



# SOUTH JERSEY GIRLS SOCCER LEAGUE

## Spring 2019 Fact Sheet

FIFA Laws of the Game apply except as noted herein or as provided for in the relevant league rules

**NO PASS, NO GAME DAY ROSTER, NO PLAY...NO EXCEPTIONS**

ALL coaches, trainers and players MUST present to the referee a valid approved USCLUB pass PRIOR to participating in any league scheduled game. Individuals without passes or who present passes with damaged, missing or replaced photographs, or without league logo are ineligible to participate in the game.

<b>DIVISION</b>	<b>DURATION OF HALVES</b>	<b>Ball Size</b>	<b>Ref</b>	<b>AR</b>
I (U17-19)	2/40 min	5	\$70	\$45
II (U15-16)	2/ 40 min	5	\$60	\$40
III (U13-14)	2/35 min	5	\$56	\$32
IV (U11-12)	2/30 min	4	\$44 \$50 Solo	\$23
V (U8-10)	2/30 min	4	\$34 \$40 Solo	\$18

### COACHES:

(1) Score Reporting - Report scores and referee evaluations online no later than noon of the day following the game.

(2) Parent Conduct - Coaches are responsible for their spectators. Coaches may be cautioned (yellow carded) for not controlling their spectators.

(3) Yellow/Red Cards – Referees are permitted to display the yellow or red card to a coach or trainer who displays Dissent or Unsporting Behavior, enters the field without permission, or uses offensive, insulting or abusive language or gestures.

#### **PLAYERS:**

(1) Jersey - All team players must wear matching uniform tops, with at least 4 inch numbers. Hooded sweatshirts or jackets may NOT be worn during play, this includes under a player's jersey. Guest players must have a matching uniform to the team of which they are a guest.

(2) Shorts - Specifically designed goalkeeper pants are allowed and billed hats may be permitted to be worn by the keeper at the referee's discretion. Players are permitted to wear sweat pants that may be worn over their shorts.

(3) Other - A referee has the authority to require a player to remove any article of clothing he/she decides is dangerous to that player or to other players. Players with casts or other protective gear may play at the referee's discretion. Goalkeepers may NOT wear hard casts of any sort, covered or not

#### **GAME STATUS:**

(1) No Referee – All Div. III-V scheduled games MUST be played even if no referee is present. If there is no referee, the coaches may agree on a volunteer referee. If they cannot agree, both coaches shall nominate a substitute and a referee will be chosen by coin toss. The volunteer referee may not be compensated or wear any part of the USSF approved uniform, including the patch. All games played are official. Div. I&II games MAY be played if both coaches agree. If they do not agree, the league must be informed and a new game date must be chosen within 2 weeks (with the Games Commissioner's approval) to be played prior to the end of the playing season. If a referee arrives after the game starts, he/she shall take the field at the first dead ball opportunity.

(2) Unplayable Field – If the referee declares the field unplayable prior to the start of the game, one half of the full game fee is paid entirely by the Home Team. If the match has begun, the referees are to be paid their full fees.

(3) Weather – If after a match starts, the referee terminates the match for weather or any other reason, the game will be reviewed by the appropriate league board before it is determined to be official.

#### **GAME DAY:**

(1) Team Size - The minimum number of players to commence play is seven (7) for an 11v11 team, six (6) for a 9v9 team and five (5) for a 7v7 team. If a team has fewer than the minimum required number of players, the game cannot be played and will be recorded as a forfeit. The referees are to be paid their FULL fees with the forfeiting team paying BOTH halves.

(2) Home Team - The Home Team is responsible for:

(a) Goal nets (secured), corner flags & properly sized and secured goal posts (7'x21' or 6.6'x18.5' for small sided games and 8'x24' for 11v11)

(b) Correct lining of the field including spectator & team restraining lines, parallel to and preferably a different color from the touch line and 10 feet from it, and a build out line where appropriate.

(c) Proper sized game ball, properly inflated

(d) Changing jerseys in the event of duplication of colors.

(e) If the Visiting team fails to show, the Home team will pay the full referees fees and be reimbursed by the league.

(3) Forfeit Time - 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. Forfeits are recorded as a 1-0 loss by the forfeiting team.

(4) Pre-Game - The coach of each team will present the fees, coaches' passes, the player passes and game day roster (which shall include the coaches and players' names, pass numbers and uniform numbers including those of guest players) to the referee PRIOR to the start of the game. The game day roster must be properly completed by each team, and must also include any **GUEST** players. If a team is unable to produce player passes by forfeit time, the game shall not be played and the offending team shall receive a 1-0 loss. Ref fees shall be paid in full by the offending team and that team may be subject to further disciplinary action by the league.

(5) Valid Pass - If at any time prior to the completion of the game a team does not have a carded coach available, the game must be abandoned and the game may be declared a forfeit by the Executive Board. Opposing team coaches have the right to inspect and challenge the eligibility of a player and the validity of the pass, and may request the referee to retain the pass. At the discretion of the coach, the player challenged may participate in the game; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited.

