

South Jersey Girls Soccer League

League Rules: Updated 5/26/2020

I. Ages

<u>Seasonal Year</u>	<u>2019-2020</u>	<u>2020-2021</u>	<u>2021-2022`</u>	<u>2022-2023</u>	<u>2023-2024</u>	<u>2024-2025</u>	<u>2025-2026</u>	<u>2026-2027</u>	<u>2027-2028</u>	<u>2028-2029</u>	<u>2029-2030</u>
<u>Birthyear</u>											
2024											U6
2023										U6	U7
2022									U6	U7	U8
2021								U6	U7	U8	U9
2020							U6	U7	U8	U9	U10
2019						U6	U7	U8	U9	U10	U11
2018					U6	U7	U8	U9	U10	U11	U12
2017				U6	U7	U8	U9	U10	U11	U12	U13
2016			U6	U7	U8	U9	U10	U11	U12	U13	U14
2015		U6	U7	U8	U9	U10	U11	U12	U13	U14	U15
2014	U6	U7	U8	U9	U10	U11	U12	U13	U14	U15	U16
2013	U7	U8	U9	U10	U11	U12	U13	U14	U15	U16	U17
2012	U8	U9	U10	U11	U12	U13	U14	U15	U16	U17	U18
2011	U9	U10	U11	U12	U13	U14	U15	U16	U17	U18	U19
2010	U10	U11	U12	U13	U14	U15	U16	U17	U18	U19	
2009	U11	U12	U13	U14	U15	U16	U17	U18	U19		
2008	U12	U13	U14	U15	U16	U17	U18	U19			
2007	U13	U14	U15	U16	U17	U18	U19				
2006	U14	U15	U16	U17	U18	U19					
2005	U15	U16	U17	U18	U19						
2004	U16	U17	U18	U19							
2003	U17	U18	U19								
2002	U18	U19									

PLAYING YEAR / SEASON

The playing year is from September 1 through August 31.

II. REGISTRATION

A. League Fees / Fines- The League registration fee shall be one hundred thirty dollars

(\$130) per carded team to the SJGSL. "Carded to the SJGSL" means that the League's name is on the team's registration form with USCLUB. **If a team is carded to another league, the fee shall be one hundred eighty dollars (\$180).** The fee covers both league and referee assignment fees. The registration may be changed from season to season by the Executive Board of the SJGSL.

- (1) Club Reps must submit all Registration Forms, and review them in their entirety for content and correctness. Incomplete, incorrect or missing information may affect being accepted to play in the SJGSL and/or be subject to a fine of twenty five (\$25) dollars.
 - (2) A team or club with fines outstanding from the previous season shall not be allowed to register until all fines are paid.
- B. Any new club who wishes to enter the league must apply by May 1st for Fall play and November 1st for spring play. Any new club entering this League will be required to post a \$350.00 Performance Bond, and be placed on probation for one year. The Performance Bond will be returned and the probation lifted after one complete year of membership with no incidents. These stipulations are in addition to all existing criteria currently in effect. Any club who has not participated in this League for four (4) seasons, will be considered a new club.
- C. **USCLUB Fees** - The cost of the pass and liability insurance is set by USCLUB. USCLUB will collect the fees from member clubs directly and approve players allowing passes to be obtained.
- D. A team from another state may register and play in the SJGSL, provided that it is in good standing in its own state association and league, meets all rules and regulations of US CLUB Soccer, United States Youth Soccer and the United States Soccer Federation (USSF) for playing in another state. In addition, the team must agree to play all of its games in New Jersey at either their opponent's home field, or a field that is acceptable to the SJGSL.
- E. A team, whose fees are not paid prior to the scheduled first game of the season, will forfeit any game points earned and be subject to fines. Lost points will not be awarded retroactively upon payment of fees.
- F. A club will not be permitted to register unless it has one field per day for every three (3) teams for U13-U19, one field per day for every three (3) teams for U11-U12, and one field per day for every three (3) teams for U8-U10 registered with the League. The field(s) must be available for play each week of the season from 12:00 PM to 5:00 PM, and all teams within that club must play at the same location unless prior approval is granted by the Executive Board.
- G. The League ten (10) week playing schedule stands. No rescheduling (TBR) will be permitted for Divisions 3-5 (U8-U14). The only exceptions will be league-wide weather-related cancellations, and also the flexible schedules and cross over bracket games for Divisions 1 and 2 (U15-U19). The board may allow, at its discretion, requests for scheduling accommodations. If these requests are being accepted the League Administrator will notify the membership before the beginning of scheduling.
- H. Clubs and/or teams may be rejected from playing in the SJGSL who do not meet League requirements, including scheduling for single team clubs, or who demonstrate disregard for the rules and/or spirit of the game.

- I. Any team who withdraws from the League after the Ratings Meeting, but before schedules are done, will be fined a minimum of \$350.00. Also, a minimum performance bond of three hundred fifty (\$350) dollars may also be issued.
- J. Any team who withdraws from the League after the schedules are done will be fined a minimum of \$500.00. Also a performance bond of at least five hundred (\$500) will also be required.
- K. Any team playing less than 10 games due to blank spots in their schedule will be refunded 10% for one missing game & 20% for 2 or more missing games.
- L. Any Registration Form received after the due date will incur a \$25.00 fine.

