

SIGN IN!

SIGN IN NOW



- ALL SJSL coaches sign in up front by the stage
- ALL SJGSL coaches sign in before entering the auditorium

SOUTH JERSEY SOCCER LEAGUE



SOUTH JERSEY GIRLS SOCCER LEAGUE



JOINT COACHES' MEETING

FEBRUARY 10, 2020

7:30PM

TIMBERCREEK HIGH SCHOOL

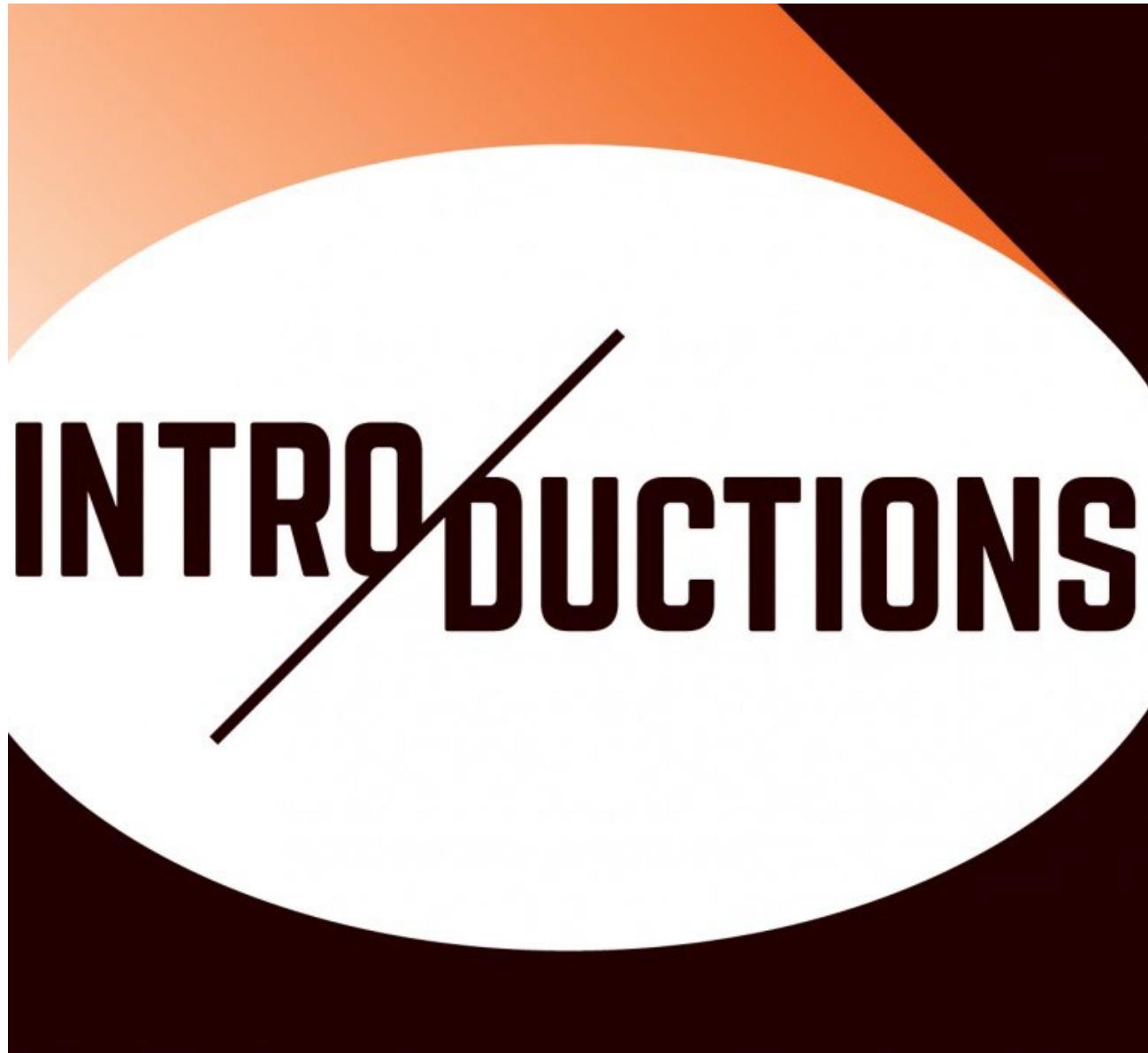
SJ GSL SCHOLARSHIPS

■ Congratulations
to the
**2020 SJ GSL
Scholarship
Winners**



- **EvaMarie Meldrum**
- **Ashleigh Pharis**
- **Arabella Scelza**
- **Ryan Hodnett**

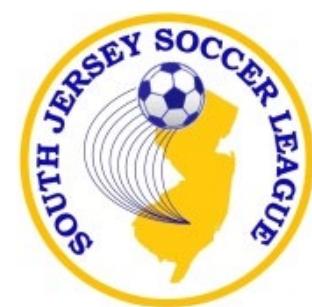




INTRODUCTIONS

SJSL EXECUTIVE BOARD

- 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: [Vacant](#)
- Associate Member: [Mark Roxberry](#)



