



South Jersey Soccer League

September 2017

U8-U11 Sept 5

U12-U17 Sept 6

Mandatory Coaches' Meeting

Opening Remarks



- ▶ Reminder –
**Coaches MUST sign out at the end
of this program to receive credit
for attending!**

- ▶ If you also coach a team covered
on the other night, you must
attend BOTH meetings!

Board Introductions

Larry Young	PRESIDENT
Bob Cooper	VICE PRESIDENT
Jim Miller	GENERAL SECRETARY
Tom DiValerio	TREASURER
Chuck Snyder	REGISTRAR
Scott Hartman	RECORDING SECRETARY
Tom Olbrich	RULES COMPLIANCE OFFICER
Joe Arone	INFORMATION OFFICER
Mike Trojak	FALL GAMES COMMISSIONER
Helmut Lackermeyer	SPRING GAMES COMMISSIONER
Mike Bonanno	FIRST TRUSTEE
Ed Eichen	SECOND TRUSTEE
Gary Rambo	THIRD TRUSTEE

Registration Process

- ▶ Please remember that the new registration process is mandated by New Jersey Youth Soccer.
- ▶ **It is not controlled by SJSL.**
- ▶ The new provider, BlueStar, is taking the place of GotSoccer for the state's new website and for all NJYS/USYS carding and roster preparation.



Zero Tolerance

- ▶ Be aware of all of the changes
 - All carding issues go to NJYS
 - Revised 2017–2018 Fact Sheet
 - Only SJSL PDI rules apply in SJSL
 - Rule changes
- ▶ Ignorance is no excuse!
- ▶ Ask questions!
- ▶ Rules will be enforced



Ratings

- ▶ Ratings were very difficult this year!
- ▶ Utilized Excel spreadsheet provided by the clubs
- ▶ Problem areas:
 - Teams restructured
 - BlueStar registration delays
 - Lack of coach contact information
 - Invalid email addresses
 - Failure to respond
 - Last minute drops/adds



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, 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.



Survey Results

(State of the Union)

- ▶ To stay in touch – a survey was sent out in July to ~1,800 email addresses and posted on website
- ▶ Left open for 6 weeks
- ▶ 178 responses (<10%)



Survey Results

Things We Do Look At:	Things We CANNOT Change:
Mercy rule	Playing up
Secondary carding	R/Y Carding parents
3 game sit down rule	Buildout line
Flighting by locality	Concussion policy
Club passes	Offside
Webinars	Small sided play
Number of referees per game	Carding process is too regulated
Number of TBR requests	Go back to Gotsoccer
Silent spectator rule	Use US Club cards
Better communication	Allow heading for younger ages

Survey Results

WE WANT
MORE

- ▶ What do you think SJSL should offer to clubs/teams or do more of?
 - Organize a league tournament
 - Offer goal keeping or other specialty clinics
 - Provide coaching education refresher courses
 - Schedule coaching license classes
 - Organize a league select team

Fall Games

(Mike Trojak)

Game Information & Guidelines

Fall 2017

Fall Games Commissioner:
Mike Trojak

Contact by Email only: fallcommish@jsl.org



Fall Games

Important!

- ▶ 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.

General Game Policies

1. All game results must be reported by the HOME team online by noon of the following day.
2. BOTH teams must complete the online referee evaluation by noon of the following day.
3. There are no champions in the U8–U10 flights.
4. Reminder – teams that violate the Mercy Rule will be fined.

Fall Games

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



Concussion Protocol

IF IN
DOUBT,
SIT
THEM
OUT.

- ▶ USYS Protocol posted on website
- ▶ 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 Health Care Provider or Certified Athletic Trainer 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.

SYMPTOMS

Different symptoms can occur and may not show up for several days. Common symptoms include:

- Headache
- Loss of consciousness
- Confusion
- Double/Fuzzy vision
- Dizziness
- Balance problems
- Nausea
- Slow reaction time
- Amnesia/Difficulty remembering
- Difficulty concentrating
- Sensitivity to light and noise
- Feeling sluggish, foggy or groggy
- Feeling more emotional than usual
- Irritability
- Sleep disturbances

Safety First!

