





# South Jersey Soccer League

**September 2016 Mandatory  
U8-U10 Coaches' Meeting**

# Opening Remarks

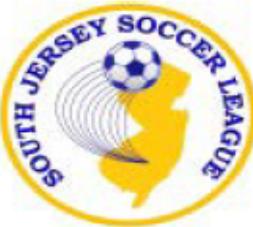
(Larry Young)

- ▶ Board Introductions
- ▶ Reminder –  
**Coaches MUST sign out at end of program to receive credit for attending!**
- ▶ If you also coach a U11–U16 team, you were also required to attend **last** night's meeting.

# New Fact Sheet!

Make  
sure you  
have the  
correct  
one!

## SOUTH JERSEY SOCCER LEAGUE



### FACT SHEET

#### All Divisions 2016-2017 Seasons (Revision August 5, 2016)

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

#### NO PASS – NO GAME DAY ROSTER – 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 damaged, missing or replaced photographs are ineligible to participate in the game. Passes from other organizations, such as US Club, are NOT cannot be used.

DIVISION	GAME TIME	BALL SIZE	REF	AR
I (U17-19)	2 – 45 min	5	\$70	\$45 each
II (U15-16)	2 – 40 min (Spring) 2 – 35 min (Fall)	5	\$60	\$40 each
III (U13-14)	2 – 35 min	5	\$56	\$32 each
IV (U11-12)	2 – 30 min	4	\$44	\$23 each
V (U8-10)	2 – 30 min	4	\$34	\$18 each

#### 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 Evalu. - Both teams must complete a referee evaluation online no later than noon of the day after the game at: [www.sjsl.org](http://www.sjsl.org).
- (3) Parent Conduct - Coaches are responsible for their parents on the side lines. Coaches may be penalized/carded for not controlling their sidelines.

#### 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.

(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 same solid color as the shorts 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.

(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, 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. 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 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 - The minimum number of players to commence play is seven (7) for an 11v11 team, six (6) for a 9v9 team and five (5) for a 7v7 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 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 preferably 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

# Referee Fees

(Larry Young)



## U8–U10 teams:



- ▶ \$34 for center referee
- ▶ \$18 for each assistant referee
- ▶ (for each team, a total of \$17 if there is only one referee, and \$35 if there is a 3 man crew)

# Ratings

(Bob Cooper)



- ▶ Club reps were informed several times when the ratings would be posted on the website
- ▶ The website listed when ratings would be posted
- ▶ Preliminary rating emails were sent to coaches only as a courtesy (if your email address was not in Bonzi you might not have received it)
- ▶ The ratings were posted on the website for 4 days
- ▶ This same procedure is followed every season

# 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 we have to make some odd sized flights.
- (5) Not everyone can (or should) be in Flight 1. Just because you were in Flight 1 (or any particular flight) before, 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 number from the previous season rarely corresponds to the new flight number.
- (8) If you did not submit any comments, you cannot complain.
- (9) Comments were only considered if they came from the head coach of the team or the club rep.
- (10) Most importantly, please remember that we usually have information or feedback on other teams that you do not.

# Bonzi Admin

(Joe Arone)



- ▶ Schedule Information
  - Field locations
  - Coach contact info
- ▶ Rosters
  - Managing
  - Printing game cards
- ▶ Score Reporting
  - Home team – by noon of the next day
  - **PIN #205367**
- ▶ Referee Evaluations
  - BOTH teams – by noon of the next day

# No Exceptions!



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

(You must have the physical card and roster  
in hand)



# Fall Games

(Mike Trojak)

## Game Information & Guidelines Fall 2016

Fall Games Commissioner:  
Mike Trojak

Contact by Email only: [fallcommish@jsl.org](mailto: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

(Larry Young)

- ▶ 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.

IF IN  
DOUBT,  
SIT  
THEM  
OUT.

# FACTS

- ▶ A concussion is a brain injury that alters the way your brain functions.
- ▶ Concussions can occur from a blow to the head/body; contact with the ground, ball or another player.
- ▶ Most concussions occur without a loss of consciousness (“passing out”).
- ▶ Severity of injury depends on many factors and is not known until symptoms resolve and brain function is back to normal.
- ▶ All concussions are not created equally.