III. **PLAYING SEASON**

The playing year shall be divided into two (2) separate seasons except in the case of the Hybrid season for Division 1 (U17-U19). Each season shall carry an appropriate registration fee, and shall be conducted formally to include standings and awards. Voting privileges shall be for a period of one year, with the year being from September 1 through August 31. The Hybrid Season will carry only one registration fee and include limited games to be scheduled in during the typical Fall season and a full schedule of games during the Spring season

The Fall season is to extend from July through December for meeting purposes. The Spring season is to extend from January through June for meeting purposes.

IV. **MEETINGS**

Meetings shall normally be held on the third Monday of the month at a location to be designated by the Executive Board.

- A. Each club is required to be represented at each regular meeting in a season for which it is registered. Absence from a League meeting, by a Club Rep or Alternate Club Rep, for a first offense during a playing season shall be punishable by a \$25.00 fine. Any club not represented by a Club Rep or Alternate Club Rep in a subsequent meeting during the same playing season will be automatically fined \$50.00, with the possibility of having to place a \$350.00 Performance Bond for the following season. A canceled meeting will not count as an unattended meeting.
- B. A club not in good standing (fees or fines outstanding, or on probation at the time the meeting is called to order) shall not be eligible to vote at said meeting. Those eligible to vote are: club representative, alternate representative, or club president.
- C. Anyone addressing the membership or Executive Board at a meeting must identify themselves, their club, and their status (club president, club rep, alternate club rep).
- D. Only club presidents, club representatives, or alternate club representatives may address the membership or Executive Board during a meeting. Any other person, or group, must have Executive Board approval prior to the meeting.
- E. The Executive Board will schedule two meetings prior to the start of each playing season.
 - 1. An open Ratings Meeting will be held prior to assigning teams to conferences for League competition. Coaches will have the opportunity at this meeting to participate in the placement of their teams.

- a. The date and time of the Ratings Meeting will be posted on the SJGSL website. The membership will be notified of the posting and the meeting and shall make their coaches aware of the date, time, and location of the meeting.
3. A Mandatory Coaches Meeting for coaches will be held prior to the start of the season. The time and place for this meeting will be announced no later than the open Ratings Meeting. Each team registered to play that season must have either the registered carded coach, registered carded assistant coach, or both present. Any team not so represented will be fined twenty five (\$25) dollars.

V. EQUIPMENT

- A. Divisions 1, 2 and 3 shall use a #5 ball. Divisions 4 and 5 shall use a #4 ball.
- B. No watches or jewelry of any kind, including, but not limited to, bracelets, earrings, necklaces or rings may be worn during a game (even if covered by tape or bandages). The only exception shall be medical ID bracelet, worn by a player, but must be secure or made secure and approved by the official on the field. Neither shall hooded sweatshirts be worn either under or over the team jersey. IFAB laws concerning uniforms, shin guards and shoes shall apply. The referee has the responsibility and sole authority to determine illegal equipment as defined by IFAB.
- C. All goals will be securely anchored to the ground in a manner that holds the frame of the structure securely from tipping or falling within acceptable standards.

VI. SCHEDULES

Day and time of all games shall be specified on the official League schedule distributed prior to the start of the season. The League will not schedule any games on weekends normally used for major tournaments (Columbus Day, Thanksgiving Day or Memorial Day). The first game of the day shall start no earlier than 12:00 PM, unless an earlier time has been approved by the League Administrator prior to the League's schedule being completed, clubs able to accommodate 11:00 am games should notify the league administrator no later than the ratings meeting.

A. Game Changes

1. Games must be played as scheduled, except for Cup Games or last minute high school field conflicts. In the event of one of the above conflicts, teams shall follow the rescheduling rules in Paragraph VI-C.
2. Only the League Administrator may adjust the starting time of any game to facilitate referee assignments or game coverage.

B. Cancellations

1. **Inclement Weather and Hazardous Field Conditions** - **To cancel for these reasons, the home team must notify the League Administrator before 9:00 AM on the day of the game.** After talking to the Administrator, if a relocation or immediate adjustment is not possible, the home team must immediately notify the opposing coach of the cancellation. The game, if relocated, will be considered as the home team's game. The site of any other game between these teams will not be modified unless Paragraph VI-A-1 applies. Only the referee can cancel a game once cancellation time has passed, teams cancelling games without league approval or knowledge shall be fined in accordance

with the league forfeit policy. Cancellations due to Lightning/Thunder will be determined by the referee according to the SJGSL Lightning/Thunder policy. If play is discontinued for weather, the league shall determine if the current result stands or if the game shall be replayed in its entirety.

