



SOUTH JERSEY GIRLS SOCCER LEAGUE

FALL 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 USYS pass PRIOR to participating in any league scheduled game. Individuals without passes or who present passes with damaged, missing or replaced photographs are ineligible to participate in the game.

DIVISION	DURATION OF HALVES	Ball Size	Ref	AR
I (U17-19)	2/40 min	5	\$74	\$48
II (U15-16)	2/ 40 min	5	\$64	\$43
III (U13-14)	2/35 min	5	\$60	\$35
IV (U11-12)	2/30 min	4	\$50	\$25
V (U8-10)	2/30 min	4	\$40	\$20

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 under or over the player's jersey. Club Pass players 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 player will not preclude that player from participating in the match.
- (2) Shorts – Players should wear the same color 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. If the official decides the cast or brace is dangerous, the player may not participate while wearing it. There is no process to appeal the official's decision regarding a cast or brace. Goalkeepers may NOT wear hard casts of any sort, covered or not

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. 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 (pending SJGSL Exec Board and Admin 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, and will be paid the full fee for the match. If the official is late to the scheduled start time for the match please reach out to your Club rep whom can take it from there.
- (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. It has no bearing how many matches were played on the pitch prior to the unplayable determination.

(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). If a referee determines the goal is not secure to their liking, extra weights or other means will be necessary. Referees are supposed to inspect the pitch prior to each match and additional means of securing the goal may be required. It is up to the discretion of the official and does not matter what the last official or anyone thought was sufficient. The referee for the match has the final authority.

(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 CP) 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 CP 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. Referee 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 CP player is valid if the appropriate league logo is on the card. However a suspension to a pass by the league effects all passes held by that player. For example, if a player is sent

off while playing on a CP they will also be unable to play for their primary team during their period of sanction.

(b) SJGSL accepts SECONDARY passes, they are issued and approved by USCLUB and there is no method to appeal any of their decisions except through USCLUB directly.

(6) 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. 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 - Unlimited substitutions are permitted if the substitutes are at the halfway line prepared to enter:

1. For U8 – U12

- (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

2. For U13 and above:

(a) Unlimited free substitution may occur at any stoppage provided the following conditions are met.

(1) Players are ready and waiting at halfway at the time of the stoppage. Players not waiting at halfway will not be allowed to enter the field until the next stoppage.

(2) The substitution will not delay the quick restart by the team in possession, this however is at the discretion of the official. The referees are also instructed to add appropriate time to the end of any half to account for time lost for excessive substitution.

(3) For Fall 2019, players are REQUIRED to enter and exit the pitch at halfway, regardless of any law changes not yet implemented by SJGSL

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 with a red card, 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 a detailed match report to the appropriate games commissioner, the Referee liaison, and should copy their assignor.

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, or any other kick from inside the area. SJGSL will not be implementing any changes to this during Fall 2019 season.

(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, caution or send off in accordance with league rules. Further sanctions may be assessed by the league.

(12) Roster Limits – U8/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 CP players must conform to the published Club Pass 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 match is abandoned due to weather or field conditions, the league reserves the right to determine the outcome of the match, regardless of what time of the match the weather occurred. In the event a match is abandoned for weather, the SJGSL Executive board reserves the right to classify a match as complete, or to determine all or part must be replayed. It does not matter if the match is in the first or second half, the score, or what the staff for the teams agree to. SJGSL shall make a determination no more than seven (7) days after the match was abandoned.

(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. The Exec Board reserves the right to adjust the fines and sanctions however it sees fit for the good of the game. The fine amount may increase if the differential is more than 7.

Club Pass Player:

SJGSL will allow club pass (CP) players beginning Fall 2019. They will appear on the roster with CP by their name, everything else will be the same as a normally rostered player. Please see our published CP policy on our website.

Secondary Carding:

SJGSL will allow secondary passes for players whom play for another team outside SJGSL but still under USCLUB. Secondary passes are requested and approved by USCLUB and issues or appeal due to denial can only be taken up with them.