

# South Jersey Soccer League

**COACHES' MEETING**

U8-U11 SEPTEMBER 3, 2019

U12 AND ABOVE SEPTEMBER 4, 2019

# Introduction

- ▶ President: Larry Young
- ▶ Vice President: Bob Cooper
- ▶ General Secretary: Jim Miller
- ▶ Treasurer: Tom DiValerio
- ▶ Registrar: Chuck Snyder
- ▶ Fall Games Commissioner: Mike Trojak
- ▶ Spring Games Commissioner: Helmut Lackermayer
- ▶ Rules Compliance Officer: Ed Eichen
- ▶ First Trustee: Scott Hartman
- ▶ Second Trustee: Vacant
- ▶ Third Trustee: Gary Rambo
- ▶ Recording Secretary: Heather Talarico
- ▶ Information Officer: Keith Rambo

# Volunteers

- ▶ The secret to our success is the high quality of our volunteers
  - ▶ Volunteer league board
  - ▶ Volunteer Cup and Commissioners
  - ▶ Volunteer Club boards
  - ▶ Volunteer Coaches



# Volunteers

- ▶ We need more help!
- ▶ Open Second Trustee position – see Larry Young
- ▶ Committee Members
  - ▶ SJ Cup – see Heather Talarico
  - ▶ 5 Yr Committee – see Scott Hartman
- ▶ Coaching Education Instructors – see Bob Cooper



# Communication is Key!

- ▶ **By the Numbers:**
- ▶ Last season, >2,500 emails with roster issues
- ▶ 583 add/transfer online requests
- ▶ 486 online game reschedule requests
- ▶ 457 coaching education registrations (spring and summer)
- ▶ 255 guest player requests
- ▶ 2,515 coach license uploads (SJSU and SJGSL combined)



# Communication is Key!

- ▶ We will be using the email addresses in GotSoccer for all communications with coaches, club presidents and club reps.
- ▶ For all club reps, including the alternate club reps, use the "**SJSL Boys**" label only. DO NOT use Boys Commissioner, Boys League Rep, club rep, League Representative, SJSL Rep, SJSL Rep Alternate. If you use these other labels, you will not receive the league emails.



# US Club

- ▶ US Club threw us a curve ball with the new National Registration System.
- ▶ It was not optional.
- ▶ There were a “few” hiccups along the way.
- ▶ There was a presentation made to all clubs.
- ▶ There was (and continues to be) a LOT of behind the scenes work.



# Fall Schedule

- ▶ The Fall 2019 Schedule was posted on August 27<sup>th</sup> and is live and available by computer and mobile device.
- ▶ Reminder – U10 and below standings and game scores will not be publicly posted.

The screenshot shows the South Jersey Soccer League website interface. At the top left is the league logo. Below it is a navigation bar with links for Main Menu, Event Fields, and Contact. A note below the navigation states: "ALL team MUST include a 4 digit birth year at the end of their team name. For example: Union 2010. There should be no quotes, dashes or parentheses used. For example (2010) or Union "2010". Also please do not write the club name again in the team box. For example, do not write Maple Shade in the club box and Maple Shade Tigers 2010 in the team box." A search bar labeled "Search for Teams" is present. Below the search bar, under "Male Groups", are three columns for U8, U9, and U10. Each column has sections for "Schedule" and "Standings", followed by four "Flight" sections (Flight 01 through Flight 04) each with "Schedule" and "Results" links.

Group	Flight	Schedule	Results
U8	Flight 01	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 02	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 03	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 04	<a href="#">Schedule</a>	<a href="#">Results</a>
U9	Flight 01	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 02	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 03	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 04	<a href="#">Schedule</a>	<a href="#">Results</a>
U10	Flight 01	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 02	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 03	<a href="#">Schedule</a>	<a href="#">Results</a>
	Flight 04	<a href="#">Schedule</a>	<a href="#">Results</a>

# Ratings

- ▶ Some coaches were not selected by their clubs at the time the ratings were started. Feedback was received from club reps and club presidents
- ▶ The system is not (cannot be) perfect.
- ▶ Generally, the top 1-2 teams from last season move up. The bottom 1-2 move down.
- ▶ Flight #s from the spring do not correspond to the same placement in the fall.
- ▶ Flights usually consist of 6 teams to maximize the number of games played.



