



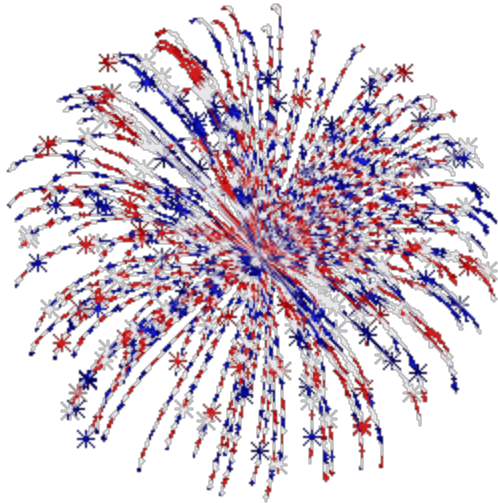


South Jersey Soccer League

February 2017
General Membership Meeting

Congratulations!

- ▶ Gary Rambo –
- ▶ NJYS Service Excellence Award!



Spring 2017 Dates

- ▶ February 28th – Spring schedules posted
- ▶ March 12th – Round 1 Games
- ▶ April 16th – Easter – No Games
- ▶ May 17th – GM meeting (Hotel ML)
- ▶ May 21st – Round 10 Games
- ▶ June 6th – GM Meeting (Hotel ML)



Inclement Weather Policy



- ▶ If a club determines that its fields are closed, unplayable or going to be unplayable, the club reps must email the SJSJL Games Commissioner no later than 8:00 am so that the commissioner can contact the referee assignor.
- ▶ If the games are being moved to a different location, you must inform the Games Commissioner of the new location and all of the teams that are being moved.
- ▶ The club must ALSO follow the “To Close Your Field” link and report the field closed and any additional required information.
- ▶ Please direct your coaches to immediately contact their opposing teams.

Inclement Weather Policy

- ▶ **8:00 – 8:30 am:** The SJSL Games Commissioner will make the decision to cancel that day's round depending on weather conditions. In the spring season, however, a round cancelled for inclement weather is not normally made up.
- ▶ **8:30 – 8:45 am:** The SJSL Games Commissioner will notify all SJSL executive board members and assignors of his decision.
- ▶ **8:45 – 9:00 am:** The club reps will be emailed the decision to close the league and information on if and how the round will be made up. If the league is playing, no email will be sent. The final decision will also be posted on the www.sjsl.org website.
- ▶ **9:00 am:** If the league is NOT playing, the club reps should begin calling and informing their coaches and directing them to call their teams.

Spring 2017



- ▶ 3 Game Schedule:
 - 12:00pm (later games vary)
- ▶ 4 Game Schedule:
 - 12:00pm (later games vary)
- ▶ Referee Availability

Game Day Rosters

GAME DAY ROSTER

GAME	LEAGUE Winter Invitational		AGE LEVEL (U-...) AAA		DATE 1/2/2014		TIME 1:23 AM		LOCATION The Park		GAME ID 123456789	
HOME	TEAM NAME My Team						SCORE					
AWAY	TEAM NAME Their Team						SCORE					
STAFF	LAST NAME		FIRST NAME		USYS#		YELLOW CARDS		RED CARDS			
	Takei		George		37							
	Roca		Almond		99							
	DiMagglo		Joe		5							
	LAST NAME		FIRST NAME		USYS#		YELLOW CARDS		RED CARDS			
ROSTER	NJ USYS #		LAST NAME		FIRST NAME		#		GOALS		YELLOW CARDS	
	0001		Gamgee		Samwise		1					
	0002		Mason		Perry		2					
	0003		Lansbury		Angela		3					
	0004		Monella		Sal		4					
	0005		Cameron		James		5					
	0006		Kirk		Captain		6					
	0007		Who		Doctor		7					
	0008		Sackhoff		Katee		8					
	NJ USYS #		LAST NAME		FIRST NAME		#		GOALS		YELLOW CARDS	
CONDUCT REPORT (Explain: Good, Fair, Poor)						FIELD CONDITIONS (Explain: Good, Fair, Poor)						

Game Day Rosters

Spring 2017 Game Card

Referee _____ Email _____ Cell# _____

AR#1 _____ AR#2 _____

ALL GAME CARDS (and additional report where applicable) SHOULD BE SCANNED TO PDF AND EMAILED TO THE APPROPRIATE LEAGUE OFFICER AS INDICATED BELOW!