SJ GSL EXECUTIVE BOARD

- President: **Paul Mayovich**
- Vice President: **Heather Talarico**
- Treasurer: **Vacant**
- Registrar: **Jenn Storer**
- 1&2 Games Commissioner: **Steve Peterson**
- 3 Games Commissioner: **Jenn Storer**
- 4 Games Commissioner: **Barry Fitzgerald**
- 5 Games Commissioner: **Rob Barr**
- Referees: **Austin Barr**
- Recording Secretary: **Jenn Storer**
- Member at Large: **Pete Adams**
- Administrator: **Mike Veneziani**



VOLUNTEERS

- We need more help!
- Open board/assistant/committee positions
 - See *Larry Young/Heather Talarico*
- Coaching Education Instructors
 - See *Bob Cooper*



SPRING SCHEDULE

- The Spring 2020 Schedule will be posted on or about **March 1st** and will be 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, which is a yellow circle with a soccer ball and the text "SOUTH JERSEY SOCCER LEAGUE". Below the logo 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." To the right of this note is a search bar labeled "Search for Teams" with a placeholder "Team name or ID" and a "Search" button. Below the search bar is a section titled "Male Groups" with three columns for U8, U9, and U10. Each column has sections for "Schedule" and "Standings", followed by four "Flight" sections (U8 Flight 01 to U10 Flight 04) each containing "Schedule" and "Results" links. The page number "8" is visible in the bottom right corner.

RATINGS

- Feedback was received from head coaches, club reps and club presidents. Some coaches were not selected by their clubs at the time the ratings were started.
- 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 Fall have nothing to do with the Spring.
- Flights usually consist of 6 teams to maximize the number of games played.
- There are usually fewer team in the Spring than the Fall



RATINGS

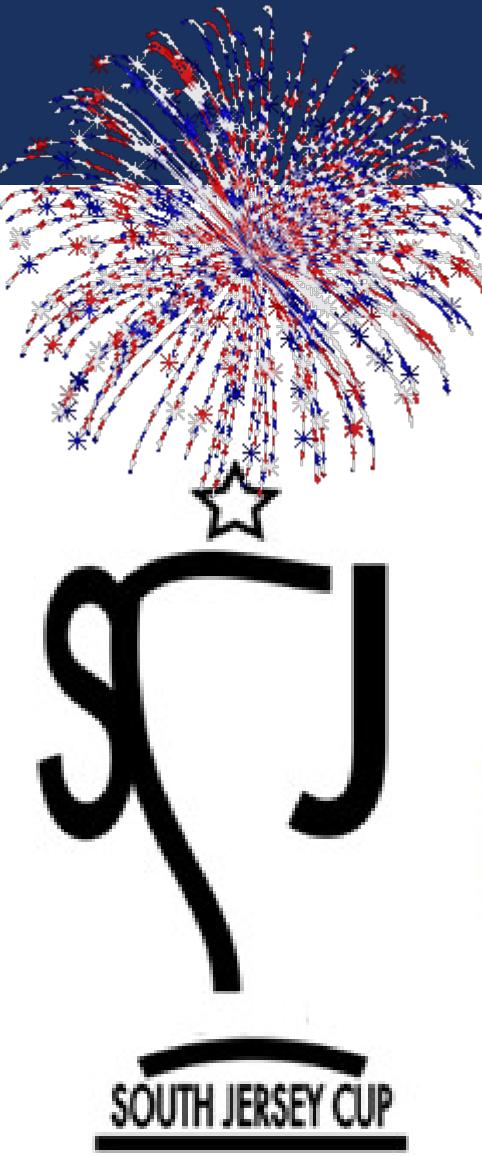
- SJSL - There are no ratings within a flight – just alphabetical order.
- SJGSL – Teams are ranked within their flights.
- Emails were sent to all teams before the ratings were posted. Most alignment issues were resolved before the official comment period.
- Tournament results have no impact on league ratings.
- Please do not 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
ROPNSKIQUMZXBV



SJ CUP

- 2019-2020
- U10 – U15
- 250 teams
- 12 Brackets
- Self scheduled group matches
- April 25/26 – Semi final games
- May 30/31 – Final games



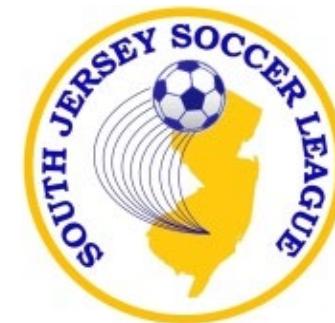
SELECT PROGRAM



SJGSL

2020

Summer Select
(Registration is Open)



SJSL

Select
(Yes/No?)