# Ratings

- ▶ There are no ratings within a flight – just alphabetical order.
- ▶ Emails were sent to all teams before the ratings were posted. Most alignment issues were resolved before the official comment period.
- ▶ Tournament results have no impact on league ratings.
- ▶ You cannot complain if you did not submit a comment.
- ▶ Comments were only considered if submitted by the head coach, club rep or club president.
- ▶ Remember – we often have information that you do not when we are moving teams around.

**WHY IS THE  
ALPHABET  
IN ALPHABETICAL ORDER**  
**R P N S K I Q U M Z X B V**



# Reports

- ▶ Treasurer's Report



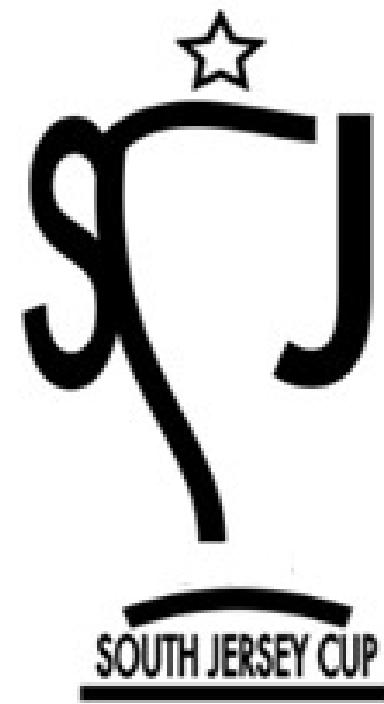
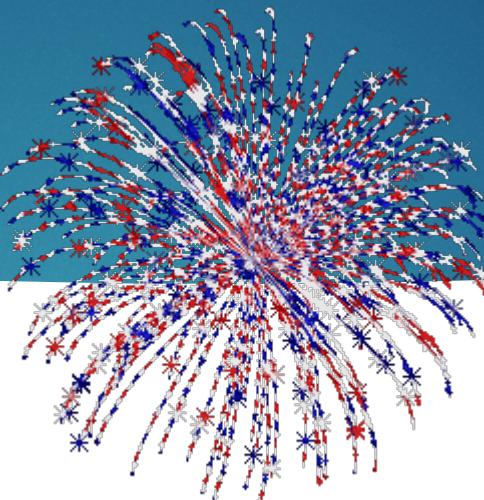
# Reports

- ▶ Registrar's Report



# SJ Cup

- ▶ 2019-2020
- ▶ U10 – U15
- ▶ 123 teams
- ▶ 12 Brackets
- ▶ Self scheduled group matches
- ▶ April 25 – Semi final games
- ▶ May 30 – Final games



# South Jersey Cup Champions and Finalists



# SJ Soccer Leagues Coaching Education

- ▶ 3 classes were planned – 7 were actually held
- ▶ Thank you to hosts Winslow, Deptford, Audubon (2x), TBAA, Berlin, Washington Twp, and Cape May.
- ▶ 237 new coaches received their Level 1 certificate (302 for the calendar year and 497 since the program began)
- ▶ 27 coaches received their Level 2 certificate this year
- ▶ Level 1 – Fall date/site
- ▶ Level 2 – Fall date/site