Ref Fees (Ref/AR/AR): U17-U19 \$70/\$45/\$45 (90 min), U15-U16 \$60/\$40/\$40 (80 min/70 min fall), U13-U14 \$56/\$32/\$32 (70 min), U11-U12 \$44/\$23/\$23 (60 min), U8-U10 \$34/\$18/\$18 (60 min)

U13 & Older- EMail Game Reports to: rulesofficer@sjsl.org (Tom Oibrich, PO Box 329, Moorestown, NJ 08057)

U10-U12 - EMail Game Reports to: thirdtrustee@sjsl.org (Gary Rambo, 6 Hemloch Court, Blackwood, NJ 08012)

U8-U9 - EMail Game Reports to: secondtrustee@sjsl.org (Ed Eichen, 26 Harwood Dr., Voorhees, NJ 08043)

Red Cards/Yellow Cards: Reason for card given must be included in referee's report. Report may be in writing on reverse side of game card or emailed to the league as indicated above.

Cautionable Offenses: UB-Unsporting Behavior, DT-Dissent by word or action, PI-Persistent Infringement, DR-Delays restart, FRD-Fails to respect required distance, E-Enters without permission, L-Leaves without permission

Send Off Codes: SFP-Serious Foul Play, VC-Violent Conduct, AL-Offensive, insulting or abusive language, DGH-Deny goal by hand, DGF-Deny goal by foul, S-Spits at opponent, 2CT-Second caution

Poor Conduct Rating: Indicate as "GOOD", "FAIR", or "POOR". If less than GOOD, indicate as to players, coaching staff and/or spectators and file a written explanation by email with the appropriate league officer as indicated.

Field Conditions: Indicate as "GOOD", "FAIR", or "POOR" as to field size, markings, condition, grass height, net size and corner flags. If less than GOOD, file a written explanation by email with the appropriate league officer as indicated.