SJ SOCCER LEAGUES COACHING EDUCATION



- Two - Level 1 classes were scheduled:
- Classroom sessions:
 - Wednesday, February 12th, 6:30pm-9:30pm, Millville SC (**OPEN**)
 - Friday, February 21st, 6:30-9:30pm, Deptford SA (**CLOSED FULL**)
- Field sessions:
 - Saturday, February 15th, 8:00am-2:00pm, Millville SC (**OPEN**)
 - Sunday, February 23rd, 8:00am-2:00pm, Deptford SA (**CLOSED FULL**)
- One - Level 2 class is scheduled:
 - Classroom - Thursday, Feb 27th, 6:30pm to 9:30pm, Audubon SC (**OPEN**)
 - Field - Saturday, Feb 29th, 8:00am to 2:00pm, Audubon SC (**OPEN**)

SOME QUICK
REMINDERS



NO PASS – NO PLAY – NO EXCEPTION!

- If you and/or your players are not carded, you will 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.
- If a player or coach is lined out, they are not eligible to play.

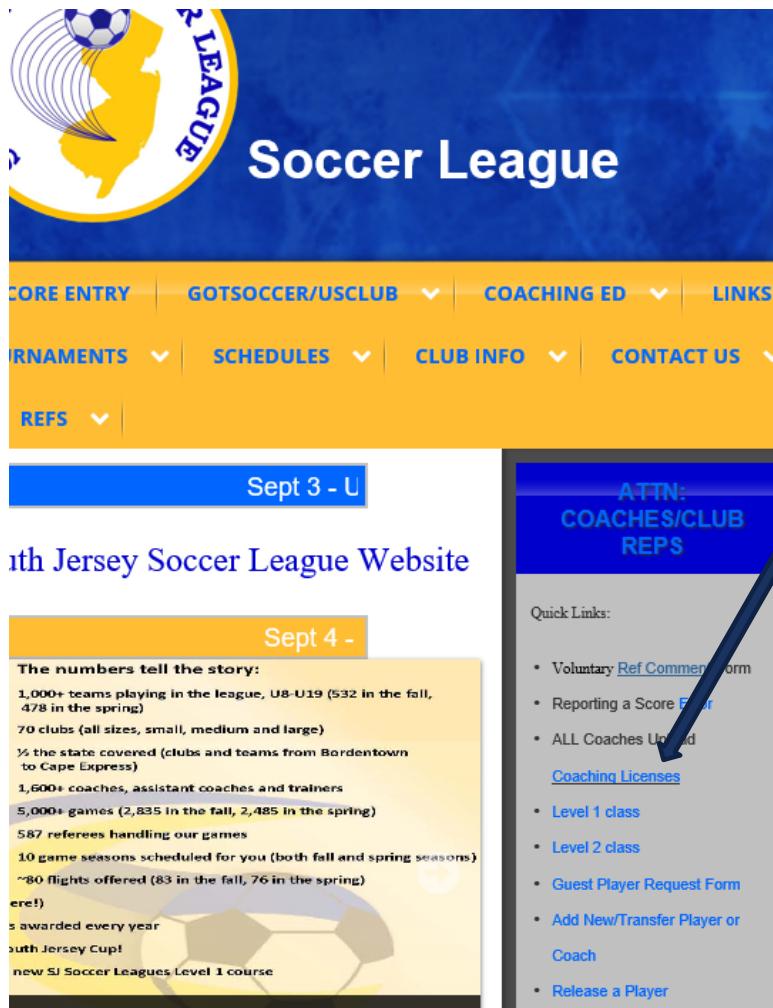


GDRS AND PASS NUMBERS

- Like last season, 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.

The image shows two screenshots of a software interface for managing sports teams and players. The top screenshot is titled 'Application Information' and includes fields for 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: 1, Losses: 0, Ties: 0), Team Colors (Navy Blue, Neon Green), Preferred Division (1), Player ID Numbers (Default: USClub), Team Communication Preferences (Team Contact, Team Coach, Team Manager checked), Guest Player Preferences (Allow unassigned Guest Players to email manager and coach if available), and a Save button. A teal arrow points from the 'Default' dropdown to the 'USClub' option with the label 'Change to USClub'. The bottom screenshot is titled 'Player - [REDACTED] (Soccer)' and includes sections for Login Information (Login: Ok - Player Login is Active, Username: zachary68541), Player Photo ([NO PHOTO]), Player Identification (Competition Level: Competitive, Player ID #: NJ949600101, USClub ID #, Full Legal Name, Gender: Male, Date of Birth: 2/25/2006, State or Association Registered: New Jersey), Additional Information (Jersey #, Rating, School District, Grad Year, Primary Position, Notes (optional)), and Contact Info (Address, City, State/Province, Postal Code, Phone, Mobile, Email, Text Msg Address, Date Created, Last Updated). A red arrow points from the 'Player ID #' field to the 'USClub ID #' field with the label 'Old #' not valid in SJS'. A green arrow points from the 'USClub ID #' field to the 'Player ID #' field with the label 'Fill in US Club #'.

