. When coaches, parents or others try to put themselves in front of the players, it usually ends up ruining the game for the kids. Screaming and yelling are not going to change the outcome of the game or overturn the referee's decision. It will, however, have an impact on the players.

Releases and Transfers



To release a player, you must complete the Player/Coach Release Form (available on the NJYS website). The steps are outlined on the form. Once the form is complete, it should be emailed to the state office (njysregistrar@aol.com and lindsey@njyouthsoccer.com). The pass should be destroyed as it is no longer valid. The club then needs to go into the system, select the correct team and "unassign" the player using the "Assign Participant" feature (move the player from assigned to available and save). Or the club can go to the Registration Financial Information section, locate the player, "reject" them and then update the status. The record will still exist in the system if there are still financial obligations to satisfy.

To transfer a player, first make sure that you are in compliance with the league transfer window and associated policies. Then release the player as above. The club/team that wants the player will then select the correct team, and then choose the "Transfer to this team" button. You then search for the player through the system and select the player. The request will automatically go to the appropriate DC.

There will be no automated messages saying that a transfer is pending. Instead, when the club logs into its dashboard, the pending transfer will appear.

Scholarships



Scholarship applications should be submitted to the SJSL Treasurer at tomdivalerio@comcast.net no later than Friday, March 2, 2018.

Guest Player Policy

The Guest Player policy can be found in Rule 5005. This rule allows for the use of “guest players” in SJSL sanctioned league events with certain limitations.

Players may not appear on the main roster or be otherwise carded to more than one team registered with SJSL at a time. Players carded to play on a team registered with another league may not also be carded to play on a team registered to play in SJSL at the same time. Secondary passes will not be accepted for play in SJSL.

SJSL will allow “guest” players to be assigned to a team for a particular game. The guest player must be carded on NJYS/USYS passes to play for that same club but on another team. A maximum of four (4) guest players may be assigned to a game. The players must appear as guest players on the Game Day Roster (“GDR”).

Teams must “need” guest players in order to utilize this process. 7v7 teams that will have eight (8) or fewer players appear for their game may use guest players. 9v9 teams may use guest players if they have ten (10) or fewer players. 11v11 teams may use guest players if they have twelve (12) or fewer players. The GDR may not list more than the above amounts for the main team at game time and still use guest players. You cannot list more players than described above and then cross out those that do not show up at game time so that you can then include your guest players.



Guest players may not be handwritten or externally added to the GDR. The GDR must be computer generated through BlueStar to include the guest players.

There are flighting limitations. Players on a lower flighted team in SJSL may guest play up on a higher flighted team in their same age bracket. Players on a higher flighted team in SJSL may not guest play down on a lower flighted team in their same age bracket. Players playing in a lower age bracket in SJSL may play up on a team in an older age bracket, regardless of the flighting of either team.

Players playing on a team registered to play in another league on NJYS/USYS passes may not guest play on a team playing in a SJSL league sanctioned game.

Players may not play more than two league games in a day. Players may only guest play for another team three (3) times during the season. Teams may only use guest players three (3) times during the season.

Don't forget that playing up rules otherwise apply. In addition, players may not play more than two (2) league games in a day. Guest players must appear in the same uniform as the players rostered to the main team. Guest players wearing the same uniform number as a regularly rostered player must change numbers. Tape cannot be used to modify game day jersey numbers.



We strongly recommend that the clubs police their teams! Violations of this policy will be treated as using an ineligible player in violation of league rules and will involve sanctions and forfeiture of the game.

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: [Tom Olbrich](#)First Trustee: [Mike Bonanno](#)Second Trustee: [Ed Eichen](#)Third Trustee: [Gary Rambo](#)Recording Secretary: [Scott Hartman](#)Information Officer: [Joe Arone](#)

Find us on the web at:

www.sjssl.org

Where do I find it on the website?

Under the Admins tab:

- Admin Reference Handbook
- Scholarship program info
- GM meeting minutes
- Past power points presentations
- Poor conduct report
- Awards
- List of past champions

Under the Rules & Forms tab:

- League Rules
- Guest Player rules
- Bonzi admin directions
- Admin team policy
- Fact sheet
- Playing up policy
- Ref fees
- Transfer window policy
- Mercy rule

Under the Coach Resources tab:

- Coaching education
- LOTG revisions
- Newsletters
- Lightning/Thunder policy
- Concussion awareness
- Game Commissioner policies

On the Home Page:

- Newsletters
- Score Reporting Errors
- Club rep field closing
- Member tournaments
- Current news
- Important dates
- Hot topics