SCORE & GAME REPORT

Scan the QR code with your phone or visit <http://www.bonzi.it/nvrc>

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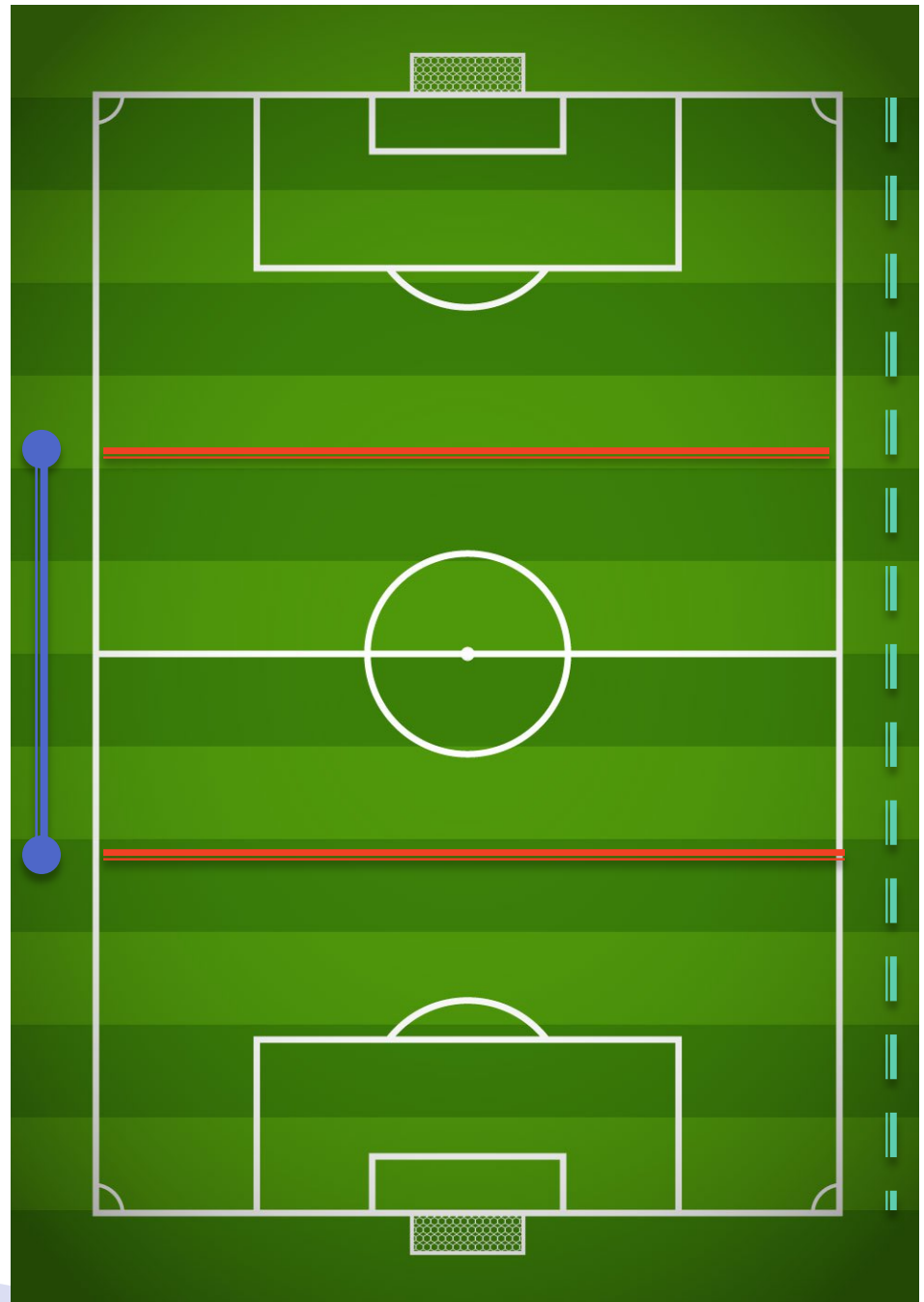
7v7 Fields

Size: 60–65 yds by
40–45 yds

Coaching line: 15 yds

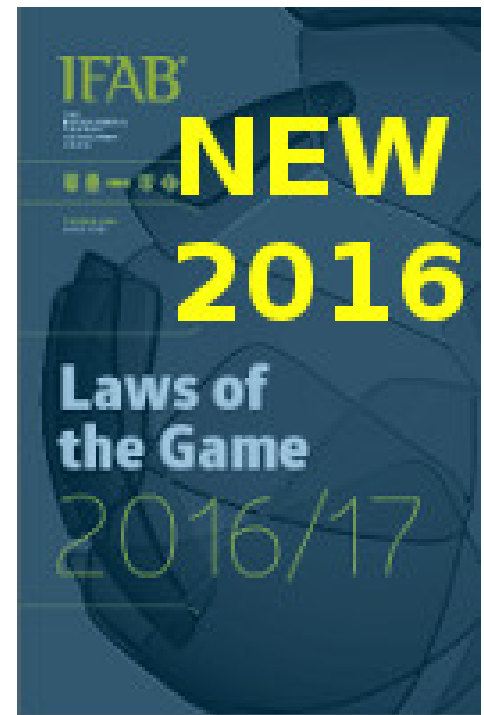
Buildout lines:
halfway between
penalty area and
midfield

