



## SOUTH JERSEY SOCCER LEAGUE

### Spring 2023 FACT SHEET

IFAB 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 staff and players MUST present to the referee a valid approved USCLUB pass (with league logo) PRIOR to participating in any league scheduled game. Individuals without passes are ineligible to participate in the game.

DIVISION	DURATION OF HALVES	Ball Size	Ref	AR
I (U17-19)	2/40 min	5	\$80 (\$110 if single ref)	\$50
II (U15-16)	2/40 min	5	\$80 (\$100 if single ref)	\$50
III (U13-14)	2/35 min	5	\$70 (\$90 if single ref)	\$40
IV (U11-12)	2/30 min	4	\$60 (\$80 if single ref)	\$30
V (U8-10)	2/30 min	4	\$50 (\$60 if single ref)	\$25

- (1) Uniform - All team players must wear matching uniform tops, shorts, and socks; with at least 4-inch numbers. Hooded garments of any kind may NOT be worn under or over the player's jersey. CP players must have a matching uniform, but duplicate number for CP is not an issue.
- (2) 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, and the cast MUST NOT extend above the elbow.

#### **Referees:**

A game report is REQUIRED to be completed within 24 hours of every Match. The report must include the final score, any disciplinary action taken (yellow/red cards), and any serious injuries (injuries). Use this link: <https://system.gotsport.com/scoring> . The Event ID and Event PIN will be on the Match Card. In addition to the online report, ALL misconduct (player and/or bench personnel) and serious injuries must also be sent by email to the SJSL Rules Compliance Officer at [rco@sjsl.org](mailto:rco@sjsl.org), SJSL Recording Secretary at [recsec@sjsl.org](mailto:recsec@sjsl.org) with copy to your assignor.

Failure to properly submit reports in a timely manner may lead to disciplinary action.

#### **GAME STATUS:**

- (1) No Referee – All Div. III-V (U14 – U8) 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. 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.

- (2) Field Conditions/Weather– If the referee declares the

#### **COACHES:**

- (1) Parent Conduct - Coaches are responsible for their spectators. Coaches may be cautioned (yellow carded) for not controlling their spectators. In the event a referee cannot determine to which team the spectator belongs, the head coach of both teams will be cautioned.
- (2) Confronting the Referee – Any coach who enters the field to confront a referee during the match, during half time or immediately following the match will be guilty of a sendoff offense (red card).

#### **PLAYERS:**

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. If after a match starts, the referee abandons the match for weather or any other reason, the game will be reviewed by the league before it is determined to be official. Each abandoned match is reviewed by the SJSL board regardless of score, or time of the match.

#### **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) The Home Team is responsible for: Goal frame/nets (secured), corner flags & properly sized and marked field. If a referee determines the goal is not safely secured, extra weights or other means will be necessary. Field lining may also include in technical area and spectator area. Proper sized game ball properly inflated. Changing jerseys in the event of duplication of colors.
- (3) Forfeit Time - Forfeit time will be fifteen (15) minutes after the scheduled starting time of the game.
- (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 CP) to the referee PRIOR to the start of the game.
- (5) Location - Both teams (players and all coaches) shall occupy the same side of the field and are restricted to the technical area. 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.
- (6) Substitutions - Unlimited substitutions are permitted, with the referee's permission, at ANY STOPPAGE, provided the substitutes are at the halfway line prepared to enter.

When a GK is sent off the field by the referee with a red card, the 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.

- (7) U8-10 – 7v7 – Build-Out Line Punting/Goal Kicks – There is NO punting in 7v7 games. When the GK has

possession during play, or for a goal kick or free kick awarded inside the penalty area, the opposing team must move out beyond the build-out line and may not cross that line until the ball is "in play". "In play" occurs when the ball leaves the GK's possession. Regarding goal kicks or any other free kick coming out of the penalty area, the ball is "in play" when it either leaves the penalty area or is received (touched) by a second player of the kicking team. Only then can the opposing team cross the buildout line.

- (8) U11-12 Punting/Goal kicks - 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. Goal kicks and free kicks inside the penalty are considered in play when kicked and clearly moves, and either leaves the area or touches a team-mate of the kicker.
- (9) U13 – U19 Goal Kick - Regarding goal kicks or any other free kick coming out of the penalty area, the ball is "in play" when it is kicked and moves.
- (10) Injuries – Coaches shall inform the referee of all game related injuries to be reported on the referee's game card. Coaches invited on to the field to tend to an injured player shall do only that. If a coach or team official confronts the official when on the field for an injury, the coach will be shown a Red Card and sent off.
- (11) Roster Limits – Div V GDR limited to 14 players, U11/U12 GDR limited to 16 players, and U13+ GDR limited to 18 players.
- (12) 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.

**MERCY RULE:** When the Goal Differential (GD) becomes 6 the leading coach shall be alerted to the score by the referee. If the GD becomes greater than 6 the game shall be temporarily halted. The final score shall be officially recorded as it was with a 6-point goal differential. The losing coach will be offered the opportunity to end the game immediately or continue play. If the coach chooses to end the game, the match will be terminated immediately. If the choice is to continue the game, any further goals from either team will not be attributed to the final score. There will be no sanctions levied for a GD greater than 6. The losing coach will be given the opportunity by the referee to terminate the match after each subsequent goal.

- (13) **Club Pass Player:** SJSL will allow club pass (CP) players. They will appear on the roster with CP by their name, everything else will be the same as a normally

rostered player.

(14) **Unforeseen Issues:** SJSL reserves the right to render decisions regarding any circumstances not explicitly covered in the "Fact Sheet" or "Rules." Any decision of the SJSL board is in the interest of the good of the league, however some decisions may be appealed. Please follow the appeal procedure outlined in the SJSL Rules.

(15) Cautions- Any player receiving a caution are to be substituted off, can return at next stoppage. If a team is already down a player, the cautioned player still has to be substituted off unless the number of players on field drop below the minimum number to play.

**Please note that decisions made by the official during a match, regardless of outcome, cannot be appealed, if the official is acting within their proscribed duties and responsibilities. This includes the issuing of Cautions (yellow card) and sendoffs (red card). And remember, the referees are human, and this is about the players. Your behavior on the touchline directly influences the players on the field so please act accordingly.**