# 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

# This Could be a Challenging Season – So Be Patient



# Changes for the Fall

(Bob Cooper)



Player  
Development  
Initiatives

---

# **Implementation of US Soccer Player Development Initiatives**

- ▶ **Changes for the Fall 2016 Season include:**
  - ▶ **Registration by Calendar Birth Year**
    - ▶ **How to Calculate Age Levels**
    - ▶ **Number of Players on the Field**
    - ▶ **Goal Keeper Restrictions**
      - ▶ **Playing Up Rules**
      - ▶ **Majority Rules**
      - ▶ **Roster Sizes**
      - ▶ **Field Sizes**
      - ▶ **Goal Sizes**
    - ▶ **Build Out Lines**

# Which Rules Apply?

- ▶ US Soccer passed a series of Player Development Initiatives in August 2015 and continued to modify them all the way up through September 2016.
- ▶ NJYS has adopted and modified the PDI and allows for further league modification.
- ▶ **The SJSL Rules govern play in SJSL!**

# **Registration date for determining player age for carding**

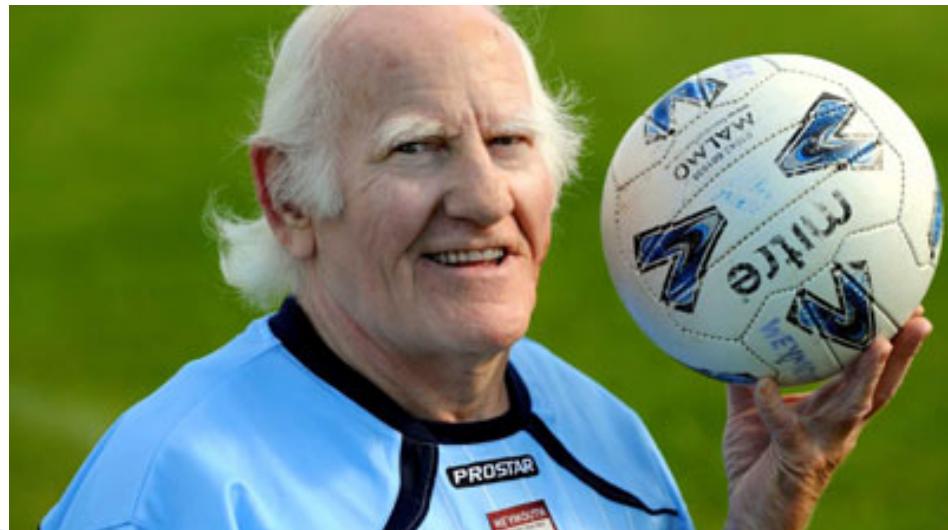
- ▶ **New Rule – January 1<sup>st</sup>**
- ▶ **NJYS is following the birth year format.**



**(Subtract the birth year from the spring year  
to determine age level for teams)**

# **Example of age appropriate player for U10 for Fall 2016**

- ▶ **New Rule – Born between Jan. 1, 2007 and Dec. 31, 2007.**
- ▶ **Team age is determined by the oldest player on the roster.**



# Birth Years:



	U6	U7	U8	U9	U10
2016-17	Born in 2011	Born in 2010	Born in 2009	Born in 2008	Born in 2007
2017-18	Born in 2012	Born in 2011	Born in 2010	Born in 2009	Born in 2008