- ▶ ALWAYS consider the safety of the player first.
- ▶ If you have reason to suspect a head injury, take the player out of the game and have them evaluated.



► 40 TIMES SLOWER

Changes for the Fall



Player
Development
Initiatives

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 (2018).



Birth Year	Season 2017-2018
2015	
2014	4U
2013	5U
2012	6U
2011	7U
2010	8U
2009	9U
2008	10U
2007	11U
2006	12U
2005	13U
2004	14U
2003	15U
2002	16U
2001	17U
2000	19U
1999	19U

U8 Teams

- ▶ Must be registered as U8 through BlueStar
- ▶ Must be AGE APPROPRIATE!
 - (Birth date – January 1, 2010 to December 31, 2010)
 - No players born in 2011!
- ▶ Will play under U9 Rules
 - 7v7
 - Goalkeeper
 - Build-out line



U8

7v7 Fields

Size: 60–65 yds by
40–45 yds

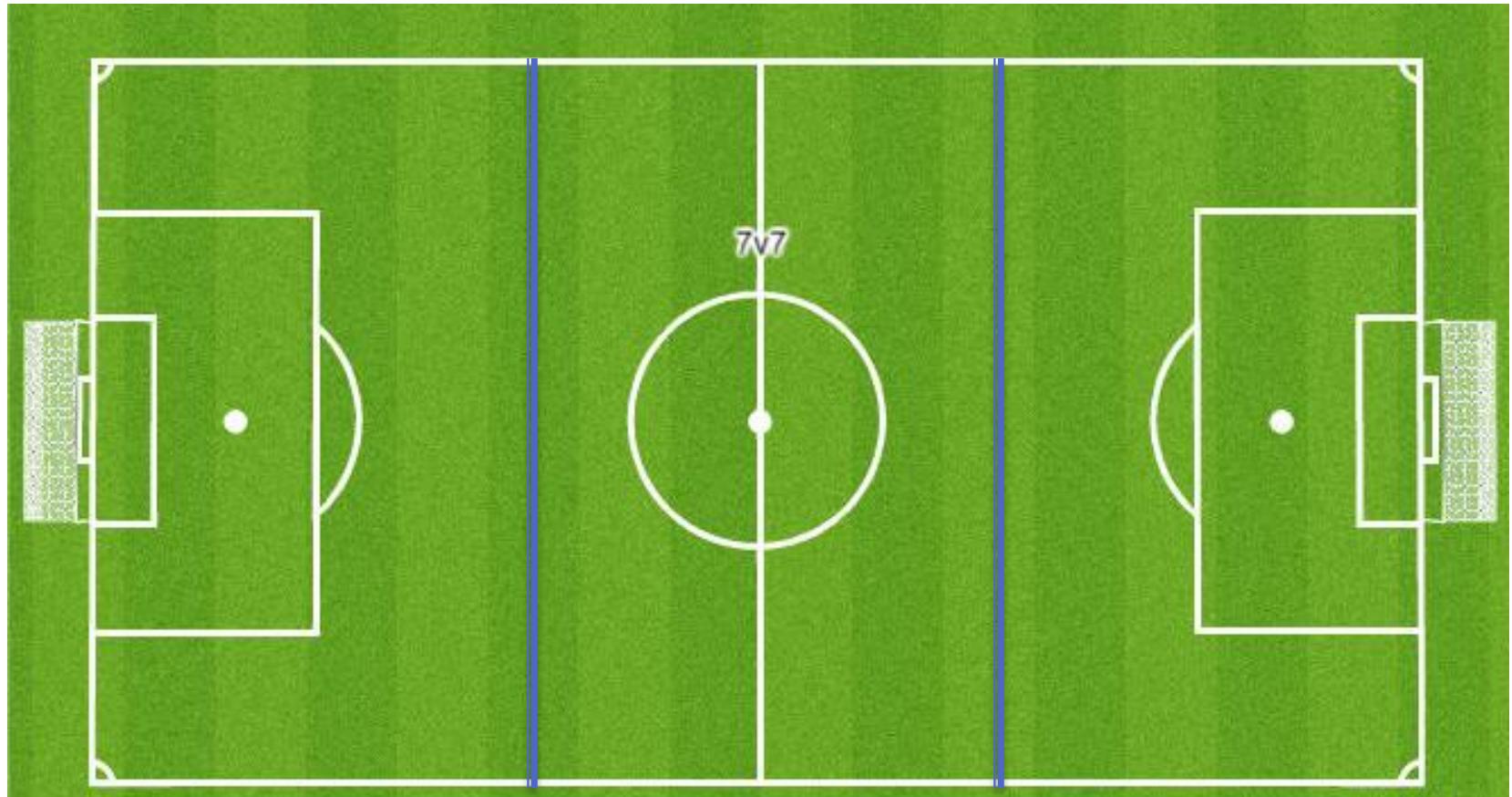
Coaching line/
Technical area: 15 yds

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

Spectator line: 10
feet from touch line



U8-U10 Field Build Out Lines



- 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 behind 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 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)



Answers to Common 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.

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.

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 or 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



- ▶ The League has adopted mandatory sportsmanship guidelines to help avoid "running up the score" and to help control games involving teams of unequal skill or competitive levels. Pursuant to these guidelines, the league enforces a **zero tolerance policy**.
