



CLUB REP TRAVEL SOCCER HANDBOOK

(Revision August 6, 2013)

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PURPOSE

This handbook is designed to assist the club representative in fulfilling his/her club's responsibilities to the South Jersey Soccer League in accordance with the league Constitution, Rules and Regulations, and Executive Board policies. The goal is to ensure that the teams associated with each club are properly informed and prepared to compete in accordance with the official league guidelines. For the most up to date procedures and guidelines, the club rep should always check the league and state websites and gotsoccer.com.

ABOUT SJSL

The South Jersey Soccer League ("SJSL") was founded in 1967 as an affiliate of New Jersey Youth Soccer ("NJYS") and the United States Youth Soccer Association ("USYSA"). The SJSL Executive Board serves as the governing body at the league level for the member clubs and administers the policies and procedures as set forth by NJYS, the USYSA, and in accordance with the SJSL Constitution and the Official League Rules and Regulations. The league supports the concept of "Fair Play" as described by NJYS and the USYSA, while emphasizing the establishment of a safe and organized playing environment for our youth soccer players.

SJSL has over 75 affiliated member clubs across the southern half of New Jersey, from Northern Burlington to Cape May, comprising more than 500 boys travel teams from U-8 through U19. Member clubs are represented in the league by club designated travel representatives. SJSL holds monthly general membership meetings with the club representatives to pass on registration and league information, provide updates and instruction, and to maintain a mechanism for communication between the league and the member clubs.

SJSL organizes and operates a seasonal playing structure encompassing fall and spring playing seasons and a separate Division I/II schedule. The league provides for a team rating process, establishes team conferences, schedules games and fields, arranges for referees, and provides a supervisory presence for the operation of the league.

SJSL also offers other important soccer related activities and events throughout the year, including (as applicable) a "Select Team" program and scholarships to qualified graduating high school seniors. For more information, please visit the SJSL website at www.sjssl.org.

Who do I contact if I have questions?

The Club Rep should contact the league if he/she has any questions that they are not able to answer by using this handbook or by referencing the league website. The Club Rep should send an email to the appropriate board member based on the guidelines contained in the Contact Person Check List. See supra pages 4-5 and on the club website at www.sjssl.org. The preferred method of contact is by email.

Who should coaches contact if they have questions?

Coaches should first contact the Club Rep for their club with any questions that they might have. If the Club Rep is unable to answer the question, the Club Rep should contact the league on behalf of the coach(es). The coach(es) should not generally contact the league directly without first discussing the matter with their Club Rep.

Who should parents contact if they have questions?

Parents should first contact their coach and/or Club Rep for their club with any questions that they might have. If the coach and/or the Club Rep is unable to answer the question, the Club Rep should contact the league on behalf of the parents.

Who should I direct my questions to?

Contact Person Check List <i>(The preferred method of contact is by email.)</i>		
<i>Issue</i>	<i>Contact Person</i>	<i>Email/ Phone Number</i>
Gotsoccer Questions	NJYS	support@njyouthsoccer.com 609-490-0725
Score Reporting problems/questions	Information Officer (Joe Arone) AND Current Season's Games Commissioner	sjslio@verizon.net (609) 261-9633
Game questions, issues, including: canceling/rescheduling/ realignment	Current Season's Games Commissioner	
	Fall (Mike Trojak)	Fallcommish@comcast.net (609) 313-1258
	Spring U8-14 (Helmut Lackermayer)	springcommish@comcast.net (856) 327-9252
	D1/D2 Spring U15-19 (Larry Young)	Lyoung218@comcast.net (609) 284-6493
Player Transfer/Sit Down Rule questions	Registrar (Chuck Snyder)	snydercjr@verizon.net (856) 779-9568
Player passes (obtaining new passes/ return of transferred player passes)	Registrar (Chuck Snyder)	snydercjr@verizon.net (856) 779-9568
D1/D2 Spring U15-19	D1/D2 Spring U15-19 Games Commissioner (Larry Young)	Lyoung218@comcast.net (609) 284-6493
Poor Conduct Report questions	Grievance Chairperson (Tom Olbrich)	sjslgc@comcast.net 856-231-0390
Fines (game related penalties) and return of suspended player passes	Grievance Chairperson (Tom Olbrich)	sjslgc@comcast.net 856-231-0390
Questions/Issues regarding Yellow or Red Cards	Grievance Chairperson (Tom Olbrich)	sjslgc@comcast.net 856-231-0390
Fines (score reporting)	Current Season's Games Commissioner	
	Fall (Mike Trojak)	Fallcommish@comcast.net (609) 313-1258
	Spring U8-14 (Helmut Lackermayer)	springcommish@comcast.net (856) 327-9252
	D1/D2 Spring U15-19 (Larry Young)	Lyoung218@comcast.net (609) 284-6493