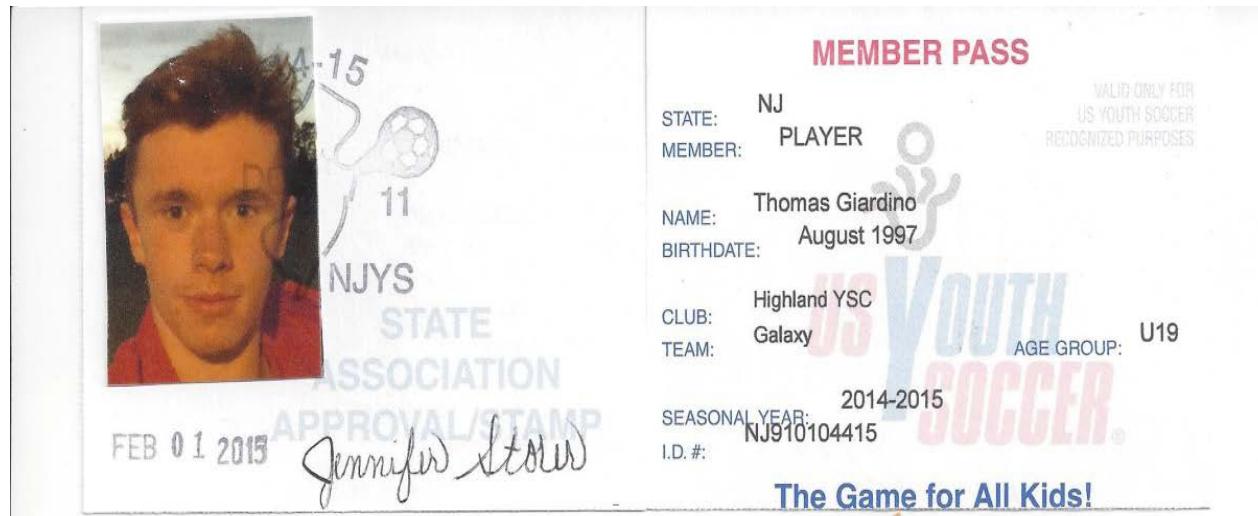
# Impact on Your Team

- ▶ If your team from last year stayed together, some players could now be playing against players 2–3 years older
- ▶ Remember older players, not previously available, could now be age appropriate
- ▶ Consider what makes sense for your players, and not just your team



# Card Validation Dates

- ▶ Aug. 1<sup>st</sup> to July 31<sup>st</sup>.
- ▶ No change!



# Number of Players on the Field

Level	New Rule	Comment
<b>U8-U10</b>	<b>7v7</b>	<b>US Soccer</b>



# **Roster Size (Game Day/Roster/Max)**

<b>Level</b>	<b>New Rule</b>	<b>Comment</b>
<b>U8-U10</b>	<b>14/14/20</b>	<b>No change</b>

It is the coach's responsibility to be aware of State Cup, tournament and National Championship roster requirements.