Spectator line: 10
feet from touch line



IFAB Revisions to Laws of the Game 2016–2017

- ▶ Effective June 1, 2016
- ▶ Effective NJYS March 1, 2017



Laws of the Game

- ▶ Law 1 – the Field of Play
 - Cannot combine artificial and natural surfaces
 - Artificial turfs must be green
 - Club/team logos but no advertising on corner flags
- ▶ Law 3 – the Players
 - Substitutes may take restart but enter field first
 - Direct FK or PK if substitute/team official interferes with play
 - If goal scored with extra person and ref restarts play, goal stands



Laws of the Game



- ▶ Law 3
 - Team captain has no special status or privileges but has a degree of responsibility for the behavior of the team.



Laws of the Game

- ▶ Law 4 – the Players' Equip.
 - Tape or other material on socks must be same color as socks
 - Clothing worn under shorts must be color of shorts or hem; team must all wear same color



Laws of the Game

► Law 5 – the Referee

- If several offenses occur at same time, the most serious is punished
- Can send off player from prematch inspection on
- Player injured by RC/YC foul can be quickly assessed/treated and remain on field



Laws of the Game

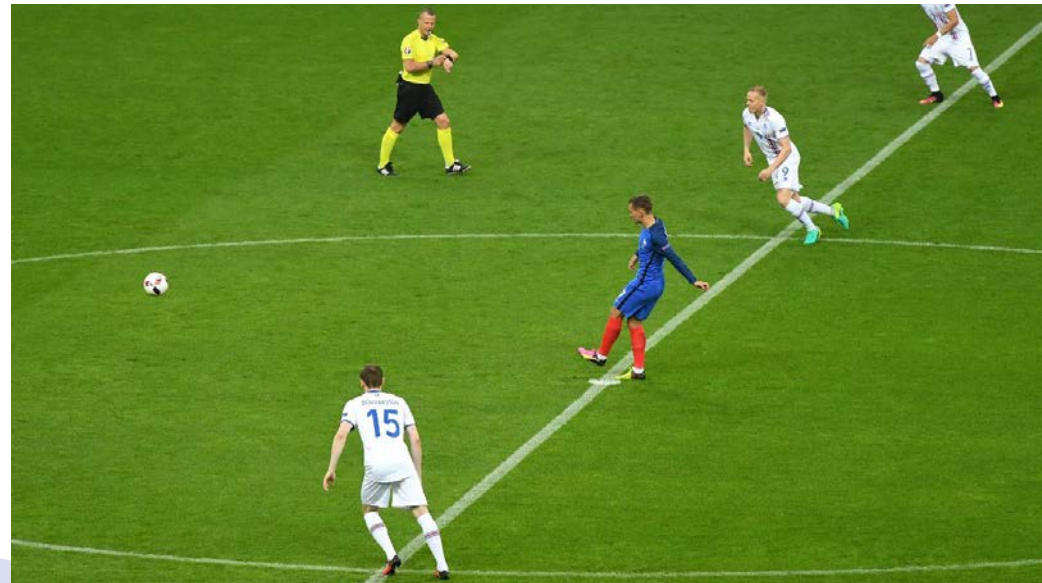
- ▶ Law 7 – the Duration of the Match
 - Breaks allowed for drinks or for medical purposes



Laws of the Game



- ▶ Law 8 – the Start and Restart of Play
 - Ball must be kicked and clearly move to be in play for all kicked restarts
 - Ball can be kicked in any direction at kick-off
 - Referee cannot “manufacture” outcome of a dropped ball