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<i>Issue</i>	<i>Contact Person</i>	<i>Email/Phone Number</i>
Fines (payment questions)	Treasurer (Tom DiValerio)	tomdivalerio@comcast.net (856) 547-7246
Mercy Rule questions (understanding rule, not fines)	Trustee (Bob Cooper)	profcoop@yahoo.com (856) 693-4000
Appeals (initiating and status)	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
Select Program questions	Information Officer (Joe Arone)	sjslio@verizon.net (609) 261-9633
Scholarship Program questions	Treasurer (Tom DiValerio)	tomdivalerio@comcast.net (856) 547-7246
Sportsmanship Award	Trustee (Gary Rambo)	the3ds3@comcast.net (856) 232-2024
Arbiter questions	Registrar (Chuck Snyder) or General Secretary (Jim Miller)	snydercjr@verizon.net (856) 779-9568 jmiller14@epix.net (717) 548-4741
Travel Rep Handbook questions	Trustee (Bob Cooper)	profcoop@yahoo.com (856) 693-4000
Club Entry Procedures	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
Preseason home field vs. division schedule conflicts	General Secretary (Jim Miller)	jmiller14@epix.net (717) 548-4741
League Registration	Registrar (Chuck Snyder)	snydercjr@verizon.net (856) 779-9568
Referee comments (good and bad)	Grievance Chairperson (Tom Olbrich)	sjslgc@comcast.net 856-231-0390
Referee assignment issues	Registrar (Chuck Snyder)	snydercjr@verizon.net (856) 779-9568
Website questions	Webmaster (Larry Lehr)	larry@pgsoccer.org (609) 420-9580
General questions that do not fit in any of the above categories	Information Officer (Joe Arone)	sjslio@verizon.net (609) 261-9633

What is a Club Rep or Travel Rep?

Upon acceptance into the SJSL, each member club is responsible to designate a club representative **and** his/her alternate to serve as a liaison between the club and the league. Only the officially designated club representative is authorized to vote on behalf of the member club. The club rep is usually a member of the executive board of the member club, but is not required to be one. The club representative (hereinafter the “club rep” or the “travel rep”) represents both the club as a whole, as well as each of the boys’ travel teams that are individually registered by that club with the league. The club rep is the primary mechanism through which information is passed from the league on to the member clubs. It is the club rep’s responsibility to ensure that the club is made aware of and conforms to all of the rules and regulations of the SJSL. The club rep is the club contact person for the league. The league will reach out first to the club rep whenever an issue arises between the league and the club or between the league and a particular club team or teams. It is the preferred method of passing on information to the member clubs and their teams.

What are the Club Rep’s responsibilities?

The club rep will have both league and club responsibilities. As a club rep, you will serve as both a resource for the league about your club and as a resource for your club and your club’s teams about the league. Questions from teams within member clubs regarding league policies and procedures should normally be directed to the club representative first. It is important that you educate yourself about the league constitution and on the policies, rules and regulations promulgated by the league as amended. The Fact Sheet provided to all coaches is a helpful guide, but cannot substitute for a working knowledge of the rules, regulations and league guidelines.

As a club rep, it is your responsibility to pass on information provided by the league to your club and to the individual boys’ teams within your club that are registered to play in a given season. You must take notes and collect any information provided at the league general membership meetings. It is your responsibility to understand the information presented by the league so that you can explain it to your club’s coaches. You must have a mechanism in place, by email, telephone, text, club general membership meeting, etc., to pass on the information to your club in a timely and efficient manner. Because the information is occasionally time sensitive, it is suggested that all club reps carry with them an up-to-date club and coach contact list.

What fines/penalties are associated with the league?