# Use of Goal Keepers

- ▶ **U8 and above:**

- **Yes**
- **No change!**

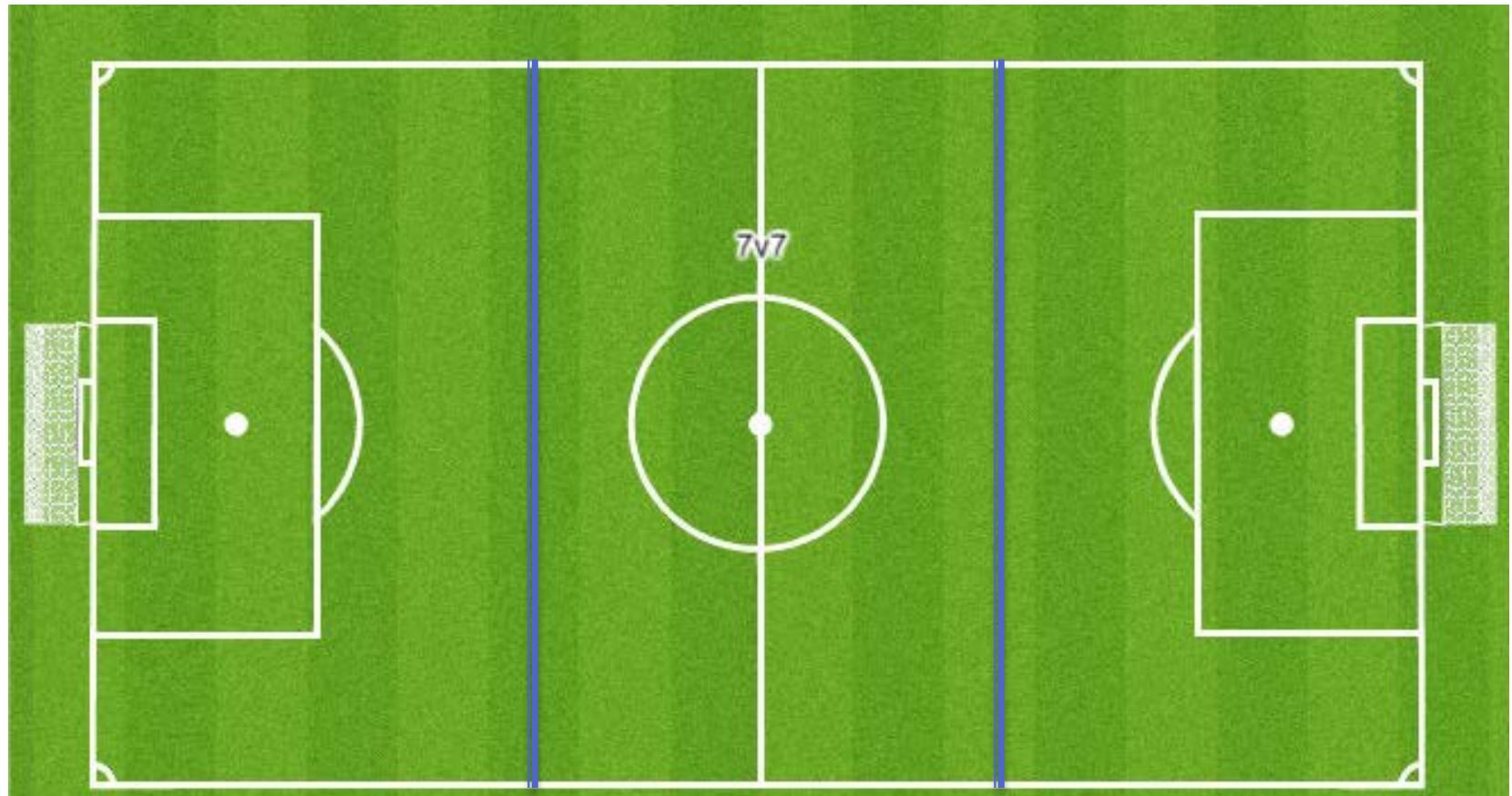


# Goal Keeper Punting

Level	New Rule	Comment
U8-U10	<b>No, use of build out line</b>	<b>US Soccer</b>



# U8-U10 Field Build Out Lines



- Located halfway between penalty area and midfield (some fields may have it located at the 14 yd line)
- 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 behind the build out line.
  - 6 seconds starts after opposing team is behind line
  - Cannot cross 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 kick it.

# Playing Up

Level	New Rule	Comment
<b>U7 Player</b>	<b>Not permitted</b>	<b>SJSL</b>
<b>U8 Player</b>	<b>2 years on U9 or U10 team</b>	<b>No change</b>
<b>U9 Player</b>	<b>2 years on U10 or U11 team</b>	<b>NJYS SJSL</b>
<b>U10 Player</b>	<b>2 years on U11 or U12 team</b>	<b>NJYS SJSL</b>

# U8 Team for Fall 2016:

- ▶ For SJSL, must be age appropriate!
- ▶ No U7 players playing up
- ▶ All players must have been born in 2009



# Majority Rule

- ▶ **New Rule – No majority rule, except required to be 100% age appropriate at U8**
- ▶ **Adopted by SJSL**



# Adding Players

	<b>New Rule</b>	<b>Comment</b>
<b>Adding Transfer Players</b>	<b>5 over a seasonal year*</b>	<b>No change</b>
<b>Interclub Transfers</b>	<b>Unlimited number, once per player</b>	<b>NJYS</b>
<b>Deadline to add transfer players</b>	<b>Feb. 20<sup>th</sup></b>	<b>No change</b>
<b>Deadline to add new players</b>	<b>Round 8</b>	<b>New</b>
<b>Sitdown Rule</b>	<b>No</b>	<b>No change</b>
<b>Secondary Carding</b>	<b>Not permitted</b>	<b>No change</b>

