









## South Jersey Soccer League

## September 2018

**U8-U11 Sept 4** 

U12-up Sept 5

**Mandatory Coaches' Meeting** 

## Opening Remarks



■ Reminder –

Coaches MUST sign out at the end of this program to receive credit for attending!

■ If you coach more than one team, you do not have to come on both nights IF you emailed Larry Young (lyoung218@comcast.net) and let him know ahead of time!

#### **Board Introductions**

**Larry Young** 

**Bob Cooper** 

Jim Miller

Tom DiValerio

Chuck Snyder

**Scott Hartman** 

Tom Olbrich

Joe Arone

Mike Trojak

Helmut Lackermeyer

Mike Bonanno

Ed Eichen

**Gary Rambo** 

**PRESIDENT** 

**VICE PRESIDENT** 

**GENERAL SECRETARY** 

**TREASURER** 

**REGISTRAR** 

**RECORDING SECRETARY** 

**RULES COMPLIANCE OFFICER** 

**INFORMATION OFFICER** 

**FALL GAMES COMMISSIONER** 

**SPRING GAMES COMMISSIONER** 

FIRST TRUSTEE

**SECOND TRUSTEE** 

THIRD TRUSTEE

## Thank you for your patience!

# Thank you for your Suppoint!

- Thank you to the committee members and volunteers
- Thank you for the helpful suggestions and ideas
- Thank you to those who put in a lot of time and effort to make this transition a success
- The support shown by the member clubs, teams, coaches and players has not gone unnoticed.

## what's new?

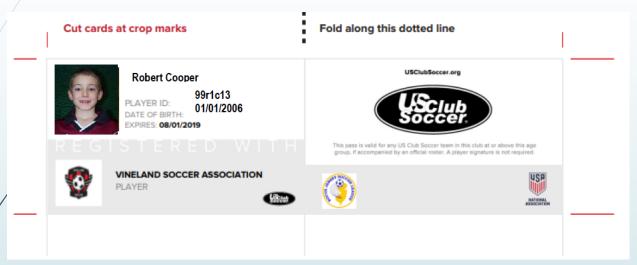
#### So What's New?!!

- The more things change, the more they stay the same.
- Carding
- Adding Players
- Licensing
- Game Day Rosters
- Website
- Schedules
- Coach contacts/chat
- 2018 South Jersey Cup



#### Carding





- ALL passes must be US Club.
- ALL passes must include the SJSL logo.
- You must have the physical pass.
- All participants must also be on the Game Day Roster.

## **Adding Players**

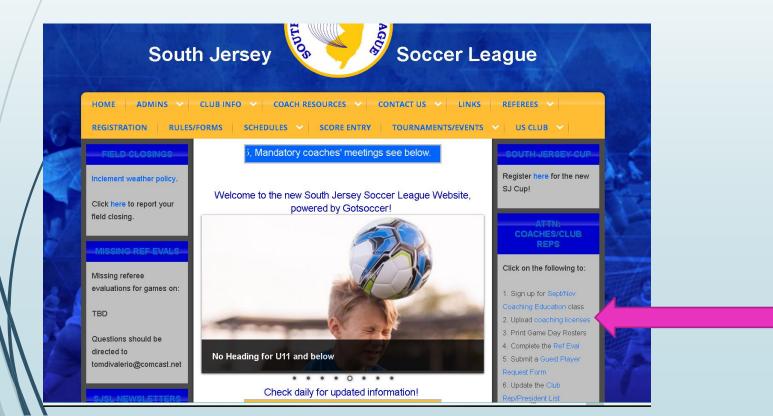


disneyismyescape

- ALL SJSL league rosters will be <u>frozen</u> after Round 1.
- To add a new or transfer player, follow US Club protocols to card them, add them to your overall roster in GotSoccer, and then complete the Google form on the website to request to add the players to your league event roster.
- Requests must be made <u>no later than</u> 8:00pm on Friday before a Sunday game or 48 hrs before a game on any other date.
- Timely requests are not a guarantee for approval.