The Club Rep should verify the current fines and penalties associated with the league in the SJSL Rules and Regulations posted on the league website at www.sjsl.org. Here is a summary of some of the more common fines and penalties:

Rule	Violation	Fine/Penalty
2003/ 7008(b)	Failure to attend league GM meeting	1 st offense - \$50 Subsequent offenses - \$100 (& can affect team and club standings)
3003	Disbanding team after Feb. 1 st deadline	All transferred players must sit 3 games
6006/6009/ 7003(d)	Forfeits	Game scored as 1-0; fine of full ref fees plus \$100; ineligible for championship
7002(a)	Withdrawing from the league after the ratings meeting	up to \$1,000
7002(b)	Withdrawing from the league after the first game	\$100 per game for each remaining game
7002(c)	Late registrations (if accepted by the league)	\$250 plus registration fees
7003(a)	Improperly filled out game cards	\$25
7003(b)	Failure to report scores	1 st offense – no fine 2 nd offense - \$25 More than 2 - \$50 each More than 4 – lose 3 pts in standings
7003(e)	Use of ineligible player	Forfeit of game plus \$50 fine for 1 st offense, \$100 for each additional offense
	Use of suspended player	Forfeit of game plus \$250 fine per game
	Player carded to >1 team	4 game suspension
7003(f)	Mercy rule violations	1 st offense 8v8 - \$100; 2 nd offense 8v8 - \$200 1 st offense 11v11 - \$200; 2 nd offense 11v11 - \$400
7005(b)	3 cautions in a seasonal year for a player	1 game suspension
7005(c)	2 cautions for dissent in a seasonal year for a player	1 game suspension
7005(d)	2 cautions in a seasonal year by a coach	\$250 fine plus suspension
7005(e)	Coach or team official ejected from a game	Min. 2 game suspension and up to \$500 fine
7005(i)	2 poor conduct ratings in a season	1 game suspension and \$100 fine for head coach
7007	Violent conduct	See table of fines

What is the game rescheduling policy?

SJSL has adopted the following procedure to uniformly handle makeup game procedures:

All reschedules must be done within 2 weeks of the original game. The game does not necessarily have to be played within 2 weeks, but the rescheduled date must be set within 2 weeks.

Coaches' Communications: Coaches should first communicate between themselves as to the best days and times to possibly reschedule a game that was previously canceled. You should try to establish a list of possibilities. This step should be done within 2-3 days of the original game cancellation.

Field Reservation - the home coach must contact their club's field coordinator to check field availability and establish a set field and time. Or they must begin with a list of available dates/times for the coordinator to check with the opposing coach and to make a final decision. This should be done immediately after talking to the opposing coach, preferably within 2 days.

SJSL Games Commissioner Contact: Both coaches should relay via e-mail, the information as outlined below to the games commissioner once both sides have reached an agreement. The Commissioner needs at least 3 days advance notice of a game to ensure that the game is officially rescheduled and referee assignments are made. All rescheduled games need to be scheduled within two weeks of cancellation and played before the season ends. The club rep should be copied on the email to the games commissioner.

Report Reschedules Like This:

Date of game - V-team# - H-team# - where - time - H-coach name & phone#
- reason for game

Example:

9/25 - 3066 at 3065 - Mt. Laurel, Laurel Acres field #4 at 5:00 pm - John Doe 609-888-1234 - Reschedule of 9/4 rainout

If both coaches cannot agree on a make-up date/time of a rescheduled within 14 days, you must communicate with the games commissioner and provide the status of the rescheduling effort! If an amicable resolution is not found, the games commissioner will pick the date, time and location. This will be the mandatory/final reschedule date for both teams. Communication is the key! All rescheduled games must be emailed to the appropriate SJSL games commissioner.

What is the league's Inclement Weather Policy?

Each member club should have its own inclement weather policy in place.

SJSL will follow the following inclement weather policy for league wide decisions:

8:00 - 8:50 am: The SJSL Games Commissioner will make the decision to cancel that day's round depending on weather conditions. For the fall season, the round is normally made up on an open weekend or scheduled as make up games. In the spring season, however, a round cancelled for inclement weather is not normally made up.

8:50 - 9:00 am: The SJSL Games Commissioner will notify all SJSL executive board members and assignors of his/her decision.

9:00 - 9:30 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.sjssl.org website.

9:30 - 10:00 am: If the league is NOT playing, the club reps should begin calling and informing their coaches and directing them to call their teams.