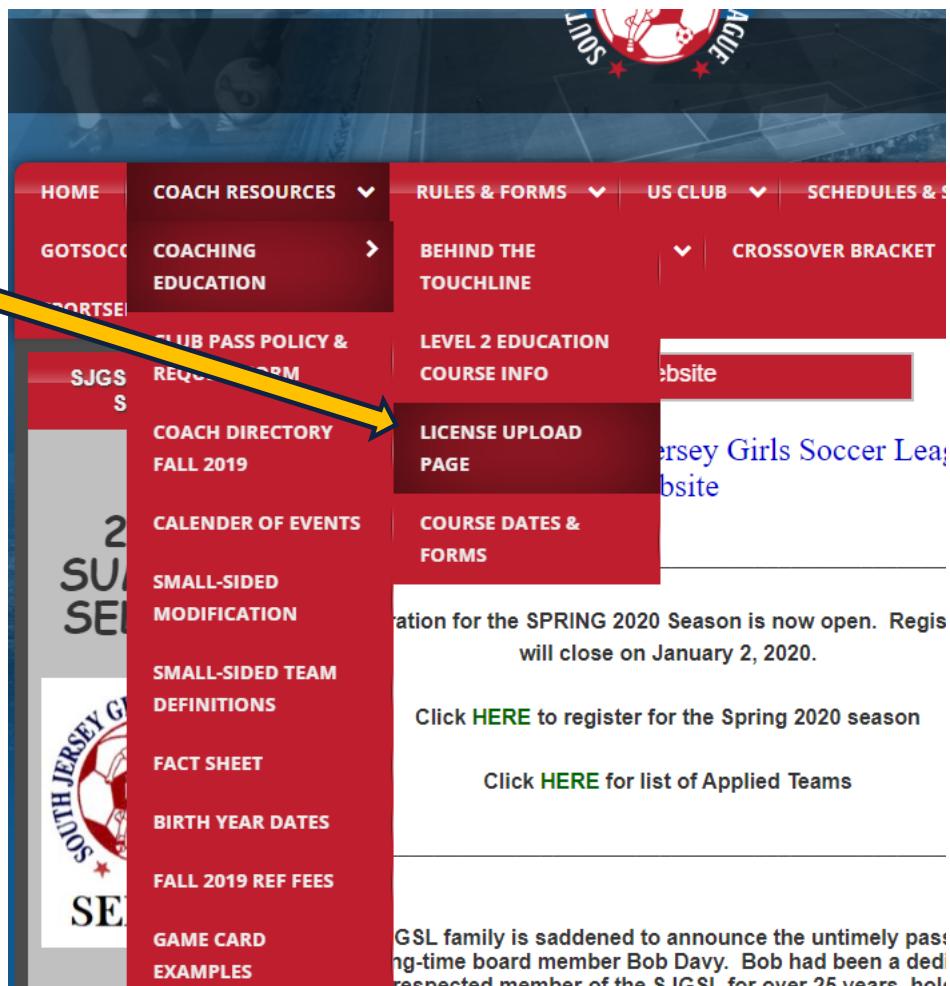
COACH LICENSES



- 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' licenses (with Rutgers safety course); USC/NSCAA Nat'l and Adv Nat'l (with Rutgers safety course), or the NJ state licenses (**obtained prior to 12/31/19**). No Grassroots licenses are accepted.

COACH LICENSES

- For SJGSL:
- Under Coach Resources, then Coaching Education, and then License Upload Page





South Jersey Soccer League (Boys) - Fall 2019

Web: www.gotsport.com/events/scoring Card Generated: 9/26/2019 3:08:44 PM
 Phone-In: 904-758-0875 Reprint Game
 Event ID: 74038 PIN: 1969 Suspensions indicated with red line



GAME DAY ROSTERS

- You cannot write in ANY information on the GDR, except for a jersey number correction.
- All names, pass numbers and jersey numbers should appear preprinted.
- You must cross out any players that are not participating in that game.
- If your 9v9 or 11v11 active roster is larger than your game day roster limit, you must cross off those players who will not be participating.

Field: Zurich Field

Boys U15 U15 Flight 03

H ATLANTIC UNITED PREMIERE HIGHLANDERS2005 (NJ) Score:

Coach	10018766	Ricardo Leon		
Asst Coach	10018766	Marcelo Torreblanco		

Frozen Event Roster GotSoccer ID# 1278425

USClub ID	#	Name	✓ DOB	Yellow Card	Red Card
1 10271276	3	Oscar Aguilar	6/15/06		
2 10271275	5	Khush Brahmhatt	3/13/05		
3 10271274	7	Kevin Cahuana	4/26/06		
4 10271273	20	Joey Dellance	6/15/06		
5 10271272	8	Anthony Garuffi	12/7/06		
6 10271280	9	Jaron Gomez	8/31/06		
7 10271278	13	Aka Ibeawuchi	8/5/06		
8 10271277	13	Nathan Leon	8/5/06		
9 10271271	2	Cabdel Marshall	10/3/05		
10 SF3840	18	Adrian Martinez	6/21/05		
11 10271269	15	Douglas Mendoza	10/7/05		
12 10271279	4	Jean Murillo	10/2/06		
13 10271268	16	Daniel Perez	5/9/06		
14 10277775		Christopher Rivera	7/27/05		
15 10271266	6	Aldan Torres	11/17/05		
16 10271265	10	Jason Varela	12/19/05		
17 10271264	14	Cameron Welsh	5/26/06		