#### Licenses

- ALL coaches, trainers, team managers on the sidelines with the team MUST be carded AND hold a valid, SJSL accepted coaching license/certificate.
- All licenses/certificates must be uploaded and verified.



#### Acceptable Licenses

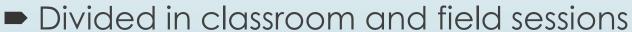
- South Jersey Soccer Leagues Coaching Education, Level 1 Course
- NJYS State F, E, or D
- USSF National LicenseAND Rutgers SafetyCourse



#### South Jersey Soccer Leagues Coaching Education Course -Level 1



- Design based on:
  - Satisfying NJ Little League Law, and
  - Addressing coaches' requests for:
    - League rules
    - Game day procedures
    - ■Individual skill instruction



- 5 different dates in July/Aug for both (10 altogether)
- Free!
- Hosted by 7 different clubs
  - Marlton, Monroe Twp., Berlin, Palmyra, RV, Voorhees, TBAA



## By the Numbers

- SJGSL
- Google Form posted on SJSL/SJGSL websites
- 221 requests filed
- 189 requests after duplicates removed
- ≠ 36 no shows
  - 19 failed to appear
  - 10 had their F license
  - 3 withdrew for conflict
  - 2 did not show for field session
  - 2 filed after the class was over
- 153 New coaches received certificates!



## Sept/Nov Courses



- **South Jersey** Soccer League COACH RESOURCES RULES/FORMS US CLUB V Mandatory coaches' meetings see below. SOUTH JERSEY CUP Register here for the new Inclement weather policy. SJ Cup! Welcome to the new South Jersey Soccer League Website, Click here to report your powered by Gotsoccer! field closing. MISSING REF EVALS Click on the following to: Missing referee evaluations for games on: Sign up for Sept/Nov Upload coaching licenses Print Game Day Rosters Questions should be 4. Complete the Ref Eval directed to No Heading for U11 and below 5. Submit a Guest Player tomdivalerio@comcast.net . . . . . . . . 6. Update the Club Check daily for updated information
- Hosted by Deptford SA
- Classroom,
   Sunday, Sept 9<sup>th</sup>
   1:00-4:00pm
- Field, Saturday, Sept 15<sup>th</sup>, 8:00am-2:00pm
- Classroom,
   Thursday, Nov 8<sup>th</sup>
   6:30-9:30pm
- Field, Sunday,
   Nov 11<sup>th</sup> 12:00 6:00pm



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#### South Jersey Boys Soccer League - Fall 2018

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PI = Persistent infringement

DR = Delays restart of play

AL = Offensive, insulting, or abusive language

DGH = Denies opposing team of obvious goal-scoring opportunity DGF = Denies obvious goal-scoring opportunity to an opponent

Web: www.gotsport.oom/events/scoring Phone-In: 904-758-0875 Event ID: 67175 PIN: 1969