IMPORTANT: If the league IS playing - The club reps need to check their home fields (or check with their club field coordinator) and make a decision as to the playability of the club's fields. If the fields are unplayable or going to be unplayable, the club reps must contact the SJSL Games Commissioner first by **8:30 am** (or other time set by the Games Commissioner) so that the commissioner can contact the referee assignor. Since opposing teams may be travelling a considerable distance, the club rep should next call the coach for those teams that are scheduled for club home games. **PLEASE TELL THE HOME TEAM COACHES TO CALL THE OPPOSING TEAM COACH IMMEDIATELY. The home team is responsible for notifying the visiting team by 10:30 am.** The coaches should then call their players.

Please note that games commissioners have the authority to alter this policy as conditions necessitate. The current policy will always be posted on the league website.

What is the league's Lightning/Thunder Policy?

In accordance with USSF and NJYS guidelines, in the event that lightning/ thunder is observed in the area:

- 1) All league sanctioned games in the area will be stopped by the officially assigned game referee;
- 2) The game clock will be stopped;
- 3) Players, coaches and spectators will be directed to leave the field;
- 4) The game will not be permitted to resume for thirty (30) minutes after the last observed event.

If an additional lightning/thunder event is observed during the stoppage period, the thirty (30) minute clock will be restarted. In no case should a game be restarted less than 30 minutes after the last observed lightning/thunder event.

The maximum stoppage period per game cannot exceed forty-five (45) minutes. In the event that the required stoppage period has reached or will reach forty-five (45) minutes, the game will be terminated.

If a game is terminated before the first half has been completed, the game will be rescheduled and replayed in its entirety. If a game is terminated at any point after the completion of the first half, the game will not be replayed and will count as a complete game for league purposes. The determination of whether or not the game qualifies as a complete game for league purposes will be decided by the league Executive Board.

Examples:

Single Event Observed:

If at any time during the first half (or the second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee. The game clock will be stopped. Players, coaches and spectators will be directed to leave the field. If no other event is observed, the game will resume after 30 minutes. The game clock will be restarted and that half of the game will resume play to complete the remaining time period in the half for that age group (ie. U8-12 – 30 minutes; U13-14 – 35 minutes; U15-16 – 40 minutes; U17-19 – 45 minutes). If the stoppage occurred in the first half, the second half will then be played as originally scheduled. Any additional games scheduled on that field will be delayed by the stoppage period.

Multiple Events Observed:

1. If at any time during the first half (or second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee for the required 30 minute period and other required actions (see above) are taken.
 - a. If 5 minutes into the stoppage period a second event is observed, the 30 minute stoppage period is restarted. The game will now be stopped for a total of 35 minutes. Play will resume after that second 30 minute period expires with no recurrence of a lightning/thunder event.
 - b. If multiple lightning/thunder events are observed during the stoppage period, after each event, the 30 minute stoppage period is restarted. If the cumulative stoppage time reaches 45 minutes, the game will be discontinued.
2. If at any time a game is stopped for a lightning/thunder event and the entire 30 minute period passes and the game restarts before a second event is observed (thus triggering another 30 minute stoppage period), the game will be terminated as the total stoppage time would exceed 45 minutes. For example,
 - a. if a game is stopped for 30 minutes for an event that occurred during the first half, and a second event occurs, either in the first or second half, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).
 - b. if the game is stopped for the first time during the second half and the entire 30 minute stoppage period runs before a second event is observed, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).

What are the league's referee fees?

Effective September 1, 2013

Division	U-	Referee Fee for Multiple Games at site		Referee Fee for a Single Game at a site	
		Referee	AR	Referee	AR
1	17-19	\$64	\$40 each	\$70	\$46 each
2	15-16	\$58	\$38 each	\$64	\$44 each
3	13-14	\$52	\$30 each	\$58	\$36 each
4	11-12	\$46	\$26 each	\$52	\$32 each
5	8-10	\$32	\$16 each	\$38	

What is the 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 will enforce a zero tolerance policy.

Under no circumstances should the goal differential in a SJSL sanctioned game become 7 or more goals.

In order to minimize such unsportsmanship like behavior, in games where the coach allows the goal differential to become 7 or more goals 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 to first allow the coaches an opportunity to remedy the situation. If the second half starts with the goal differential being 7 or more goals, or if at any time during the second half of play the goal differential reaches 7 or more goals, the referee will immediately signal the end of the game and leave the field.

Whenever a game is terminated for a mercy rule violation, the referee is to be paid the complete game fee and he/she must report the game as a mercy rule termination on his/her report to the League. A resumption of the game is NOT permitted. Early termination of a game for a mercy rule violation is a sanctionable offense. The "winning" coach will be required to attend a sportsmanship seminar conducted by the SJSL, and will be subject to fines and a suspension. See Rule 4.13. It is important for coaches, teams, and parents to understand that the league will not tolerate these types of violations.