Date: 9/28/2019

Time: 5:30 PM

Game #: 1900

A MAPLE SHADE SC JERSEY DEVILS 2005 (NJ) Score:

Coach	10019046	Tiffany Heffet	
Asst Coach	10019028	Breanna Heffet	
Asst Coach	10019031	Frank Vindick	
Manager	10270666	Dave Hays	

Frozen Event Roster GotSoccer ID# 1054066

USClub ID	#	Name	✓ DOB	Yellow Card	Red Card
1 10024935	23	Nicholas Bucciero	8/26/05		
2 10024934	5	Joseph Dawson	9/27/06		
3 10024937	4	Tanay Durg	6/21/05		
4 10024941	13	Sean Ginder	12/10/05		
5 10024938	2	Steven Lara	4/12/05		
6 10024943	7	Christopher McGumey	9/19/05		
7 10024934	3	Callyn Ortiz	10/8/05		
8 10024944	8	James Paradise	8/29/06		
9 10024942	11	Dylan Ritter	4/6/05		
10 10024947	15	Jose (David) Sandoval	5/28/06		
11 10024939	16	Aiden Steward	3/27/05		
12 10024939	12	Henrico Taconi	3/21/05		
13 10024940	48	Patrick Vallen	6/19/05		
14 10024946	1	Jayden Vindick	10/9/05		
15 10024936	8	Benjamin Williams	9/13/05		
16 10024945	10	Jason Wilson	5/5/05		

Team Colors: Black; White

Home Goals Final Score

By #	Min.						
------	------	------	------	------	------	------	------

By #	Min.						
------	------	------	------	------	------	------	------

Home Official Sign

By signing this report you agree all items reported are valid

Team Colors: blue; white

Away Goals

By #	Min.						
------	------	------	------	------	------	------	------

By #	Min.						
------	------	------	------	------	------	------	------

Away Official Sign

By signing this report you agree all items reported are valid

Referees Grade USSF ID Number Instructions/Notes

Center	Harry Chandless		
--------	-----------------	--	--

AR #1	Barbara Paugh	5	0020-7231-6511-4540
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AR #2	Danny Ortiz		
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Fourth			
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Ref Fees: U17-19: \$74/4848; U15-16: \$64/4343; U13-14: \$60/3535; U11-12: \$50/2525; US-10/12/20/21: \$40/20/21; US-9/10: \$30/18/19; US-8/9: \$20/16/17; US-7/8: \$10/8/9; Guest players must NOT be handwritten on the roster. Only an approved GDR Adminendum may be used. Roster size limits: U8-10: 14 players; U11-12: 16 players; U13 and above: 18 players. Mercy Rule: If goal diff. at start of 2nd half or any time during 2nd half reaches 7+, 18 players the game and inform the league of the violation. NO PASES, NO GAME DAY ROSTER, NO PLAY, NO EXCEPTION. Ref must Email PDF of both game cards to: U13 & older - SJSLR003@gmail.com U10-U12 - SJSLR002@gmail.com US-U9 - SJSLR001@gmail.com

Sending-Off Offense Codes

SFP - Serious foul play S - Spits at opponent

VC - Violent conduct 2CT - Receives 2nd caution

AL - Offensive, insulting, or abusive language

DGH - Denies opposing team of obvious goal-scoring opportunity

DGF - Denies obvious goal-scoring opportunity to an opponent



South Jersey Soccer League (Boys) - Fall 2019

Web: www.gotsport.com/events/scoring

Phone-In: 904-758-0875

Event ID: 74038 PIN: 1969

Additional notes on reverse: _____

SJSL GUEST PLAYERS



- See Rule 5005
- Must be US Club carded to another team in your club
 - ✓ Must be playing on a team in your flight or lower playing in SJSL
 - ✓ Or may be playing on a team in SJGSL
- Must be requested using online form
 - ✓ By Friday 8pm for Sunday game
 - ✓ Or 48 hrs ahead of game played on another day
- Must be needed (max number of regular players cannot exceed)
 - ✓ 8 players for 7v7 teams
 - ✓ 10 players for 9v9 teams
 - ✓ 12 players for 11v11 teams
- May be used with the following limitations:
 - ✓ Requested in time using the online form
 - ✓ Must be approved by SJSL and players appear on preprinted roster addendum form
 - ✓ Max of four (4) players to a game
 - ✓ Max of three (3) approved requests per team per season