2. In the event of a proper cancellation, follow the rescheduling rules in paragraph VI-C.

C. Rescheduling

1. **Rescheduled games** for approved canceled games must be made through the League Administrator. **Both** coaches must contact the League Administrator to confirm the date, time and place of the rescheduled game. This can be done in one email from the coach or rep of the home team by copying the other coach on the email. Failure to do so will result in the game not being recognized as a League game, and both teams will be subject to a twenty-five (\$25) dollar fine.
2. The League Administrator must have a minimum of **seven (7)** days' notice to reschedule canceled games.
3. All **rescheduled** games must be played prior to the last scheduled week of regular play.
4. All games must be rescheduled within seven (7) days of the date of cancellation.
5. In the event the game is not rescheduled within the time frame of Paragraph VI-C-1 and VI-C-2 or VI-C-4, the League Administrator will reschedule the game, its time and place of play.
6. Once a game has been rescheduled, it will be treated as if it had been on the schedule from the first day of the season, and subject to all rules of League play.
7. **TBRs - Requests to reschedule a league game (TBR) will be granted by the SJGSL for soccer related conflicts such as ODP and State Cup. A TBR request will also be granted for religious reasons such as Yom Kippur. The Executive Board may also consider TBR requests based upon other reasons that may be soccer-season specific. For example, in the spring season, the Board routinely permits 1 TBR per team for a soccer tournament conflict. The reason for any request as noted above must be specific and submitted in writing to the League Administrator no later than the date of the Ratings Meeting for the upcoming season.**

The SJGSL reserves the discretion to grant a TBR request if it is determined by the Executive Board to be in the good and welfare of the league or players.

VII. OFFICIALS

- A. The League Administrator will coordinate with the referee assignors to schedule and assign officials for all League games.
 1. Any game not so scheduled and assigned shall not be considered a League game.
 2. Any team that schedules an official for a SJGSL game will forfeit that game, and be subject to fines under Paragraph VIII-A-1.
 3. **If only one referee, home team provides one adult to act as assistant referee, visiting team the other. However, if two referees appear for game, the home team will provide the other adult to act as assistant referee. No "two man" / high school style officiating is allowed.**
- B. Official Fees (subject to change) Effective Fall 2019

DIVISION	Duration of halves	BALL SIZE	REF	AR
I (U17-19)	2 - 40 min	5	\$74	\$48 each
II (U15-16)	2 - 40 min	5	\$64	\$43 each
III (U13-14)	2 - 35 min	5	\$60	\$35 each
IV (U11-12)	2 - 30 min	4	\$50	\$25 each
V (U8-10)	2 - 30 min	4	\$40	\$20 each

The fee is to be shared equally by both the home team and the visiting team.

If a referee travels to an assigned game, but the game is not played:

- (a) If the referee declares the field unplayable prior to the start of the game, one half of the full game fee must be paid, entirely by the Home Team.
- (b) If the Visiting team fails to show, the Home team will pay the full referees fees and be reimbursed by the League.
- (c) Once a game has started, the referee is entitled to a full fee.

Volunteer / Unassigned referees will not be paid. (Insurance liability issue)

B. Referees are required to send completed game cards and passes of players and / or coaches sent off the field, as well as challenged players to the Games Commissioner within 24 hours of completion of game. The completed game card shall include a concise explanation of the reason why players and/or coaches were cautioned or sent off, any injuries and conduct of the staff and spectators.

VIII. FORFEITS AND PERFORMANCE BONDS

A. Forfeits

1. Forfeit time shall be fifteen (15) minutes after scheduled starting time of the game. **The team forfeiting the game shall pay the full referee fee plus a fine of one hundred (\$100) dollars.**
2. Teams forfeiting before Tuesday at 5 PM of the week in which the game was to be played shall pay one-half of the forfeit fee equal to fifty (\$50) dollars, but not the referee fee.
3. Teams shall forfeit if they compete with an illegal roster, plus be subject to further actions by SJGSL.
4. Teams which forfeit a game during the season shall not be eligible to win their flight that season. The same shall be true of any team found to be using illegal players on their roster; including but not limited to breaking the club player policy.

B. Performance Bond

1. A team may be required to post a performance bond if:
 - (a) The team accumulates two (2) forfeits during the current and/or preceding playing year, or forfeits a game with less than three (3) days notice to the League Administrator.
 - (b) The team ceases to play without completing the League schedule. In this event, the team's sponsoring club shall be assessed the performance bond for the following season.
 - (c) The team competes with an illegal roster.

- (d) It is determined by the Executive Board that it is in the best interest of the SJGSL to seek a performance bond from a club or team.
2. Performance Bonds shall be an amount determined by the Executive Board with a minimum being three hundred fifty (\$350) dollars. Teams may lose their bond upon any additional violations. The team may then be required to post a new bond before playing their next League game. If the team does not forfeit any games during the playing season, the performance bond will be returned.

IX. GAMES

A. Duration of games will be as follows:

Division 1 - 40 minute halves

Division 2 - 40 minute halves

Division 3 - 35 minute halves

Division 4 - 30 minute halves

Division 5 - 30 minute halves

Game points shall be awarded as follows:

three (3) points for a **win**; one (1) point for a **tie**; zero (0) points for a **loss**

B. Game Results

1. Home teams will enter game scores online.
 - (a) \$10.00 fine to team/club for failure to complete game card correctly (missing coaches pass numbers and/or handwritten information added to game card).
2. Failure to enter scores online will result in fines determined below. Subsequent occurrences will result in fines determined by the Executive Board.
 - (a) Fifteen (\$15) dollar fine for Late/Missing/No score reported (first offense), Twenty-five (\$25) for subsequent offenses.