# Fall Games Commissioner

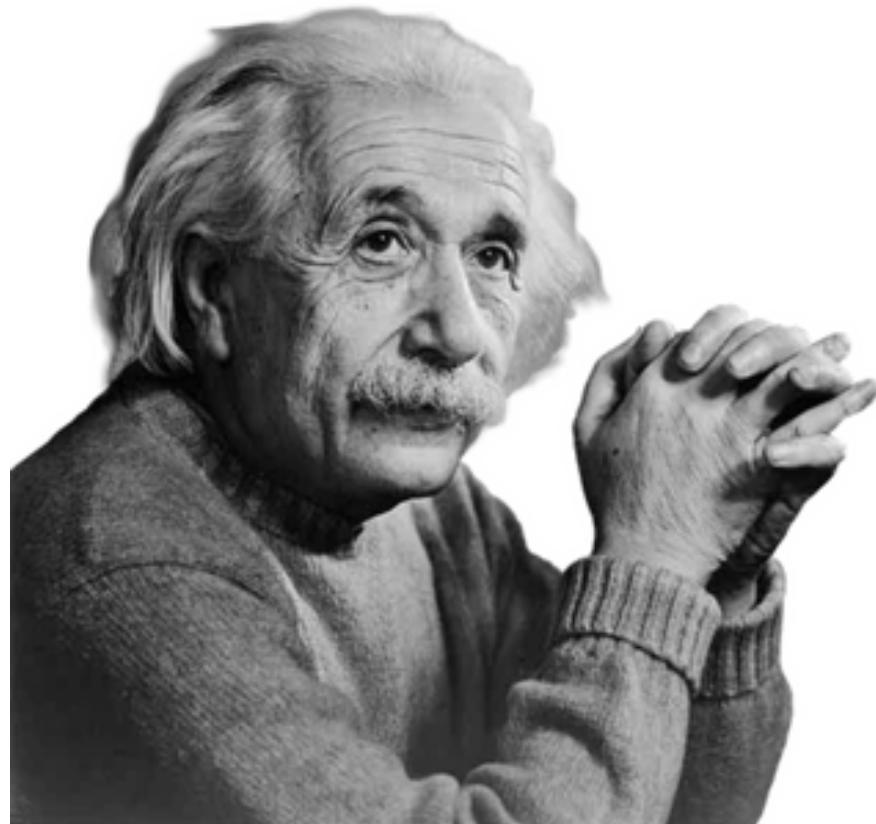


# Fall Games Commissioner

- ▶ ALL games will 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.
- ▶ Rescheduled Game Policy
- ▶ Inclement Weather Procedures
  - ▶ Club
  - ▶ League



# Some Things are Still the Same!



**Insanity: Doing  
the same thing  
over and over  
again and  
expecting  
different  
results.**

# No Pass – No Play – No Exception!

- ▶ If you and/or your players are not carded right now, you might not be playing.
- ▶ If you do not have your Game Day Roster and your passes on game day, you cannot play.
- ▶ You cannot write on the GDR, except to make jersey number corrections.
- ▶ You need to have at least one coach (in your club) carded to the team to be able to play.



# GDRs and Pass Numbers

- ▶ Like last year, you must change the Player ID Number from “Default” to “USClub”.
- ▶ You must fill in the player’s USClub ID # with the correct 8 digit number.
- ▶ If you have the same US Club number in both boxes, you can leave the choice set on Default.

South Jersey Soccer League (Boys) - Fall 2019  
8/1/2019-1/5/2020

**ALL team MUST include a 4 digit birth year at the end of their team name. For example, do not write Maple Shade in the club box again in the team box. For example, do not write Maple Shade in the club box**

<b>Application Information</b>
Event: South Jersey Soccer League (Boys) - Fall 2019
Confirmation#: E74038-T1070070
Date Applied: 7/3/2019 4:34:47 PM
Last Updated: 7/17/2019 2:11:35 AM
Group: Boys U14
Club Name: Absecon Soccer Club
Team Name: Avalanche 2006
Team State: New Jersey
Prev Year Record: Wins Losses Ties
Team Colors: Navy Blue
Alt. Colors: Neon Green
Preferred Division: 1
Player ID Numbers: Default USClub
<b>Team Communication Preferences</b>
At least one contact below must be made available for the Team Chat and Team Contact function.
<input checked="" type="checkbox"/> Team Contact
<input checked="" type="checkbox"/> Team Coach
<input checked="" type="checkbox"/> Team Manager
<b>Guest Player Preferences</b>
<input type="checkbox"/> Allow unassigned Guest Players to email manager and coach (If available)
<b>Save</b>