“SJGSL ONLY” CLUB PASS PLAYERS

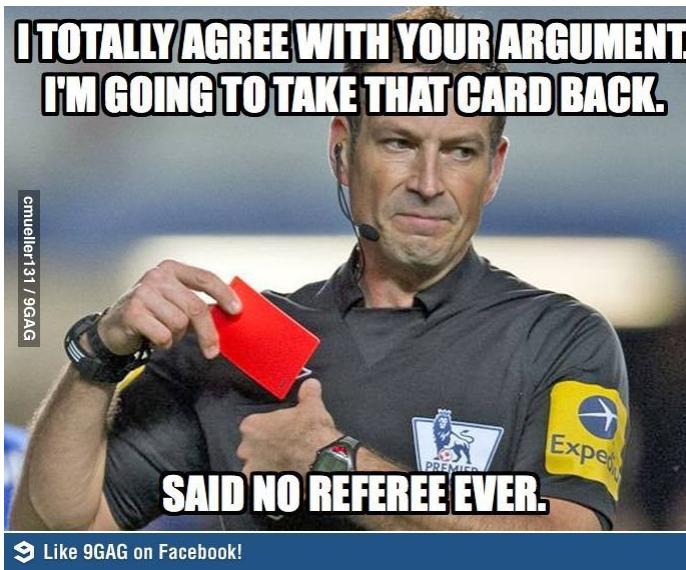


- All club pass player requests must be submitted by March 4th to be available to play Round I.
- CP player changes can be submitted at any time during the season.
- May take up to 4 days to show up on your roster.
- Additional requests should be emailed to Mike at:
sjgslad@gmail.com
- Players are not eligible to play until they appear on your GDR.

REF EVALS



- SJ GSL
- Mandatory Referee Evaluations
- Must be submitted no later than 48hrs after the match



- SJSL
- Voluntary Referee Evaluations
- Both good and bad comments are welcome

FACT SHEETS

(NEW LOTG ADDENDUM!)

SOUTH JERSEY SOCCER LEAGUE



FACT SHEET

All Divisions Spring 2020 Season

(Revision February 6, 2020)

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 be used for the Spring season, with the noted changes included on the LOTG Addendum.**

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 **BOTH** game day rosters 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

(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, the coaches may agree on a volunteer. 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 league approval) to be played prior to the end of the 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:

SOUTH JERSEY SOCCER LEAGUE

LOTG Addendum



FACT SHEET

All Divisions Spring 2020 Season

(Revision February 6, 2020)

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 be used for the Spring season, with the noted changes. This addendum is to be used for the coach's information and may not be used to challenge a referee's decision.**

Law 3 – substituted player(s) must leave on the players' side of the field and immediately go to the technical area, unless expressly directed by the referee

Law 5 – an injured player who is awarded a penalty kick and will be the kicker does not have to leave the field when treated for the injury

Law 7 – medical stoppages (drink/cooling breaks) – may be given to allow drink breaks of 1 min. and "cooling" breaks of 90sec to 3 min.

Law 8 – the team that wins the coin toss can choose the goal to attack or to take the kickoff; the team that decides which goal to attack takes the kickoff in the second half

Dropped ball – dropped for one player on the team that last touched the ball and everyone else must be 4.5 yds away. Ball is in play when it touches the ground. If dropped ball goes into goal without first touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's goal.

Law 9 – dropped ball will be awarded if the ball hits the referee/match official and: (1) a goal scored; (2) a team starts a promising attack or (3) possession changes.

Law 10 – GK cannot score by throwing the ball directly into the other goal. A goal kick will be awarded.

- *the hand/arm is above/beyond their shoulder level (unless the player deliberately plays the ball which then touches their hand/arm)

The above offenses apply even if the ball touches a player's hand/arm directly from the head or body (including the foot) of another player who is close.

Except for the above offenses, it is **not usually** an offense if the ball touches a player's hand/arm:

- directly from the player's own head or body (including the foot)
- directly from the head or body (including the foot) of another player who is close
- if the hand/arm is close to the body and does not make the body unnaturally bigger
- when a player falls and the hand/arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body

An indirect kick is awarded if a GK touches the ball with their hand after clearly attempting to kick the ball to restart play.

Team officials/coaches can receive a YC/RC; if the offender cannot be identified, the head coach will be carded.

Caution offenses include: persistently leaving the technical area; delaying the restart by your team; dissent by word or action including throwing things and gestures; persistent unacceptable behavior; showing a lack of respect for the game.

Sending off offenses include: delaying restart by opposing team; acting in a provocative or inflammatory manner; throwing/kicking an object on to the field; entering the field to confront a referee at half time/end of the game; using abusive language.

All verbal offenses are restarted with an indirect free kick.

Law 13 – With a defensive wall of at least 3 players, all attacking players have to be at least 1m away. An indirect free kick is awarded if they encroach.

For free kicks from inside the penalty area:

For 7v7 matches: *Cannot cross the build out line until the ball: clears the penalty area, or it is touched by a second player on the kicking team

For 9v9 matches: *Cannot enter the penalty area until the ball: clears the penalty area, or it is touched by a second player on the kicking team

IFAB®

THE
INTERNATIONAL
FOOTBALL
ASSOCIATION
BOARD



FIFA®



THEIFAB.COM
SINCE 1886

Laws of the Game 2019/20

Many of the Law changes for 2019/20 reflect solutions to 'problem areas' raised by all parts of the football family.