C. Team Responsibilities

1. Home Team

- Have a properly lined safe field available for play plus Spectator/Team Restraining Lines – preferably a different color than the touchline, which is drawn parallel to the touch line and 10 feet from it. Teams are restricted to an area 30 yards from the halfway line for 11v11 and 20 yards for small-sided fields, with the end of this area being clearly marked.
- Have a proper game ball in good condition
- Pay one-half of the referee's fee
- Have goals properly secured and nets in good condition
- Have corner flags
- Have available one linesman
- Have a properly completed Game Day Roster, with attached guest player permission addendum if applicable.
- Have valid player and coaches passes (including passes for any approved CP player)
- Have alternate uniform in case of color conflict
- Report score online, and complete referee evaluation after match.
- Notify League Administrator of cancellations
- Reschedule game through proper channels
- Treat visiting team as honored guests
- Treat referees and opponents as honest in their intentions - Seek no advantages except those of superior skill
- Accept referee's decision, no matter how unfair it may seem

2. Visiting Team

- CONTACT "HOME" TEAM FOR FIELD VERIFICATION, CHECK GAME TIME, AND UNIFORM CONFLICTS AT LEAST THREE (3) DAYS PRIOR TO THE GAME.
 - Pay one half the referee's fee
 - Have available one linesman
 - Have properly completed Game Day Roster, with attached guest player permission addendum if applicable.
 - Have valid player and coaches passes (including passes for any approved CP player)
 - Complete online referee evaluation after the match
 - Notify League Administrator of cancellations
 - Reschedule game through proper channels
 - Treat referees and opponents as honest in their intentions
 - Seek no advantages, except those of superior skill
 - Accept referee's decision no matter how unfair it may seem
3. In case of color conflicts, the home team will change jerseys.
4. All scheduled games in **Divisions 3, 4 and 5** must be played, even if a referee is not present. A substitute referee shall be mutually agreed upon by both coaches. If an agreement cannot be reached, the official will be decided by a coin toss. All games played are official.
 - (a) Games in Division 1 and 2 may be played if no referee is present, if both teams agree to play the game. If both do not agree, the game shall be rescheduled as detailed in Paragraph C.
 5. All players and coaches must present valid US Club passes prior to the start of the game. Late arriving players must present their pass to the official prior to entering the game. **The opposing coach has the right to inspect the players' passes prior to the start of a game. When a player is late, the inspection may take place prior to the player's entry into the game.** If a valid carded coach is not available at any time during the game, the game will be abandoned. Depending on the circumstances of the abandonment, the game may be declared a forfeit by the Executive Board.
 - (a) **When a player plays without a pass, it will be a \$100.00 fine and one (1) game suspension to the coach. This is to be paid by the Club before the pass will be returned.**
 6. Teams will take position on the same side of the field at either side of the midfield line, with a maximum of four (4) currently carded coaches/trainers. All spectators will take position on the opposite side of the field. Coaches and substitutes will stay within their team area, unless invited to enter the playing field by the referee. Coaches, so invited, will not address the referee except as to the health of an injured player.

X. PLAYING RULES

IFAB Laws of the Game shall be used, except as modified within this document. A.

Substitutions

1. Unlimited substitution is permitted at the following times:
 - a. U11-U19: any stoppage provided the players entering the field are positioned at the halfway line at the time of the stoppage.

- b. U8-U10:
 - Prior to a throw-in in your favor
 - Prior to a throw-in in favor of the opponent IF the opponent also requests a substitution.
 - Prior to a goal kick by either team
 - After a goal by either team
 - After half time, and between periods of extended play
 - 2. Unlimited substitutions by either team on stoppage due to injury.
 - 3. Substitution is optional for a player receiving a YELLOW CARD.
 - 4. **Upon the send off (red card) 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.**
 - 5. When a team (A) is awarded a throw-in in their favor, the opposing team (B) may also substitute at the same time should the opponent (team A) request a substitution AND players of both teams are positioned at mid-field ready to enter the field. If a team does not take advantage of a substitution opportunity in their favor, the opposing team may not substitute a player(s).
 - 6. Players exiting for substitution must leave from the team side of the field, in the area of their bench.
- B. A coach may be cautioned and shown the yellow card, or dismissed and shown the red card.
1. A coach is responsible for the conduct of the spectators. A coach may be cautioned for failure to control the behavior of the spectators.
 2. A coach who confronts a referee by entering the field during the match, or during half time, or immediately following the match will be sent off (red card).
 3. A coach dismissed (red carded) from a game must leave the field and shall automatically be suspended for no less than the time period specified in the attached Table of Mandatory Minimum Penalties for Unacceptable Conduct. This suspension is also applied to any other team the coach is rostered to in SJGSL
 4. A coach receiving a yellow card will be fined a minimum of seventy five dollars (\$75) for the first offense. The fine must be paid by the coach's club. Additional yellow cards issued to the same coach may have additional fines and/or suspensions imposed at the discretion of the Executive Board.
 5. A coach who is red carded/dismissed shall be fined one hundred fifty dollars (\$150). The fine must be paid by the coach's club before the pass will be returned. Only **LEAGUE** games actually played will count towards the suspension. Additional suspensions and/or fines may be imposed at the discretion of the Executive Board. Any suspensions that do not exceed the minimum specified in the Table of Mandatory Penalties for Unacceptable Conduct will not be appealable.
 6. When a coach who is carded to multiple teams in our League has been red carded, his/her suspension will be for a specified number of weeks, not games.
- C. A player sent off (red carded) from a game shall automatically be suspended for the time period specified in the attached Table of Mandatory Minimum Penalties for Unacceptable Conduct. The Executive Board reserves the right to adjust any suspension time to exceed the mandatory minimum.
- D. A player or coach receiving three (3) yellow cards during a playing season will be suspended for the game following the one in which the third card is received, or made known to the

Executive Board. A player or coach receiving more than one send-off (red card) is subject to review and sanction by the SJGSL board and may require playing bond be paid by the player or coach's club.