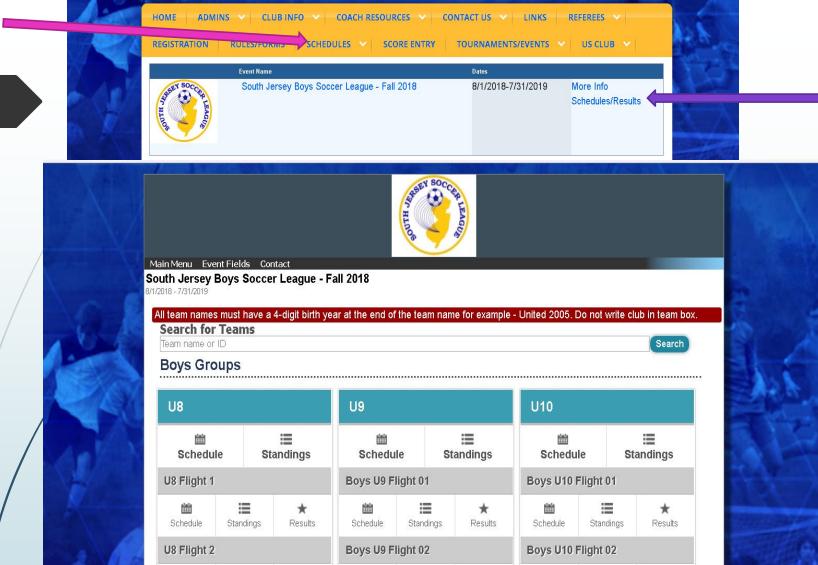
E = Enters the field without permission

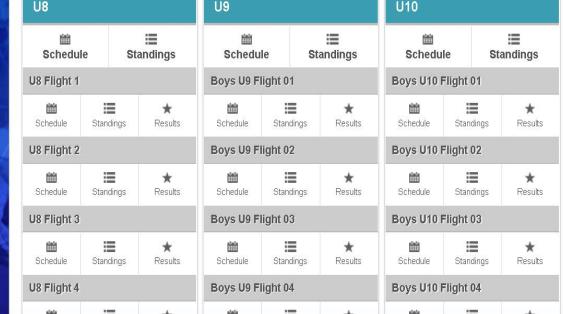
Additional notes on reverse:

#### New Website

- The new website is powered by GotSoccer.
- Same address: www.sjsl.org
- All game schedules are posted on the league website.



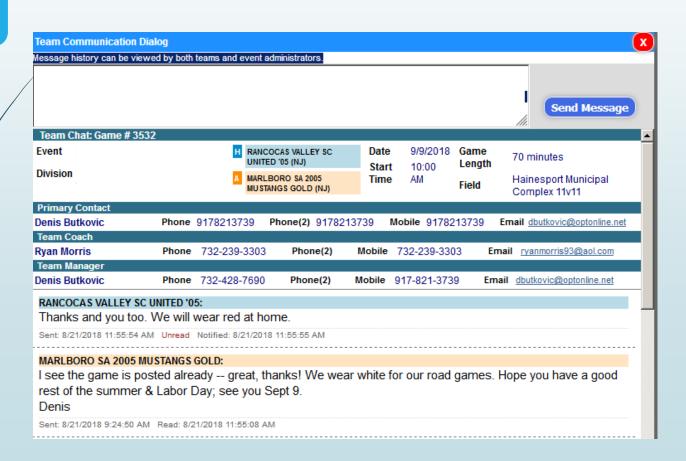




## Contacting Opposing Team

■ Discussed further during "live" demo.





## 2018 South Jersey Cup



- Open to all SJSL teams in the U10 to U14 age brackets.
- The registration fee is only \$50.00 plus the cost of the ref fees for your games (at the regular league rates). The league will pay the ref fees for the finals.
- Teams must schedule their own games. All games must be completed before Thanksgiving, November 22, 2018.
- Top teams will advance to a knockout round in the Spring.
- Registration is online at https://events.gotsport.com/forms/app/Default.aspx?Ev entID=68641.
- (Payment will be made to the SJGSL for both leagues.)

#### So what's old?!

- SJSL Rules apply
- Birth year
- U8 Teams
- Playing Up
- Ratings
- Score Reporting/Ref Evals
- Heading
- Mercy Rule
- Guest Players



## Which Rules Apply?

- Regardless of what you hear, see or read elsewhere:
- The SJSL Rules govern play in SJSL!



#### Birth Years

Remember team age is determined by the oldest player on the roster. Subtract that birth year from the Spring Season year (2019).



Birth Year	Season 2018-2019
2015	<b>4</b> U
2014	5U
2013	6U
2012	7U
2011	8U
2010	90
2009	100
2008	110
2007	120
2006	130
2005	140
2004	150
2003	160
2002	170
2001	190
2000	190
1999	

#### **U8 Teams**

- Must be registered as U8 in GotSoccer
- Must be AGE APPROPRIATE!
  - (Birth date January 1, 2011 to December 31, 2011)
  - No players born in 2012!
- Will play under U9 Rules
  - **■** 7∨7
  - Goalkeeper
  - Build-out line







## Playing Up



- ■U6 (2013)-U7 (2012) players may **NOT** travel or play up on a U8 or higher team
- ■U8 (2011) teams must be 100% age appropriate
- U8-U14 players may play up 2 years with club approval
- U15 and above players may play up with club approval
- There are no majority rules (except for 100% at U8)

## Ratings

- 1) This is not a perfect process.
- 2) Generally the top 1-2 teams in a flight from the previous season move up 1-2 flights.
- 3) Generally the bottom 1-2 teams in a flight from the previous season move down 1-2 flights.
- 4) Flights are usually comprised of 6 teams.