- ▶ This rule applies to ALL games, U8–U19.
- ▶ Under no circumstances should the final goal differential in a SJSL sanctioned game ever become 7 or more goals.

Mercy Rule

Maximum
Goal
Differential!

- ▶ 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.



6
♠ ♠ ♠

♠ ♠

♥ ♥ 9



Mercy Rule



Club Pass/Guest Player Policy

- ▶ New Policy!
- ▶ Strict Guidelines
- ▶ Intraclub Only
- ▶ SJSL Only
- ▶ No Secondary Carding
- ▶ **Steep Penalties for violations**



Club Pass/Guest Player Policy

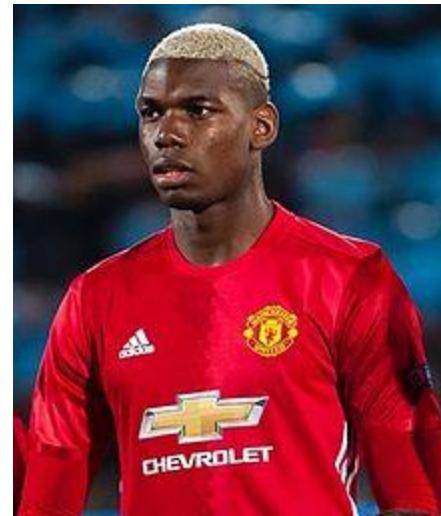
A. NJYS/USYS Club passes may be used for play in SJSL sanctioned league events with the following limitations:

1. Players may not appear on the main roster or be otherwise carded to more than one club/team registered with SJSL at a time.



Club Pass/Guest Player Policy

2. Players primary carded to play with USYS passes on a team registered with another league may not also be carded to play on a team registered to play in SJSL at the same time.
3. Secondary passes will not be accepted for play in SJSL.



Club Pass/Guest Player Policy

- B. SJSL will allow “guest” players to be assigned to a team for a particular game.
1. The guest player must be carded on NJYS/USYS passes to play for that same club on another team.
 2. A maximum of four (4) guest players may be assigned to a game. The players must appear as “guest players” on the Game Day Roster (“GDR”).

4

4

4

4



Club Pass/Guest Player Policy

3. 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.