(a) A pass held by a guest player must be the original pass obtained from her primary team.

(b) SJGSL now accepts SECONDARY passes, they are issued and approved by USCLUB and will be approved through their practices.

(6) Location - 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. League officials and monitors may be present anywhere at the game site except on the field of play. No more than four (4) carded coaches and/or trainers per team are permitted on the players' touchline during a game. Teams are restricted to an area 20 yards from the halfway line (15 yds for 8v8 fields) on their own half of the field. This area must be clearly marked. Spectators may not occupy the area of the touch line from the beginning of the penalty area to the end line.

(7) Substitutions U8-U12 - Unlimited substitutions are permitted if the substitutes are at the halfway line prepared to enter:

(a) Prior to a throw-in in the team's favor

(b) Prior to a throw-in in favor of the opponent IF the opponent also requests a substitution.

(c) Prior to a goal kick by either team

- (d) After a goal by either team
- (e) At the half-time interval
- (f) After stoppage for an injury

Substitutions U13-U19 – Unlimited substitutions are permitted at any stoppage with the permission of the referee, provided the substitutes are at the halfway line at the time of the stoppage and prepared to enter.

Yellow carded player(s) are NOT required to come off the field but may be substituted at that time by the coach.

When a player is sent off the field by the referee, the referee shall:

- (1) Allow no substitution, except that a GK 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) Send the GDR to the appropriate league officer.

During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except as provided above.

(8) U9-10 Punting - There is NO punting in 7v7 games! When the GK has possession, either during play or for a goal kick, 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 or when the ball leaves the penalty area on a goal kick. Subsequently, any free kick taken behind a team's own build-out line is subject to the same rules as above.

(9) U11-12 Punting - Under 9v9 rules, an indirect free kick is awarded to the opposing team at the CENTER SPOT on the halfway line if the GK punts or drop-kicks the ball from her penalty area and it lands directly 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.

(10) Injuries – Coaches shall inform the referee of all game related injuries to be reported on the referee's game card. If a concussion is suspected, the player should be removed from the field and not allowed to return to that game. Follow the appropriate league concussion protocols.

(11) Sanctions – Players, coaches and team and/or club officials are subject to disciplinary action by the officiating referee(s) in the form of a poor conduct rating, yellow or red card, or removal from the game and/or field in accordance with league rules. Further sanctions may be assessed by the league.

(12) Roster Limits – U9/U10 game day rosters are limited to 14 players, U11/U12 game day rosters are limited to 16 players, and U13 and above game day rosters are limited to 18 players. All roster limits when using GUEST players must conform to the published GUEST PLAYER POLICY. Coaches and team officials found to be in violation of the roster limits are subject to disciplinary action.

(13) Lightning/Thunder Policy – Under no circumstances may a game be permitted to resume for thirty (30) minutes after the last observed lightning or thunder event. If a lightning or thunder event occurs

causing the 30 minute timer to restart more than 3 times causing more than a 45 minute delay, the official may terminate the match due to weather. From this point the league will determine the outcome of the match.

(14) U11 and below Heading – U11 and below teams cannot 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 free 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.

**MERCY RULE:** If the goal differential becomes 6 or more goals at any point during the second half of play, the coaches will be asked if they wish the game to be continued. If both coaches agree to terminate the match, the referee shall do so, and report the time and score when the match was terminated. If either or both of the coaches wishes the game to continue then the referee shall allow it to continue. If a team wins a game with a goal differential of 7 or more, the offending team will be subject to sanctions.

#### **Guest Players:**

SJGSL will allow guest players in certain circumstances, but teams must meet the minimum requirements to avoid league sanction. The Guest player policy is available on SJGSL.org and will be strictly monitored. Coaches found to be in violation and subject to sanction such as but not limited to fine, suspension, forfeiture of match. All guest players must have their approved pass from their primary team and the accompanying addendum, they will not appear on the game day roster, and may not be hand written anywhere. All league issued addendum pages will be prefilled with the players name, pass number, and a unique code. The addendum must be given to the official to submit with their match report.

#### **Secondary Carding:**

SJGSL will allow players to receive a SECONDARY player pass if they are carded to another USCLUB team not playing in SJGSL. To obtain a secondary pass please follow the application procedure outlined by USCLUB. If the secondary pass is denied by USCLUB there will be no appeal. No player may play on two rosters in SJGSL.

#### **Crossover Bracket:**

SJGSL offers a crossover bracket to teams U15 and above. Teams can register and play extra matches, sanctioned by the league, that hold no bearing on their standings. Teams can play any other team registered in the crossover. Teams register in the fall and can schedule games through the fall and spring season.

#### **Hybrid Season:**

For teams U17 and above, the league offers a opportunity for teams who's players play high school soccer in the fall and want to play a few games later in the season. They will get a schedule that can be played beginning in the fall through the spring.