Player - [REDACTED] (Soccer)

<b>Login Information</b>	<b>Player Photo</b>
Login: Ok - Player Login is Active	[NO PHOTO]
Username: zachary68541	<b>Upload</b>
<b>Player Identification</b>	
Competition Level: Competitive	
Player ID #: NJ949600101	
USClub ID #:	
Full Legal Name: [REDACTED] [REDACTED] [REDACTED]	Legal First M.I. Last
Gender: Male	Female
Date of Birth: 2/25/2006	(mm/dd/yyyy)
State or Association Registered: New Jersey	
<b>Additional Information</b>	
Jersey #:	
Rating:	
School District:	
Grad Year:	
Primary Position:	
Notes (optional):	
<b>Contact Info</b>	
Address:	
City:	
State/Province:	
Postal Code:	
Phone:	
Mobile:	
Email:	
Text Msg Address:	
Date Created:	
Last Updated:	

Change to USClub

Old #'s not valid in SJSL

Fill in US Club #

# Coach Licenses



The screenshot shows the homepage of the South Jersey Soccer League website. The header features a large logo with "SOUTH JERSEY SOCCER LEAGUE" around a soccer ball and map of New Jersey, with "South Jersey Soccer League" text below it. The main menu includes links for HOME, ADMIN, COACH RESOURCES, SCORE ENTRY, GOTSOCCER/USCLUB, COACHING ED, LINKS, REGISTRATION, RULES/FORMS/POLICIES, TOURNAMENTS, SCHEDULES, CLUB INFO, and CONTACT US. A sidebar on the left has links for SPRING FINES/FALL REGISTRATION INVOICES, FIELD CLOSINGS, and a weather policy. The main content area displays a welcome message, a statistics box, and a sidebar for COACHES/CLUB REPS with a red arrow pointing to the "Coaching Licenses" link.

- ▶ As required last year, ALL head coaches, assistant coaches and anyone with a US Club staff pass on the players' side of the field must have a coaching license.
- ▶ ALL such individuals MUST have uploaded a copy of their license/certificate to the website. Coaches who have not uploaded a license will be suspended.
- ▶ Only licenses accepted are the SJ Level 1 or 2; USSF Nat'l licenses (with Rutgers safety course); NSCAA Nat'l and Adv Nat'l (with Rutgers safety course), or the NJ state F, E or D

# List of Ineligible Coaches

- ▶ See Larry Young for the complete list of coaches who will be ineligible to coach for the 2019-2020 seasonal year.
- ▶ 130+ coaches are affected.



Khalid	Abouhali	Woodbury Armory
Daniel	Adams	Bulldogs Boys
Ron	Adams	Voorhees Black Cats
Christopher	Altieri	Cherry Hill FC Terminators 2007
Cesar	Apostol	Renegades 2002 Boys
Paul	Aristizabal	Upper Township Monsoon
Mike	Autodore	Harrison SC Hurricanes 2012
Ariana	Badiali	Voorhees Avengers 2009
Frank	Barkosky	Bordentown FC Renegades 2011
Steve	Barr	2010 Arsenal
Kevin	Beals	Westmont Red Hawks 2012
Tom	Bell	WT Fire 2008
Scott	Betson	Mainland United Mustangs 2012B

