

# SOUTH JERSEY BOYS & GIRLS SOCCER LEAGUES

## FACT SHEET

### All Divisions 2011-2012 Seasons

(Revision August 10, 2011)

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

## NO PASS – NO PLAY – NO EXCEPTION!

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 missing, damaged or replaced photographs are ineligible to participate in the game. Passes from other organizations, such as US Club, are NOT authorized substitutes for valid approved USYS passes.

DIVISION	GAME TIME	BALL SIZE
I (U17-19)	2 – 45 minute halves 2 – 40 minute halves (girls fall)	5
II (U15-16)	2 – 40 minute halves 2 – 35 minute halves (boys fall)	5
III (U13-14)	2 – 35 minute halves	5
IV (U11-12)	2 – 30 minute halves	4
V (U8-10)	2 – 30 minute halves	4

### ALL COACHES:

(1) Roster - All teams must submit a copy of their state approved roster to the league registrar prior to playing any games in SJSL/SJGSL. Any games played by a team that failed to turn in their state approved roster will be ruled as a forfeit and the team and club will be subject to further sanctions

(2) Score Reporting - Coaches are to report scores and referee evaluations online no later than noon of the day following the game at: Boys: [www.sjssl.org](http://www.sjssl.org)  
Girls: [www.sjgsl.org](http://www.sjgsl.org)

(3) Referee Fees – All referee fees are payable in the amounts specified on the current game cards.

### ALL PLAYERS:

(1) Jersey - All team players must wear matching uniform tops, with at least four (4) inch numbers. Jerseys must be tucked into the shorts during the entire game. Individual players are permitted to wear long sleeve shirts or jerseys under a short sleeve jersey so long as shirts are of the same solid color. Hooded sweatshirts or jackets may not be worn under or over the player's jersey. Goalkeeper's jersey must

be distinctly different in color from all field players on both teams and the referees.

(2) Shorts - All team players must wear matching shorts. Individual players may wear clothing under their uniform shorts that may exceed the hemline of the shorts as long as the clothing is hemmed and the same solid color as the shorts. All long-johns worn must be of the same color throughout the team and must be tucked into the socks. Specifically designed goalie pants are allowed and billed hats may be permitted to be worn by the keeper at the referee's discretion. SJGSL (Girls) players are permitted to wear sweat pants that may be worn over their shorts.

(3) Shinguards/Socks - All players must wear age appropriate and adequately sized shin guards and matching color/pattern socks which shall be secured so that the shin guards are completely covered by the socks during the game.

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

### GAME STATUS:

(1) No Referee – All Girls Div. III-V and Boys Div. V scheduled games must start on time and MUST be played even if no referee is present. If there is no referee for these games, 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. Girls Div. I&II and Boys Div. I-IV 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) Abandoned Game – If a referee abandons a match prior to completion, the game is not official until reviewed and decided on by the appropriate league board. A referee cannot declare a forfeit.

(3) Unplayable – If the referee declares the field unplayable prior to the start of the game, the full game fee must still be paid by the Home Team.

(4) 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 - A minimum of seven (7) players constitutes a valid 11v11 team to commence play. A minimum of six (6) players constitutes a valid 8v8 team to commence play. If a

team has less than the minimum required number of players, the game cannot be played and will be recorded as a forfeit.

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

- (a) If only one referee, up to two (2) volunteers to assist the referee on the sidelines if requested
- (b) Goal nets (secured), corner flags & properly anchored goal posts (goal size: min. 7'x21', max. 8'x24')
- (c) 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.
- (d) Proper sized game ball, properly inflated
- (e) Changing jerseys in the event of duplication of colors.
- (f) Half of the referee's fees. The other half is to be paid by the visiting team. Additional single game ref fees are the responsibility of the home team. (Single game makeup fees are split between the teams.). If the Visiting team fails to show, the Home team will pay the full fee and be reimbursed by the league.

(3) Parent Conduct - Coaches are responsible for their parents on the side lines. Coaches may be penalized/ carded for not controlling their sidelines.

(4) 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. It is not necessary to kick off, score one goal, etc. Forfeits are recorded as a 1-0 loss by the forfeiting team.

(5) Pre-Game - The coach of each team will present the game fees (see game card), coaches' passes, the player passes and game card, which shall include the players' names, pass numbers and uniform numbers to the referee and opposing coach PRIOR to the start of the game. The game card must be properly completed by each team. If a team is unable to produce player passes by game time, the game shall not be played and the offending team shall receive a 1-0 loss in the standings. Referee fees shall be paid in full by the offending team and that team may be subject to further disciplinary action by the league.

(6) Valid Pass - If at any time prior to the completion of the game a team does not have a carded coach available, the game will be abandoned and depending on the circumstances, 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 his pass, and may request the referee to retain the pass. At the discretion of his 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.

(7) 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 mentors 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' sideline 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. Field and goal sizes MUST be in conformance with league guidelines.

(8) Substitutions - Unlimited substitutions are permitted if the substitutes are at midfield prepared to enter:

- (a) Prior to a throw-in in your favor
- (b) Prior to a throw-in in favor of your opponent IF your opponent also requests a substitution. If your opponent does not take that opportunity to substitute players, you may not substitute players at that time. If your players are not at midfield awaiting substitution at the time that your opponent substitutes players, you may not substitute players at that time.
- (c) Prior to a goal kick by either team
- (d) After a goal by either team
- (e) At half-time
- (f) After stoppage for an injury (injured players attended to on the field must be substituted, except for keeper)

Limited substitutions are permitted as follows: (1) For both SJSL/SJGSL - Yellow carded player(s) are NOT required to come off the field but may be substituted at that time by the coach. (2) Upon the ejection 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.

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 goalkeeper 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) pull player's pass and (4) send both to the Grievance Committee Chairperson. During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except as provided above.

(9) Walls – Participants in a “defensive wall” during direct or indirect kicks taken by the opposing team may protect their chests (girls) /groin (boys) with their arms (held in a stationary position).

(10) Injuries – Coaches shall inform the referee of all game related injuries to be reported on the referee's game card.

#### **MERCY RULE (SJSL Only):**

Under no circumstances should the goal differential in any SJSL sanctioned game become 7 or more goals. If the goal differential does become 7 or more goals at any point during the first half of play, for example, 7-0, 8-1, 9-2, etc., the game will be allowed to continue to first allow the coaches an opportunity to remedy the situation. If the second half starts with the goal differential being 7 or more goals, or if at any time during the second half of play the goal differential reaches 7 or more goals, the referee will immediately signal the end of the game and leave the field. The referee must report the game as a mercy rule termination on his/her report to the League. A resumption of the game is NOT permitted. The offending team will be subject to sanctions.