  Depending on registration numbers, sometimes there are odd sized flights.
- 5) Not everyone can (or should) be in Flight 1. Just because you were in a particular flight last season, does not mean that you will remain there.



# Ratings (cont'd)



- 6) There are no ratings within a flight. The teams are simply listed in alphabetical order.
- 7) The flight numbers from the previous season rarely correspond to the flight number in the new season.
- 8) If you did not submit any comments, you cannot complain.
- 9) Comments were only considered if they came from the head coach or the club rep.
- 10) Most importantly, please remember that we usually have information or feedback on other teams that you do not.

## Score Reporting/Ref Evals



Score reporting remains the same – Home team no later than noon the day after the game is played.

Referee reporting – BOTH teams MUST complete no later than noon the day after the game is played.

Easy to use (drop down lists for clubs, teams, refs, etc.)

## Ref Evals

#### South Jersey Soccer League

Referee Tracking



Club Name	×
Team Name	<u> </u>
Age Group	
Flight Number	
Date Game Played	<u> </u>
Home or Away	<u>▼</u>
Game Number	
Win/Lose/Tie	<b>v</b>
Referee Name	<u> </u>
The referee was on time, professional and properly attired	<b>v</b>
The referee checked the team for proper equipment and uniforms, and checked in the team using the Game Day Roster	<b>*</b>
The referee collected the coach and player passes and retained them until the conclusion of the game	· ·
The referee acted in a professional, non-confrontational manner with the players and coaches	<b>v</b>
	se on a scale of 1-10 with 10 being the highest.
The referee called an appropriate number of fouls to control the game and maintain a safe environment for the players	V
The referee was adequately fit for the level of competition and showed good movement on the field	·

## Heading

U11 and younger: No!



Intentional heading of the ball during a U11 and below game is considered a "dangerous play" and it will result in an indirect kick being awarded to the opponent from the point of the infraction.

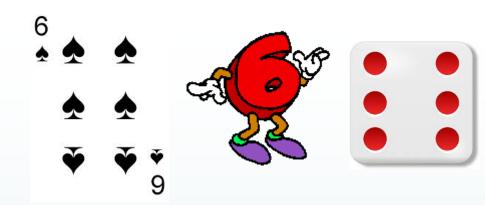
■ No heading in games <u>or</u> practices!

#### Heading



- U11 and younger players that are playing up at U12 or U13, may NOT head the ball during practices or games!
- The coach is responsible to make sure that this does not happen.
- It is not the referee's job to check for young players.

#### Mercy Rule



- Applies to ALL games, U8-U19.
- If the goal differential becomes 7 or more during the 1<sup>st</sup> half of play, the game will be allowed to continue.
- If the 2<sup>nd</sup> half starts with GD of 7 or more goals, or if at any time during the 2<sup>nd</sup> half the GD reaches 7 goals, the ref will stop the game and leave the field.
- The "winning" team will be sanctioned.
- Note the actual score should be reported by the Home team.





- Same as last year
- Strict Guidelines (See Rule 5005)
- Player must be "needed"
- Must come from <u>your club</u> playing on another team <u>also</u> playing in SJSL or SJGSL
- Must have US Club passes with SJSL (or SJGSL) logo on the back
- Must be requested using Google Form on website no later than 8:00pm on Friday before a Sunday game or 48 hrs before any other game.



Teams must "need" guest players in order to utilize this process.

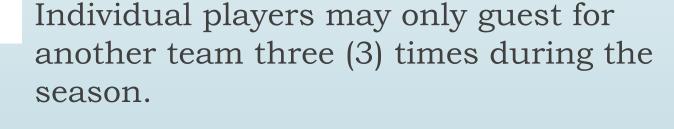
- a. 7v7 teams that will have eight (8) or fewer players appear for their game may use guest players.
- b. 9v9 teams may use guest players if they have ten (10) or fewer players.
- c. 11v11 teams may use guest players if they have twelve (12) or fewer players.