# Playing Up Rules

**U6|U7**

- ▶ U6 (2014)-U7 (2013) players may not play up on a U8 or higher team

**100%**

- ▶ U8 (2012) teams must be 100% age appropriate

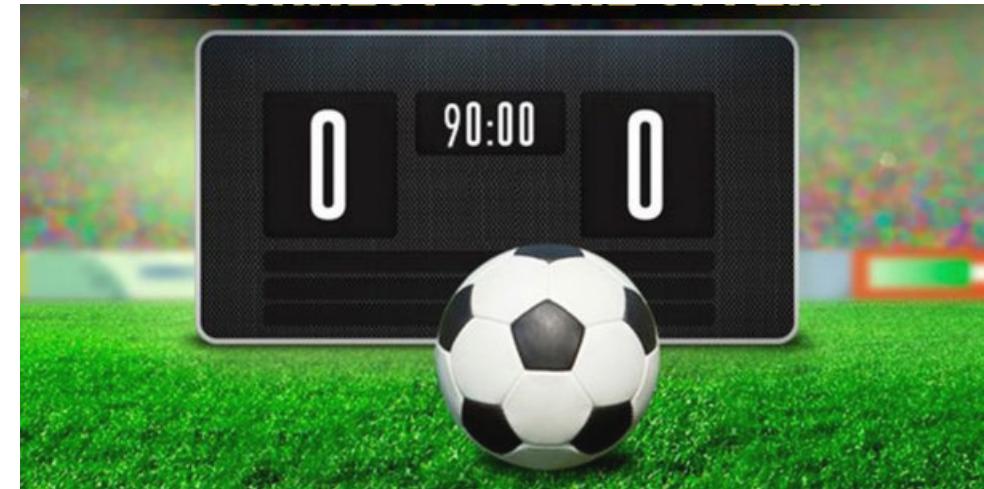
**2  
YEARS**

- ▶ U8-U14 players may play up 2 years with club approval

- ▶ U15 and above players may play up with club approval

# Score Reporting

- ▶ Score reporting remains the same – Home team reports the score no later than noon the day after the game is played.
- ▶ Anyone on your team can report the score
- ▶ \$25 fine for missed scores



# Concussion Protocol

- ▶ If a player is suspected to have a head injury, the referee will stop play to allow for treatment or evaluation.
- ▶ A player with a suspected head injury may NOT return to the game unless a Medical Doctor certified in concussion protocols clears the player.
- ▶ If a coach or parent insists on returning the player to the field without such clearance, the referee will signal the end of the game.
- ▶ **Player safety comes first!**

**IF IN  
DOUBT,  
SIT  
THEM  
OUT.**

# 7v7 Build Out Line

- ▶ 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 a goal kick is being taken, the opposing team must move behind the build out line. The players cannot cross the build out line until the ball passes out of the penalty area.



# 7v7 Build Out Line

- ▶ When the goalkeeper has the ball during play (from the opponent), the opposing team must move outside 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)



# 7v7 Questions

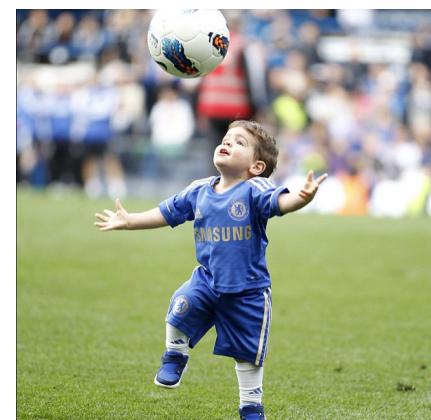
- ▶ **Off side-** The build out line on the attacking half of the midfield line for each team will be used to determine offside.
- ▶ **Who Moves-** Only the opposing team is required to move beyond the build out line.
- ▶ **Delay-** You can be cautioned for failure to timely move back past the build 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.

# 7v7 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 cross the build out line until the ball clears the penalty area as usual.
- ▶ **Kicking-** After a save, GKs may release the ball to the ground and then pass it.

# U11 and Below

- ▶ No heading in games or practices!
- ▶ Intentional heading of the ball during a U11 and below game is considered a “dangerous play” - an indirect kick will be awarded to the opponent from the point of the infraction.
- ▶ 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.