# Playing Time

	New Rule	Comment
<b>U8-U10</b>	<b>2x30 min</b>	<b>No change</b>
<b>Break time between halves</b>	<b>5 min</b>	<b>No change</b>



# Field and Goal Size

	<b>Field Size</b>	<b>Goal Size</b>	<b>Comment</b>
<b>U8-U10</b>	<b>47-70 yds long x 30-45 yds wide</b>	<b>6.5' x 18.5' 7' x 21'</b>	<b>SJSL NJYS US Soccer</b>



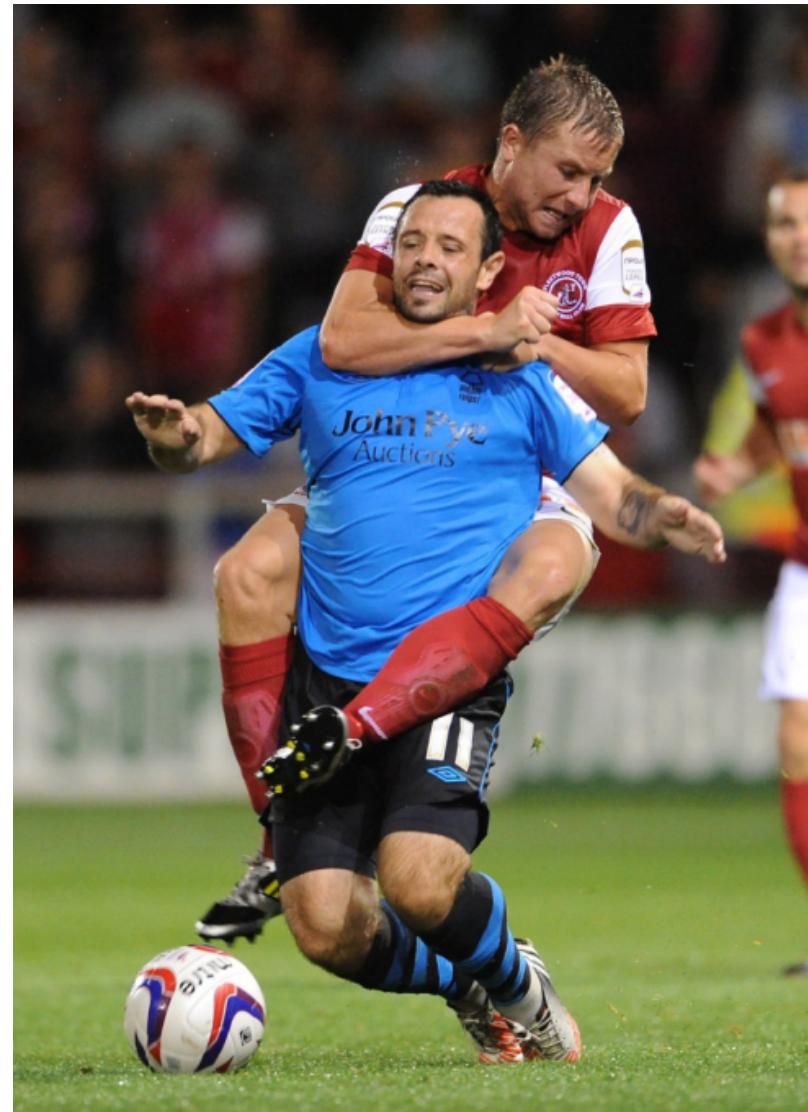
# Heading

- ▶ U11 and below: **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!



# IFAB Rule Changes

- ▶ Rule changes effective June 1, 2016 **BUT** for NJYS, will not be in place until Spring 2017.
- ▶ ie. Ball does not have to move forward; arms do not count for offside; attempted violent conduct receives red card even without contact



# Mercy Rule

(Bob Cooper)

- ▶ 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

(Bob Cooper)



Any questions?