- E. Games may end in a tie for purposes of League play.
- F. A game terminated by the official for weather or field conditions shall be reviewed by the Executive Board and a decision regarding the outcome will be made known to the club no more than fourteen (14) days after receiving notice regarding the terminated match.
- G. The minimum number of players per team for the game to begin, or continue, is seven (7) for Divisions 1-3; six (6) for Division 4; five (5) for Division 5. One of these players must be designated the goalkeeper and wear a jersey that is distinctive from the other players.
- H. The action of removing a team from the field during the game, or refusing to continue to play, is a serious violation. At the Executive Board's discretion, it may be punished by a fine, suspension, and/or playing bond.
- I. Playing "UP" Rule:
 - 1. U7 players may play up +1 year on a U8 team. (see below)
 - 2. U8 teams must be 51% age appropriate. No exceptions given.
 - 3. U8-U14 players may play up two (2) years with club approval
 - 4. U15 and above players may play up with club approval
 - 5. There are no majority rules (except for 51% at U8)

Specific: All U-8 teams are subject to the "majority plus one" rule. A majority of the team, plus one, must be age appropriate. For example, on rosters of 13 or 14 players, 8 players must be age appropriate. On rosters of 11 or 12 players, 7 players must be age appropriate. On rosters of 9 or 10 players, 6 players must be age appropriate. The "majority plus one" rule must be satisfied at all times on the applicable seasonal event roster.

XI. PROTESTS

A. Only violations of the League Constitution, its By-Laws, rules and regulations or misapplications of the laws of soccer shall be proper subjects for protest. Decisions made on the field or during the match by the referee shall not be grounds for protest, provided the referee is acting within their duties and responsibilities. Protests will only be accepted from a registered, carded coach or assistant coach, and/or club president, and/or club representative to the SJGSL.

B. To be considered, a protest must be:

- 1. Submitted in writing, detailing what specific violation(s), as detailed in Paragraph XI-A were believed to have occurred.
- 2. Submit the document, within 48 hours of the game, to the League President, VicePresident or General Secretary, accompanied by a two hundred (\$200) dollar protest fee. The fee will be returned only if the protest is upheld.

XII. APPEALS

- A. The Grievance and Ethics Committee, consisting of an Executive Board member, serving as a non-voting Chairman, and two or more members of the League, who are not part of the Executive Board, may review and hear all game related misconduct, as referred to it by the President or Vice President. They will issue their findings, in writing, along with recommended action to the Executive Board through the League President. The Executive Board will consider the findings of the Grievance and Ethics Committee, but are not bound to its recommendation. The final determination of any action rests solely with the Executive Board subject to Paragraph XII-B. The Executive Board shall have the authority to exclude the Grievance Committee from reviewing misconducts or issues that, if generally known, could bring harm or damage to the reputation of individuals in matters other than soccer.
- C. Decisions of the Executive Board may be appealed to the membership. The appeal must be in writing, delivered or postmarked within seventy two (72) hours of receipt of the decision of the Executive Board, and must be accompanied by a one hundred (\$100) dollar fee to either the League President, Vice-President or General Secretary. The appeal will be heard and ruled on by the membership at the next regular General Meeting. The fee will be returned if the appeal is upheld by the membership. If the individual or club requesting the appeal wishes to have a special meeting of the League called for purposes of hearing the appeal, any costs to the League (postage, room rent, etc.) will be paid by the person or group requesting the appeal. For any appeal, Paragraphs IV-B, C and D will be strictly enforced.
- D. Decisions made on field by a referee can not be appealed, unless the referee acts outside his/her duties and responsibilities. Calls made, or not made, including cautions and send offs are not available for appeal.

XIII. ROSTERS

- A. Rosters are limited as follows:
- a. U13 and older (11v11) - twenty-two (22) players rostered, of which 18 players may be on the game card and play in any particular game.
 - b. U11-U12 (9v9) - eighteen (18) players rostered, of which 16 players may be on the game card and play in any particular game.
 - c. U8-U10 (7v7) - fourteen (14) players rostered, of which 14 players may be on the game card and play in any particular game.
- B. A copy of the official approved team roster shall be made available to the league upon written or verbal request, the team/club shall have three (3) days to produce the roster.
- C. Any team found to have an illegal roster shall forfeit any game in which the roster was not correct, and shall be subject to additional sanctions at the discretion of the Executive Board.
1. Club Player Passes are allowed when applied for and approved by the Executive board. The players are considered on the official roster for purposed of League play, but are not eligible for State Cup competitions.
 2. Club Pass (CP) players shall be allowed to be used in accordance with the SJGSL Club Pass Player Policy. Teams found to be violating this policy shall be considered to

- have an illegal roster and shall be subject to fines and sanctions imposed by the Executive Board.
3. Players may play up in age in accordance with USCLUB rules and SJGSL roster requirements.

D. STATE BY-LAWS: TRAVEL LEAGUE REGISTRATION AND ROSTERING
Any player rostered to a team is bound to that team for the entire seasonal year unless the player requests a transfer and is released.