# 9v9 Punting

- ▶ 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 his/her penalty area and it lands in the air in the opponents' penalty area.
- ▶ If the ball goes directly into the goal or bounces into the goal in violation of this rule, no goal is awarded and the ball is returned for an indirect kick as above.



Nancy Riley

# Mercy Rule

**Maximum  
Goal  
Differential!**



- ▶ This rule applies to ALL games, U8-U19.
- ▶ If the goal differential becomes 7 or more at some point during the first half of play, for example, 7-0, 8-1, 9-2, etc., the game will be allowed to continue.
- ▶ If the second half starts with the goal differential being 7 or more goals, or if at any time during the second half the goal differential reaches 7 goals, the referee will immediately signal the end of the game and leave the field.
- ▶ The “winning” team will be sanctioned.

# So What are the Changes?



# Substitutions

- ▶ Just like for throw-ins, you can also now sub on corner kicks
- ▶ You can sub on a corner kick in your favor
- ▶ You can sub on a corner kick in your opponent's favor if they are also entering substitutes
- ▶ You can only sub if your substitutes are standing at midfield, ready and waiting
- ▶ You CANNOT sub on any stoppage – that is only SJGSL



# Ref Eval

- ▶ The league General Membership voted in May 2019 to discontinue the mandatory ref eval program
- ▶ There is a voluntary ref comment form link on the league website
- ▶ We encourage coaches to still use it. There is no fine if you do not. If you would like us to know about particularly good referees or problems that you are having – submit the form.



# Ref fees

- ▶ For the first time in 6+ years, referee fees are being revised.
- ▶ Fees are going up \$10 a game (\$5 for each team)

<b>Division</b>	<b>U-</b>	<b>Referee Fee for All Games</b>	
		<b>Center Referee</b>	<b>AR</b>
<b>1</b>	17-19	\$74	\$48 each
<b>2</b>	15-16	\$64	\$43 each
<b>3</b>	13-14	\$60	\$35 each
<b>4</b>	11-12	\$50	\$25 each
<b>5</b>	8-10	\$40	\$20 each

# Fact Sheet

- ▶ There is a new Fact Sheet for the Fall 2019 Season.
- ▶ Make sure that you print out the new sheet and keep it with you at your games.

**SOUTH JERSEY SOCCER LEAGUE**



**FACT SHEET**  
**All Divisions Fall 2019 Season**  
(Revision August 15, 2019)

FIFA Laws of the Game apply except as noted herein or as provided for in the relevant league rules. The June 2019 revisions to the LOTG will NOT be used for the Fall season.

**NO PASS – NO GAME DAY ROSTER - NO PLAY**

**NO EXCEPTION!**

**ALL** coaches, trainers and players **MUST** present to the referee a valid approved US Club 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. Passes from other organizations, such as USYS, may not be used.

DIVISION	GAME TIME	BALL SIZE	REF	AR
I (U17-19)	2 – 40 min	5	\$74	\$48 each
II (U15-16)	2 – 40 min (Spring) 2 – 35 min (Fall)	5	\$64	\$43 each
III (U13-14)	2 – 35 min	5	\$60	\$35 each
IV (U11-12)	2 – 30 min	4	\$50	\$25 each
V (U8-10)	2 – 30 min	4	\$40	\$20 each

**ALL REFEREES:**

Please scan in the game day roster and email to the appropriate league official as indicated on the game day roster.

**ALL COACHES:**

- (1) **Score Reporting** - Home team must report the score online no later than noon of the day following the game at: [www.sjsl.org](http://www.sjsl.org).
- (2) **Ref Eval** - Ref evals are voluntary for this pilot season. A form to submit your evaluation is posted at: [www.sjsl.org](http://www.sjsl.org).
- (3) **Parent Conduct** - Coaches are responsible for their parents on the sidelines and may be penalized/carded for not controlling them.
- (4) **Referees** - Coaches do NOT have a right to speak with or debate calls with the referee(s).