Club Pass/Guest Player Policy

- d. The GDR may not list more than the above amounts for the main team at game time and still use guest players. You cannot list more players than described above and then cross out those that do not show up at game time and then include your guest players.
- 4. Guest players may not be handwritten or externally added to the GDR. The GDR must be computer generated through BlueStar to include the guest players.

Club Pass/Guest Player Policy

5. There will be flighting limitations:
 - a. Players on a lower flighted team in SJSL may guest play up on a higher flighted team in their same age bracket.
 - b. Players on a higher flighted team in SJSL may not guest play down on a lower flighted team in their same age bracket.



Club Pass/Guest Player Policy

- c. Players playing in a lower age bracket in SJSL may play up on a team in an older age bracket, regardless of the flighting of either team. Playing up rules still apply.



Playing Up Rules Reminder

U6 U7

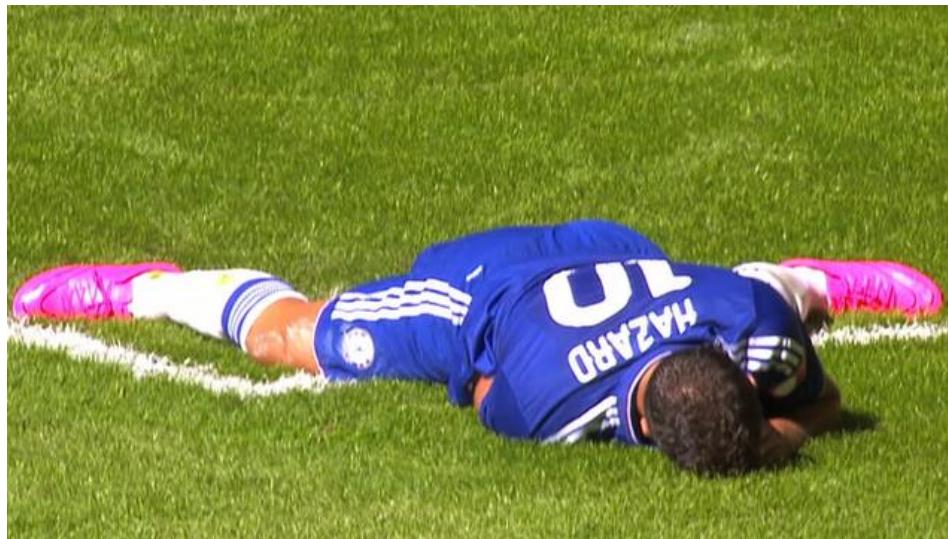
100%

**2
YEARS**

- ▶ U6 (2012)–U7 (2011) players may not travel or play up on a U8 or higher team
- ▶ U8 (2010) 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)

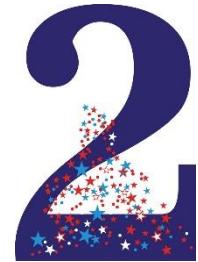
Club Pass/Guest Player Policy

- d. Players playing on a team registered to play in another league on NJYS/USYS passes **may not** guest play on a team playing in a SJSL league sanctioned game.



Club Pass/Guest Player Policy

6. Players may not play more than two league games in a day.



7. Guest players must appear in the same uniform as the players rostered to the main team. Each player must wear a different number. Tape cannot be used to modify game day jersey numbers.



Club Pass/Guest Player Policy

- ▶ Players may only guest play for another team three times during the season.
- ▶ Teams may only use guest players three times during the season.

3X



Club Pass/Guest Player Policy

- ▶ We strongly recommend that the clubs police their teams!
- ▶ Violations of this policy will be treated as using an ineligible player in violation of league rules and will involve sanctions and forfeiture of the game.



Score Reporting/Ref Evaluations

- ▶ 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.
- ▶ New system is being used (drop down lists for clubs, teams, refs, etc.)