In accordance with the requirements of The IFAB that potential Law changes should be considered within the structure of the **play fair!** initiative, all changes for 2019/20 fall into at least one of the initiative's three focus areas:

improving **player behaviour** and increasing **respect**

increasing **playing time**

increasing **fairness and attractiveness**





<https://www.youtube.com/watch?v=IDlaMrMSJz4&feature=youtu.be>



<https://www.youtube.com/watch?v=xp-ayKSO4sQ&feature=youtu.be>



<https://www.youtube.com/watch?v=MDokOMPxnZg&feature=youtu.be>

SJSL/SJGSL SPECIFIC HOT TOPICS

GOAL KICK
SUBSTITUTIONS
DROPPED BALL
HAND BALL

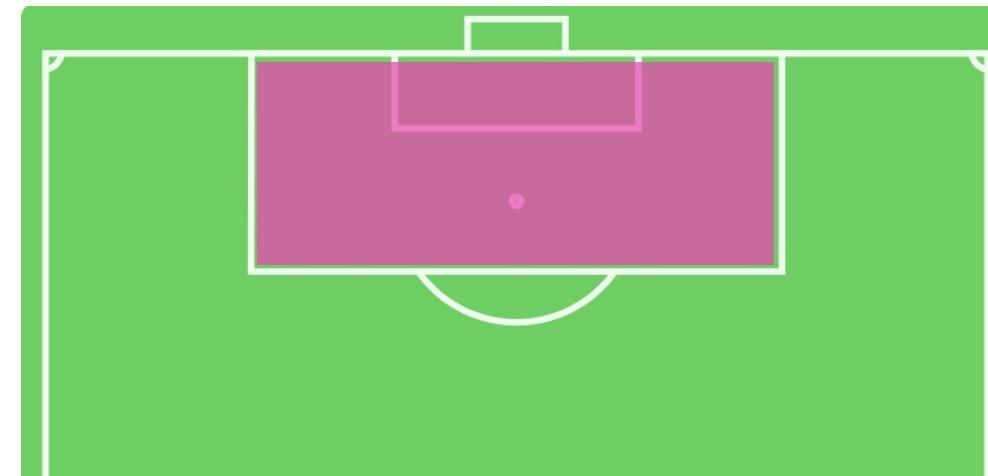
“IN THE OPINION OF THE REFEREE”

- Reminder – each match is controlled by the referee.
- Decisions are made to the best of the referee’s ability, in the “spirit of the game” and in the opinion of the referee.
- These decisions must be respected.
Law 5.



GOAL KICK

- For 7v7 matches:
- Cannot cross the build out line until the ball:
 - Clears the penalty area, or
 - It is touched by a second player on the kicking team
- For 9v9 matches:
- Cannot enter the penalty area until the ball:
 - Clears the penalty area, or
 - It is touched by a second player on the kicking team
- For 11v11 matches:
- Cannot enter the penalty area until the ball:
 - Is kicked and clearly moves



SUBSTITUTIONS

- ALL substitutions will be made on the players' side of the field, unless the referee indicates otherwise.



DROPPED BALL

- Dropped ball goes to one player on the team that last touched the ball.
- There is no challenge for the ball.



LAW 12 – “HANDBALL”

- It is natural for a player to put their arm between their body and the ground for support when falling.
- Having the hand/arm above shoulder height **is rarely a ‘natural’ position** and a player is ‘taking a risk’ by having the hand/arm in that position, including when sliding
- If the ball comes off the player’s body, or off another player (of either team) who is close by, onto the hands/arms it is often impossible to avoid contact with the ball

LAW 12 – “HANDBALL”

- When the GK clearly kicks or tries to kick the ball into play, and the ‘clearance’ attempt is unsuccessful, the goalkeeper can then handle the ball without committing an offense



RATIONALE FOR THE CHANGE;

- Moves the focus from “intent/interference” (mental) to “outcome/impact” (physical).
- Makes a similar change for some “accidental” handball situations and when it is not clear if the handball is deliberate.
- The focus is now intended to be more “factual”
- Has the hand/arm had the effect of creating a bigger “barrier” for the ball/opponent (outside the normal playing silhouette)

“HANDBALL”

- “Tips of the fingers to the articulation of the shoulder”
- The fact that the ball **may contact** the hands or the arms during the course of the game **is not sufficient, in and of itself, for a penalty to be called.**
- In order for a violation to have occurred, the Referee (or Assistant Referee) must have seen the contact **and** must have judged that the contact violated the Law.