A maximum of four (4) guest players may be assigned to a game. The players can NOT be written in on the GDR. They can only appear on the Addendum form.



Teams can only use guest players three (3) times during the season.





Individual players may play in no more than two (2) games in one day.



There are flighting limitations:

- a. Players on a <u>lower</u> flighted team may guest play up on a higher flighted team in their same age bracket.
- b. Players on a <u>higher</u> flighted team may **NOT** guest play down on a lower flighted team in their same age bracket.
- c. Players playing in a lower age bracket may play <u>up on</u> a team in an older age bracket, regardless of the flighting of either team. Playing up rules still apply.



■ Trial Extension:

Players playing on a girls' team in your club playing in SJGSL may also be guest players.



Players playing up on an older team in your club also playing in SJSL will be allowed to guest play on an age appropriate team.

#### Fall Games

(Mike Trojak)

Game Information & Guidelines

Fall 2018



Mike Trojak

Contact by Email only: sjslfallgames@comcast.net



#### Fall Games



#### **Important!**

 ALL games must be played on the days, times and fields as scheduled.

- Coaches CANNOT change or move games unilaterally, even if both coaches agree.
- Games can only be moved with the Games Commissioner's permission.

#### Fall Games

- Rescheduled Game Policy
- Inclement Weather Procedures
  - **■**Club
  - League
- Lightning/Thunder Policy



#### 7v7 Rules

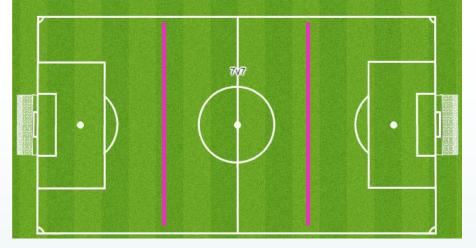


Size: 60-65 yds by 40-45 yds

Coaching line/ Technical area: 15 yds

Spectator line: 10 feet from touch line

**Buildout lines**: halfway between the top of the penalty area and midfield



- Located halfway between the top of the penalty area and midfield (Must be clearly marked on the field; you cannot use cones!)
- The build out line is used to promote playing the ball out of the back in an unpressured setting.
- When the goalkeeper has the ball for a goal kick, the opposing team must move beyond the build out line. The ball cannot be touched until it passes out of the penalty area.

- When the goalkeeper has the ball during play (from the opponent), the opposing team must move beyond the build out line.
  - 6 seconds starts after opposing team is behind line
  - Cannot recross line until ball is "in play"
  - Ball is in play when it leaves the goal keeper's possession (rolled, thrown or passed)









#### Answers to Common Questions

- Offside- The build out line on the attacking half of the midfield line for each team will be used to determine offside.
- Who Moves- Only the opposing team is required to move beyond the build out line.
- Delay- You can be cautioned for failure to timely move back past the build out line for "Delay of restart".
- Punt/Drop Kick- If a GK punts or drop kicks the ball, an indirect free kick will be awarded to the opponent at the spot of the infraction.

#### Answers to Common Questions

- Early Play- If the GK releases the ball before all of the opponents move beyond the build out line play on.
- Throws- The GK may throw the ball beyond the build out line.
- Goal Kick- Opponents must be beyond the build out line for goal kicks and cannot touch the ball until it clears the penalty area as usual.
- ► Kicking- After a save, GKs may release the ball to the ground and then pass it.

#### Online Demo



- How to:
  - Find Your Schedule
  - Check Your Standings
  - Print Passes
  - Print Game Day Roster
  - Request Guest Players
  - Report Scores
  - Complete the Ref Eval
  - Add Players/Coaches
  - Contact Opposing Team

#### Reminder!



NO PASS, NO GAME DAY ROSTER − NO PLAY, NO EXCEPTION!

- (You must have the physical passes/cards and game day roster in hand)
- Passes must have SJSL logo!





Sign out time!