Ref Eval

South Jersey Soccer League

Referee Tracking



Club Name

Team Name

Age Group

Flight Number

Date Game Played

Home or Away

Game Number

Win/Lose/Tie

Referee Name

The referee was on time, professional and properly attired

The referee checked the team for proper equipment and uniforms, and checked in the team using the
Game Day Roster

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

Please rate the Referee 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

The referee was adequately fit for the level of competition and showed good movement on the field

Online Demo

- ▶ Reporting Scores
- ▶ Completing Ref Eval
- ▶ Game Day Roster
- ▶ Printing Passes
- ▶ Adding Players
- ▶ Guest Players



Reminder!



- ▶ NO PASS, NO GAME DAY ROSTER –
NO PLAY, NO EXCEPTION!

(You must have the physical passes/cards and roster in hand)



Transgender Players

- ▶ US Soccer Policy Manual, specifically Section 6 states:
- ▶ Section 6. Inclusion Policy
- ▶ (A) To clarify the Bylaws, membership of the Federation is open to all soccer organizations and all soccer players, coaches, trainers, managers, administrators and officials without discrimination on the basis of race, color, religion, age, sex, sexual orientation, gender identity, gender expression or national origin.
- ▶ (B) For the purposes of registration on gender-based amateur teams, a player **may register with the gender team with which the player identifies**, and confirmation sufficient for guaranteeing access shall be satisfied by documentation or evidence that shows the stated gender is sincerely held, and part of a person's core identity. Documentation satisfying the herein stated standard includes, but is not limited to, government-issued documentation or documentation prepared by a health care provider, counselor, or other qualified professional not related to the player.

Questions You Should Know the Answers To:



Questions You Should Know the Answers To:

1. Can you show your GDR or player passes to the ref on your phone?
2. Can your player still play if he appears on your GDR but you misplaced his pass?
3. If half of your team brought only their home blue jerseys and the other half brought only their away white jerseys, can your team wear both if they are different from the opposing team?



Questions You Should Know the Answers To:

4. If you have one or more assistant coaches, can all of you give direction to players on the field at the same time during the game?
5. Do you as the coach (head or assistant) have the right to speak with the referee during the match?
6. Can you allow a player to reenter the game if he hits his head during the game, you suspect a concussion and you remove him, but his parents now insist he is alright to play?

NO



Questions You Should Know the Answers To:

7. Can you direct your team to turn and score one or more own goals so that your team can score more goals?
8. Can you put more than the official number of players on the field to “balance” the teams if you are playing a better opponent?
9. Can you use as a guest player a player that is primary carded to play in EDP, SJGSL or another league?



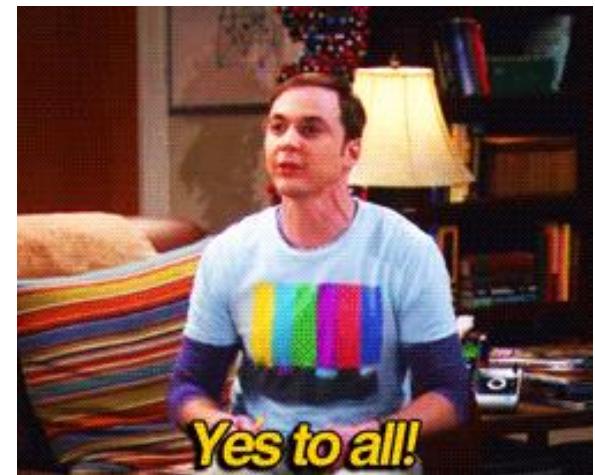
Questions You Should Know the Answers To:

10. Can you use your players to move the goals if they are not in the correct position prior to the game?



Bonus: Do you still have to report the game score if:

1. You are the home team
2. You won
3. You lost
4. You tied
5. You were playing a makeup game
6. There was no referee
7. The game was not played on a Sunday
8. There was a Mercy Rule violation
9. You were carded
10. The game won't affect the standings





Sign out time!