**ALL PLAYERS:**

(1) **Jersey** - All team players must wear matching uniform tops, with at least 4 inch numbers. Jerseys must be tucked into shorts during the entire game. Players may wear long sleeve shirts or jerseys under a short sleeve jersey if the long sleeve is the same main color of the sleeve of the game jersey. 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. GK jersey does not have to have a number on the back.

(2) **Shorts** - All team players must wear matching shorts. Players may wear clothing under their uniform shorts that exceed the hemline of the shorts if the clothing is hemmed and the entire team is wearing the same color and 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.

(3) **Shinguards/Socks** - Players must wear shin guards and matching color/ pattern socks so that the shin guards are completely covered by the socks during the game. Tape must match color of socks.

(4) **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. Goalies may NOT wear hard casts of any sort, covered or not.

**GAME STATUS:**

(1) **No Referee** - All U8-10 scheduled games must start on time and **MUST** be played even if no referee is present. If there is no referee, both 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. U11 and above 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/Terminated Game** - The winner (if any) of an abandoned or terminated game shall be determined as per league policy. A referee cannot declare a forfeit.

(3) **Unplayable** - If the ref declares the field unplayable prior to the start of the game, the full 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** - The minimum number of players to commence or continue 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 less than the minimum required number of players, the game cannot be played and will be 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 sized and anchored goal posts (7'x21' or 6.5'x18.5' for small sided games and 8'x24' for 11v11)
- (c) Correct lining of the field including spectator & team restraining lines, parallel to and a different color from the touch line and 10 feet from it, and a build-out line where appropriate.
- (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. If the Visiting team fails to show, the Home team will pay the full fee and be reimbursed by the league. There is **NO** single game fee.

# FIFA Laws of the Game Revision

- ▶ The FIFA Laws of the Game were revised effective June 1, 2019.
- ▶ The changes will **NOT** be utilized in the league for the Fall 2019 season.
- ▶ The changes will be reviewed by the league and by the NJ Ref Association to determine whether they will be adopted for the Spring season, and if so, which rules will apply.



# US Club Pass Numbers

- ▶ ALL coach and player ID #'s are now an 8 digit number
- ▶ Coaches who had a pass last year must print out a new pass
- ▶ ALL coach and player ID #'s in GotSoccer **MUST** be changed to reflect this new number.
  
- ▶ Remember – if the GDR and coach/player passes do not match – the affected coaches/players cannot participate in the match – no exception.

Questions with the same answer:



# You CANNOT coach unless:

- ▶ You “purchased” a membership with US Club (or your club did it for you)
- ▶ You completed your background check
- ▶ You completed the SafeSport training
- ▶ You completed the Sideline Sports training
- ▶ You have printed out your coach’s US Club pass
- ▶ Your pass has the SJSL logo on the back
- ▶ Your pass is for the Aug 1, 2019 – July 31, 2020 seasonal year
- ▶ Your pass has an 8 digit ID number



## You also CANNOT coach unless:

- ▶ You have attended one of the approved coaching certificate/licensing courses
  - ▶ SJ Coaching Course Level 1, 2
  - ▶ USSF D and above and Rutgers safety course
  - ▶ NJ State course, F, E or D
  - ▶ NSCAA National and Advance National and Rutgers safety course
  - ▶ But NOT the Grassroots licenses or the other NSCAA certificates
- ▶ You have uploaded a copy of your coaching certificate/license on the league website

# At the game, you still CANNOT coach unless:

- ▶ You have satisfied everything on the previous two screens
- ▶ You have brought two physical copies of the Game Day Roster with you
- ▶ You have the physical coach's pass with you
- ▶ Your name and pass ID number correctly appear and match the GDR
- ▶ You have your half of the referee game fee