- E. Players will not be allowed to transfer after the fifth scheduled game of the season. Any requests for waivers after Week 5 must be put in writing to the Executive Board and will be determined on a case-by-case basis. However, players who have never been carded may be added anytime for league play only.
- F. Any late Registration Payment(s) will incur a \$25.00 fine.

XIV. TROPHIES

- A. Trophies or awards shall be made to conference winning teams on an individual basis in Divisions 1, 2, 3 and 4. A limit of twenty (20) awards shall be made per team. Only one trophy shall be awarded per player. In Division 1 and 2, the decision to issue awards will be made before the start of the season, and be based on the number of teams playing, as well as the competitive make-up of the conferences. In Division 5, no Conference winning awards will be made.
- B. In the case of a tie for first place in a conference between two (2) teams, the following procedure will be used to determine who receives the trophies.
 1. Head-to-head competition - The team with the best record in competition with the other team.
 2. Goal Differential
 3. Fewest Goals allowed.
 4. The team with the most wins in the season.
 5. If still tied, teams will be declared co-champions.
 6. In the case of a three (3) way tie for first place in a Conference, the following procedure will be used to determine who receives trophies.
 - (a) The games between all three teams will be given the point values as follows: 3 points for a win; 1 point for a tie; and 0 points for a loss. The team with the most points for games among the three tied teams will receive the trophies. If a tie still exists in points, those teams will use the additional tie breakers in (b) and (c) listed below.
 - (b) The team with the most wins in the season will receive the trophies. (c) If still tied, the teams will be declared Co-Champs.
5. In an eight (8) team conference, the same rules apply.
- C. If a team moves up mid-season, their last 5 games' points are doubled. If a team moves down mid-season, they take their record with them and add to second half points.

XV. UNIFORMS

- A. All team players must have the same colored numbered jerseys, shorts and socks. Duplicate uniform numbers shall not be acceptable. The goalkeeper's jersey must be distinctly different in color from all field players on both teams.

- B. Players may wear sweat pants of the same color as their shorts **over** their shorts.

XVI. INSURANCE

A. In accordance with USCLUB regulations, no team will be carded or permitted to play without liability and player medical insurance conforming to minimum state standards. Teams entering the League using passes from another state will be required to show proof of both secondary medical insurance and liability insurance equivalent to the coverage required of New Jersey registered teams.

XVII. SJGSL

- A. Ignorance of the laws that apply to League play or USCLUB rules shall not be a reason for non-compliance.
- B. Failure to comply with the League constitution and playing rules shall result in club and/or team being subjected to a fine and/or penalty at the discretion of the Executive Board.
- C. Any action by a coach, player, team or club official that is not considered to be for the good and welfare of soccer, may subject that individual and/or organization to incur a penalty of up to a one-year suspension, in addition to any fines, or expulsions at the discretion of the Executive Board.
- D. All concerns/complaints directed to the SJGSL Executive Board must be submitted in writing by the Club Rep. Any club whose coach and/or parent contacts a Board Member directly will be fined \$25.00/occurrence.

XVIII. GOOD & WELFARE

- A. It is important to set the tone with our young athletes and remember the purpose of the SJGSL: Develop, in the players, the skill of soccer and the ideals of good sportsmanship, honesty and loyalty through competition in the game of soccer.
- B. Mercy Rule - In this season, there may be a few games where there is a large difference in skill level between opponents. If this occurs, it is the coach's responsibility to keep the goal differential at a reasonable level: i.e. 6 goals. If one team is leading by six goals during the second half of the game, the game may be terminated upon the agreement of both coaches.
 - 1. Penalty for violation will be \$25 for each goal beyond a 6 goal differential, subject to review by the Games Commissioner.
- C. No smoking will be permitted around players at games or practices. State Law: No smoking is permitted on school property at any time.
- D. Alcohol is not permitted around players at games or practices.

XIX. CLUB PLAYER

The league's Club Pass Rule replaces the guest player system previously used by SJGSL. Club Pass Players will constitute a small pool of predesignated players that a team may use to fill out their roster, either as needed or on a more full-time basis. The intent of this policy is not to provide a way for teams to stretch low player numbers. Rather, it is a program to allow clubs to give players additional touches in game situations and also to provide teams that utilize CP Players a bit of continuity among their players. (N.B. Club Pass Players will be referred to as CP).

The following rules apply to the Club Pass Player policy:

1. Club Pass request forms **MUST** be submitted to the league no later the Wednesday prior to the scheduled date for Round 1 of the season. Late submissions as well as changes to CP are allowed, however may take up to seventy-two (72) hours before they appear on the roster. CP may not play until the request is approved by the league, and players appear on the roster with CP next to player.
2. Club Reps will need to update their request by emailing the league administrator.
3. Teams must have enough players on a roster to field a team before applying for CP.
4. SJGSL will not make any additional concessions for scheduling based on CP use. Teams forfeiting due to scheduling issues for CP will be fined an additional \$50, in addition to the standard forfeit and referee fees.
5. Teams may use a maximum of 3 CP for each small sided (U8-U12) and a maximum of 4 CP for full sided teams (U13-U19).
6. Club Reps will submit the online CP approval form for each Club. Reps will need to submit what teams the players are rostered to primarily and which team they will be Club Passed to. Players may **NOT** be assigned to more than two teams, one primary and one CP.
7. Players on a CP are not permitted to participate in SJ CUP. Only primarily rostered players are eligible to compete in Cup. This follows the same guidelines as the rule prohibiting guest players from being used in SJCUP.
8. Any team found to be using CP without proper permission or CP to another team will be subject to sanctions from the SJGSL Executive Board, including, but not limited to the following: fine, forfeit, staff sanctions, player sanctions.
9. CP are valid for the one season. Club Reps must submit new CP requests to the league for each new season.
10. Teams found in violation of the CP policy shall be prohibited from using CP for that season. Clubs found to have more than one team in violation of the CP policy will be subject to a playing bond before CP privileges will be restored. The amount of the bond shall be set by the Executive Board and shall not exceed five hundred (\$500) dollars. Subsequent violations may lead to a club and/or team's removal from the CP program.
11. CP must wear a matching uniform for the team they are playing for. If there is a duplicate jersey number, the coach may take steps to correct this but a duplicate uniform number of a CP will not preclude that player from participating in the match.
12. CP may play under the following age guidelines:
 - (A) Players with the same birth-year as the team requesting the CP – this includes players who may be playing “up” but are of the same birth year as the Club-Pass team;

- (B) Players with a younger birth-year as the team requesting the CP. All players MUST abide by the league's Playing Up rule (Rule X(I)).
- (C) Players registered to SJSL (South Jersey Soccer League) shall also be eligible to be included as CP players.
- (D) Circumstances not specifically outlined in the guidelines above shall be reviewed and decided by the Executive Board.

Table Of Mandatory Minimum Penalties For Unacceptable Conduct

<u>DESCRIPTION OF OFFENSE - (Yellow or Red)</u>	<u>DIV's 2, 3, 4 & 5</u>	<u>DIV 1 & ALL ADULTS</u>
Fighting with an opponent, colleague or spectator by means of blows delivered by hand, head, fist or other portion of the body.	3 Games	3 Games
Striking an opponent, spectator, or official with any object which could be expected to result in injury.	2 Years	4 Years
Assaulting a Referee or Assistant Referee: any intentional act of physical violence at or upon a referee. Unintended consequences of the act are irrelevant. Assault includes, but is not limited to hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property, i.e. car, equipment, etc.	2 Year	2 Years
Referee abuse: "A verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.	3 Games	5 Games
Throwing of objects (soccer balls, snow, mud, ice, dirt, rocks, equipment, tape, etc.) at an opponent. If the object strikes the target, then the incident could be reviewed as striking or fighting.	3 Games	3 Games
Throwing of objects at a Referee or Assistant Referee whether it hits its target or not.	2 Year	2 Years
Spitting at or on a player or spectator	2 Games	3 Games
Spitting at or on a Referee or Assistant Referee	2 Year	2 Years
Verbal abuse of a player, coach or spectator	2 Games	3 Games
Verbal threat of bodily harm or property damage delivered to an opponent, colleague or spectator		

3 Games 4 Games

**TABLE OF
MANDATORY
PENALTIES FOR
UNACCEPTABLE
CONDUCT**

<u>DESCRIPTION OF OFFENSE - (Yellow or Red)</u>	<u>DIV's 2, 3, 4 & 5</u>	<u>DIV 1 & ALL ADULTS</u>
Gesturing or signaling obscenely, or the use of profane language toward an opponent, colleague or spectator.	1 Game	1 Game
Gesturing or signaling obscenely, or the use of profane language toward a Referee or Assistant Referee	2 Games	2 Games
Entering the playing field by a coach or spectator to argue with a referee (Penalty will be assessed against the coach)	2 Games	2 Games
Coach's or player's dismissal or send off not specifically defined above	1 Game	1 Game
Refusal to leave the field in a timely manner after a referee ejection	1 Game	1 Game
Receiving three (3) cautions (yellow cards) during one (1) playing season.	1 Game	1 Game
Playing on a roster illegally for a season.	Minimum of next playing season	Minimum of next playing season

MODIFICATION TO LAWS OF THE GAME
FOR SJGSL SMALL SIDED GAMES –U9-U12– FALL 2016

All IFAB Laws of the Game 2015-2016 and SJGSL Rules of Competition apply, except as modified herein.

LAW 1 - THE FIELD

A. **Dimensions**

U9-U10 – 55 yds long by 40 yds wide (minimum) 60 yds long by 45 yds wide (max)
U11-U12 – 70 yds long by 45 yds wide (minimum) 80 yds long by 55 yds wide (max)

B. Markings

1. U9-U12 - A center circle with an eight (8) yard radius.
2. Goal Area - U11-U12 – five (5) yards from each goal post and five (5) yards into the field of play.
U9-U10 – four (4) yards from each goal post and four (4) yards into the field of play.
3. Penalty Area - U11-U12 - fourteen (14) yards from each goal post and fourteen (14) yards into the field of play.
U9-U10 – twelve (12) yards from each goal post and twelve (12) yards into the field of play.
4. Penalty Mark – U9-U12 - ten (10) yards from the goal line at a spot measured into the field of play from the point midway between the goal posts. From the penalty mark, an eight (8) yard arc is marked beginning from one point that intersects with the line parallel to the goal line and continuing to the second point which intersects that line.
5. Build Out Line – U9-U10 only – connecting the touchlines and parallel to the goal line, marked halfway between the penalty area and the halfway line.