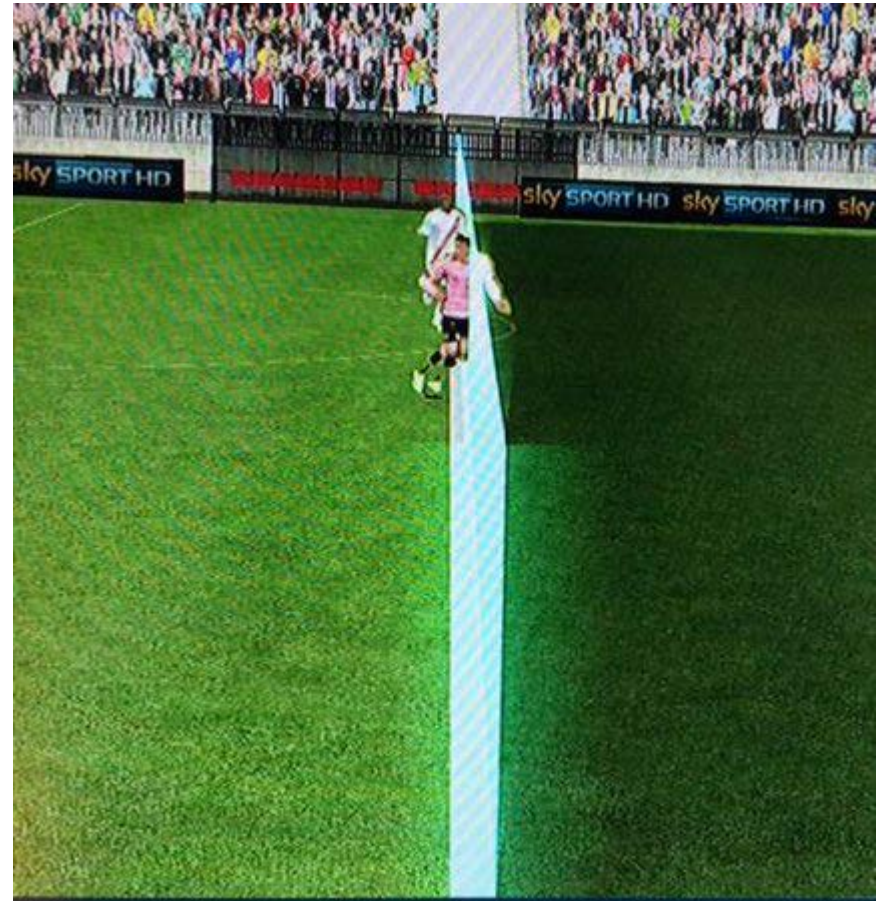
Laws of the Game

- ▶ Law 9 – the Ball In and Out of Play
 - If a ball hits a match official it is in play unless ball wholly passes over boundary line



Laws of the Game

- ▶ Law 11 – Offside
 - Halfway line is neutral for offside
 - Players' arms not considered in judging offside
 - Offside FK always taken where the offense occurs (even in own half)
 - Build-out line determines offside for 7v7



Laws of the Game

- ▶ Law 12 – Fouls and Misconduct
 - Foul with contact is a direct FK
 - Advantage for a RC – indirect FK if offender then gets involved in play
 - Attempted violent conduct is a RC, even if no contact



Laws of the Game

► Law 12

- Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.
- Must consider:
 - the movement of the hand towards the ball (not the ball towards the hand);
 - the distance between the opponent and the ball (the unexpected ball)
 - the position of the hand does not necessarily mean that there is an infringement
- YC if interfering with promising attack or in an attempt to score a goal



Laws of the Game

- ▶ Law 12
 - Some DOGSO offenses in the penalty area are punished with a YC, unless the offense is holding, pulling or pushing or if there is no attempt to play the ball or the offense is normally a RC offense.



Laws of the Game

- ▶ Law 13 – Free Kicks
 - Difference between “stopping” a FK (YC) and “intercepting” the ball after quick FK taken



Laws of the Game

- ▶ Law 14 – the Penalty Kick
 - Indirect FK if ball kicked backwards
 - Indirect FK and YC if “illegal” feinting occurs
 - Goalkeeper YC if infringes and PK retaken







Roll Call!