# Your players CANNOT play unless:

- ▶ You have a player's pass for each player
- ▶ Each player's pass has the SJSL logo on the back
- ▶ The pass is for the Aug 1, 2019 – July 31, 2020 seasonal year
- ▶ The pass is for your home club and your team
- ▶ Each player is listed on your Game Day Roster and the ID numbers match
- ▶ You have the physical GDR and players' passes at the game to present to the referees
- ▶ The players are wearing matching uniforms without any duplicate numbers



# You CANNOT use Guest Players unless:

- ▶ If you are playing 7v7, you will only have 8 or fewer players show up for the game
- ▶ If you are playing 9v9, you will only have 10 or fewer players show up for the game
- ▶ If you are playing 11v11, you will only have 12 or fewer players show up for the game
- ▶ And ...



# You CANNOT use Guest Players unless:

- ▶ You submitted the form on the league website
- ▶ You haven't already used guest players more than 2 times
- ▶ Your guest players:
  - ▶ Come from your club
  - ▶ Play on another team playing in SJSL
  - ▶ Play in a lower flight or age group than your team (following the playing up rules)
  - ▶ Or play in SJGSL in the same age group or younger
  - ▶ Haven't previously guest played more than 2 times
  - ▶ Are not scheduled to play in more than 2 games that day
- ▶ **And the league approves your request!**

# You CANNOT use Club Players/Passes:

- ▶ Period.
- ▶ SJSL does not recognize or accept Club Players/Passes for the Fall 2019 season
- ▶ Players identified as “CP” on the roster are ineligible to play in SJSL league or SJ Cup games



# You CANNOT add a player unless:

- ▶ You complete and submit the request form on the website
- ▶ The request is approved and the player is added to the seasonal event by the league
- ▶ The player is NOT currently carded to play to another team playing in SJSL (the player must be released from the other team first, both in GotSoccer and in US Club)
- ▶ You will not exceed the maximum number of transfer players (5) that you can have during the seasonal year
- ▶ You will not exceed the maximum number of players that you can carry on your active roster (7v7 -14; 9v9 – 18; 11v11 – 22)

A blue rounded rectangular button with the word "Add" in white, bold, sans-serif font.

Add

# You CANNOT win your flight unless:

- ▶ You are playing in U11 and above (U10 and below do NOT have flight champions or published standings)
- ▶ You have the most points after all relevant matches in your flight have been completed
- ▶ You have not forfeited any games
- ▶ You have not violated the Mercy Rule in any of your games



You CANNOT reschedule your game unless:

- ▶ You submit a reschedule request to the league **AND** it is approved
- ▶ Both teams have agreed to the change
- ▶ The request was submitted within 2 weeks of the original game date



# SJSL WILL NOT be using the 2019 LOTG:

- ▶ For the Fall 2019 season, the league will **NOT** be using the recent 2019 revisions to the FIFA Laws of the Game.



# At a league game, you CANNOT:

- ▶ Yell, dispute, challenge, or even speak with the game referee.
- ▶ Enter the field of play until directed by the referee.
- ▶ Substitute players unless they are waiting at midfield and are called on by the referee.
- ▶ Continue play for 30 minutes after the occurrence of thunder OR lightning
- ▶ Show an electronic copy of your GDR or coach/players' passes in lieu of having the physical GDR and passes



## For SJ Cup, you CANNOT:

- ▶ Use guest players
- ▶ Use players that you have released and are no longer carded to your team even if they were on your Cup roster
- ▶ Use a player that transferred to your team after your Cup roster was frozen (even if he/she came from a team also in the Cup)
- ▶ Bump a regular league game in order to play your Cup game
- ▶ Change your game schedule after it has been placed into Arbiter
- ▶ Move on to the semi-final round if you forfeited a group match

# Final Thoughts

final  
thoughts

# Do Not Forget to Sign Out!

**U8**

Helmut

**U9**

Ed

**U10**

Gary

**U11**

Keith

**U12**

**U13**

**U14**

**U15↑**