“DIRECT FREE KICK AWARDED”:

- Deliberate handball remains an offense.
- The following ‘handball’ situations, even if accidental, will be a direct free kick:
 - The ball goes into the goal after touching an attacking player’s hand/arm



“DIRECT FREE KICK AWARDED”:

- A player gains control/possession of the ball after it has touches their hand/arm and then scores, or creates a goal-scoring opportunity



“MAKES BODY LARGER”:

- The ball touches a player's hand/arm which has made their body unnaturally bigger



“ABOVE THE SHOULDER”

- The ball touches a player's hand/arm when it is **above their shoulder** (**unless** the player has deliberately played the ball which then touches their hand/arm)



“USUALLY NOT A FREE KICK”:

- The following **will not usually** be a free kick, unless they are one of the above situations:
- The ball touches a player's hand/arm directly from their own head/body/foot or the head/body/foot of another player who is close/near



“ARM CLOSE TO BODY”

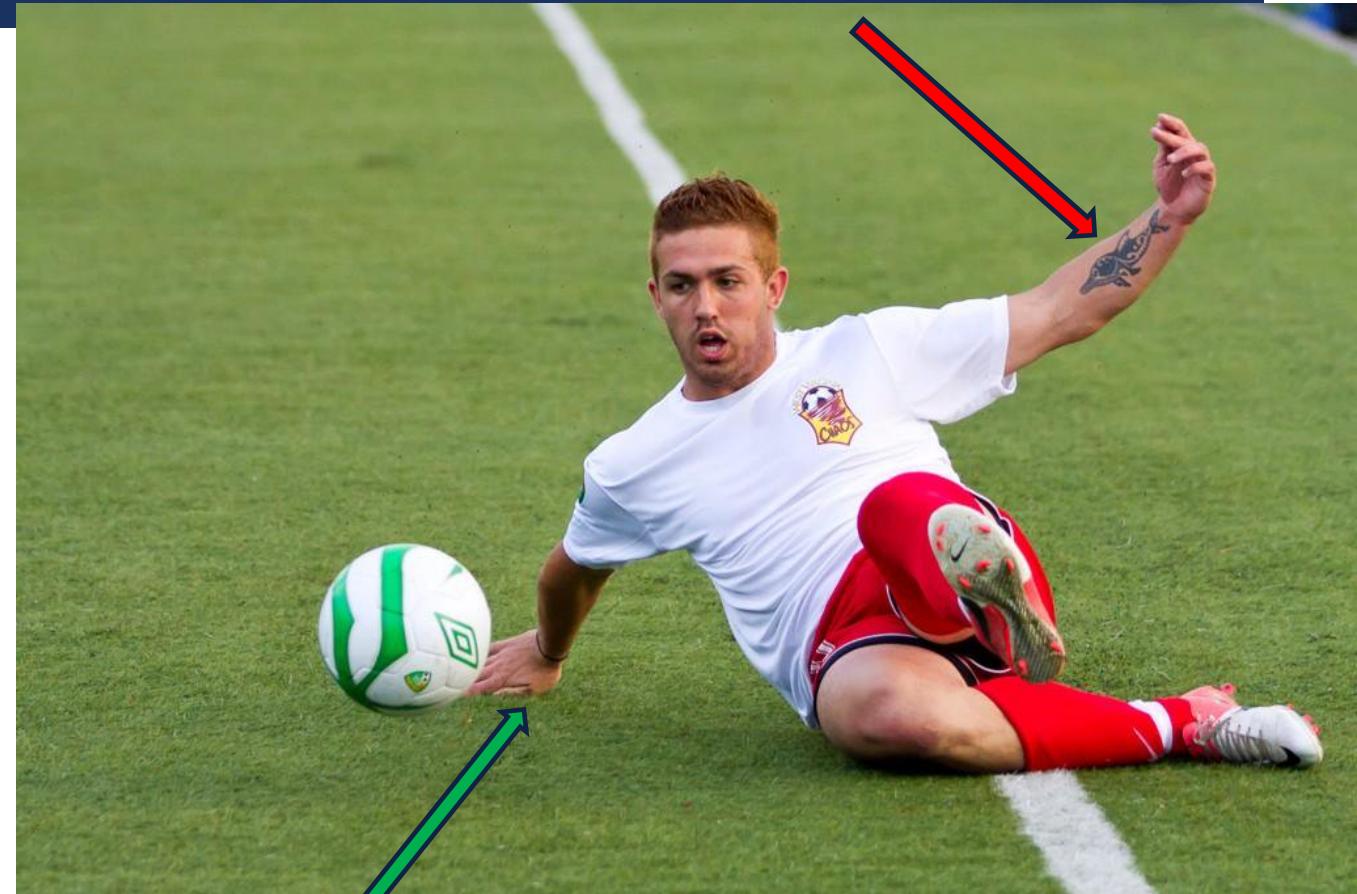
- The ball touches a player's hand/arm which is close to their body and has not made their body unnaturally bigger



“FALLING PLAYER”

- If a player is falling and the ball touches their hand/arm when it is between their body and the ground **to support the body** (but not extended to make the body bigger)

Offense if ball makes contact here
(making the body larger)



NO Offense if ball makes contact here (supporting body)

“GK ATTEMPTS TO CLEAR”

- If the goalkeeper attempts to ‘clear’ (release into play) a throw-in or deliberate kick from a team-mate but the ‘clearance’ fails, the goalkeeper can then handle the ball



QUESTIONS?



ALL TEAMS MUST SIGN OUT! (IF YOU DIDN'T ALREADY SIGN IN)