C. Goals

Maximum: Twenty one (21) feet wide by seven (7) feet in height

Minimum: Eighteen (18) feet wide by six (6) feet in height

LAW 2 – THE BALL

- A. A size 4 ball shall be used.

LAW 3 - NUMBER OF PLAYERS

- A. U11-U12 - The maximum number of players on the field at any one time shall be nine (9), one of which shall be the goal keeper. The minimum number of players for a match to start or continue shall be six (6).
- B. U8-U10 - The maximum number of players on the field at any one time shall be seven (7), one of which shall be the goal keeper. The minimum number of players for a match to start or continue shall be five (5).
- C. Substitutions: Same as SJGSL Rules

LAW 4 – THE PLAYER’S EQUIPMENT: Conform to IFAB and/or SJGSL

LAW 5 – THE REFEREE: Conform to IFAB and/or SJGSL

LAW 6 – THE ASSISTANT REFEREES

- A. If no assistant referees are assigned to the game, a volunteer from each team’s spectators will be requested to help with signaling when the whole of the ball has left the field of play. Such “club linesmen” are not empowered to signal or assist the referee in calling fouls, misconduct, or offside infractions.

LAW 7 – THE DURATION OF THE MATCH

- A. The game shall be divided into two (2) equal halves, with a five (5) minute break between the halves.
1. U9-U10 (7v7) halves will be 30 minutes in duration.
 2. U11-U12 (9v9) halves will be 30 minutes in duration.

LAW 8 – THE START AND RESTART OF PLAY: Conform to IFAB LOTG and/or SJGSL

LAW 9 – THE BALL IN AND OUT OF PLAY: Conform to IFAB LOTG and/or SJGSL

LAW 10 - METHOD OF SCORING: Conform to IFAB LOTG and/or SJGSL

LAW 11 - OFFSIDE: Conform to IFAB LOTG and/or SJGSL, except:

- A. (U8-U10 only) The build out line will be used to start where offside position may begin.
1. Players cannot be penalized for an offside offense between the halfway line and the build out line
 2. Players can be penalized for an offside offense between the build out line and goal line

LAW 12 - FOULS AND MISCONDUCT:

- A. Punting:
- a. U8-10 - There is NO punting in 7v7 games. When the GK has possession, the opposing team must move out beyond the build-out line and may not cross that line until the GK puts the ball in play. “In play” occurs when the ball leaves the GK’s possession. For Fall of 2019, ANY kick taken from inside the penalty area, the ball is still not in play until it leaves the penalty area and players may not cross the buildout line until that time.
 - i. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
 - ii. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
 - b. U11-12 - Under 9v9 rules, an indirect free kick is awarded to the opposing team at the CENTER MARK on the halfway line if the GK punts or drop-kicks the ball from her penalty area and it lands in the air in the opponents’ penalty area. If the ball goes directly into the goal, no goal is awarded and the ball is returned for an indirect kick as above.

B. Heading – U11 and below teams may not intentionally head balls in games. Players who are 10 years old or younger and playing up on a U12 team are also prohibited from heading balls in games. Intentional heading a ball during a game will result in an indirect kick being awarded to the opponent from the point of the infraction, unless the ball goes directly out of play. In the case of a U10 player playing on a U12 or older team, the responsibility is with the coach to enforce this restriction, not the referee

C. Build Out Line Violations

a. Encroachment – Once keeper gains possession of the ball, ball goes out of play over the endline or there is a foul by the attacking team beyond the build out line, the attacking team must retreat fully behind the build out line until that ball is put back in play.

- i. When the goalkeeper gains possession with her hands, players should retreat immediately. Once players are beyond the build out line, the GK has 6 seconds to release the ball back into play with a throw, roll or placing the ball at her feet and kicking or dribbling. The opposing team may enter the build out line once the GK releases the ball from her hands.
- ii. If a player encroaches the build out line before the GK releases the ball, or goal kick or free kick leaves the penalty area, and intentionally plays the released ball, it is encroachment. Except as noted in the next paragraph, the restart shall be an Indirect free kick from the spot of the encroachment.
- iii. If an opposing player encroaches and plays ball on a goal kick or free kick inside the penalty area, and before the ball leaves the penalty area, the kick is retaken (the ball was never in play).
- iv. Goal keepers may play the ball immediately upon possession of the ball. If the goalie plays the ball immediately and it hits one of the retreating opposing players, it is treated the same as a quick free kick, play on.
- v. Referees can manage the encroachment situation with misconduct if deemed appropriate.
- vi. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

LAW 13 - FREE KICKS: Conform to IFAB with the following exception:

A. Opponents must be eight (8) yards away at the time the kick is taken, or beyond the Build Out Line, whichever is further, unless a team opts to take a “quick kick”.

LAW 14 – THE PENALTY KICK: Conform to IFAB with the following exception:

A. Opponents must be eight (8) yards away at the time the kick is taken.

LAW 15 – THE THROW IN: Conform to IFAB

LAW 16 – THE GOAL KICK: Conform to IFAB except:

- A. U8-U10 – the opposing team must move behind the build out line until the ball is put into play (leaves the penalty area). After the ball is put into play, the opposing team can cross the build out line and play resumes as normal

LAW 17 – THE CORNER KICK: Conform to IFAB with the following exception:

- A. Opponents must be eight (8) yards away at the time the kick is taken.