The SJSL has developed the small-sided program in particular with the objective to have players enjoy the game and develop their skills. Extreme score differentials are not in keeping with this philosophy, regardless of the intent of the opposition. It is possible that there will be teams in the small-sided program that are scheduled against each other that are not competitively matched. It is the responsibility of both coaches, regardless of which end of the score you are on, to manage the remainder of the game within the rule. The critical concept here is communication. The League expects both coaches to collaborate in managing the game so that a potentially embarrassing and disheartening event can become as much of a positive experience as possible.

Coaches may wish to consider the following options for managing the game when it becomes obvious that the competition is unevenly matched so it does not reach the point where the Mercy Rule is applied:

- Restrict shooting to outside the penalty area
- Require players to shoot with their non-dominant foot
- Designate a player through which the ball must go
- "Quietly" remove one or two players. You may only go down to six players.

It is important to remember that these or similar actions should be taken well BEFORE the goal differential reaches 7. Please be reminded also that adding players to the field of play is not an acceptable solution. Please retain a copy of this document with your game day materials to clarify any confusion on the part of the referee or coaches in the application of the rule.

What rules does the league have regarding small sided team promotion?

The South Jersey Soccer League has established a small-sided program that focuses on the core values of player development, an orientation towards team play, and good sportsmanship. Member clubs and their teams are expected to function in a manner consistent with these core values and will be held accountable for actions inconsistent with such. The following policy guidelines have been developed for member clubs and their teams to provide a basis under which they can promote their small-sided teams.

- Public records of standings or game scores are not to be maintained. Only the small-games commissioner will maintain a record of game scores of each team to support the placing of teams in appropriate competitive brackets. These records are confidential and may be shared only with the ratings committee.
- Unofficial standings or game scores are not to appear in newspapers, newsletters, emails, club websites, team websites or other publically accessible media. Clubs may award participation awards. There are to be no jackets, trophies or other awards mentioning flight or conference championships or first place.
- Standings are not to be maintained by flight or division coordinators and shared among the teams in any fashion. The coordinator may only share game results with coaches of the teams in his/her division.
- Teams may report game results in local newspapers with the inclusion of player names and that of their opponent. However, there are to be no references to the unofficial standing or game score of that team in the publication. Nor should there be any descriptive references to the score, e.g. Team A buried team B in a South Jersey Soccer League contest in Flight 3”. The game should be referred to as “Team A beat Team B in a South Jersey Soccer League contest in Flight 3”. This can be done with a reference to the players who scored.

Any questions relating to these policy guidelines should be referred to the Games Commissioner.

What is the rule on playing up?

“PLAYING UP Rules & Recommendations”

AGE	# of Years	RULE Players:	AUTHORITY
U6 and Below	0	Are NOT permitted to play on a travel soccer team.	NJYS Policy
U7	1	Can play up on a U8 team if the team consists of >50% U8 players, and if permitted by the club. U7 players cannot play on a U9 or higher team.	NJYS Policy
U8	1-2	Can play up on U9 or U10 team if also permitted by the club. U8 players cannot play up on a U11 or higher team.	NJYS Policy
U9	1	Can play up on U10 team if also permitted by the club. U9 players cannot play up on a U11 or higher team.	NJYS Policy
U10	1	Can play up on U11 team if team consists of >50% U11 players. U10 players cannot play up on a U12 or higher team.	NJYS Policy
U11- U14	1	Can play up one year, if also permitted by the club. U14 age appropriate players cannot play up on a U16 or higher team.	SJSL Recommendation
U15 and Above	1-4	All Division 1&2 players are permitted to play up, if also permitted by the club.	SJSL Policy

Where?

Where can I find the league's rules, regulations and policies?

Information regarding the league's rules, regulations and policies can be found on the league's website at www.sjssl.org.

The league Constitution and Rules and Regulations are available in pdf format and can be found on the website on the left hand side menu. The league forms and policies can also be found in the left hand side menu. Alternate links to these documents can also often be found under the tabs for Coach Resources and Club Ref Info.

Where can I find copies of required forms?

Copies of all required forms can be found on the league's website at www.sjssl.org and/or on the state website at www.njyouthsoccer.com.

Where can I find information regarding the scholarship program?

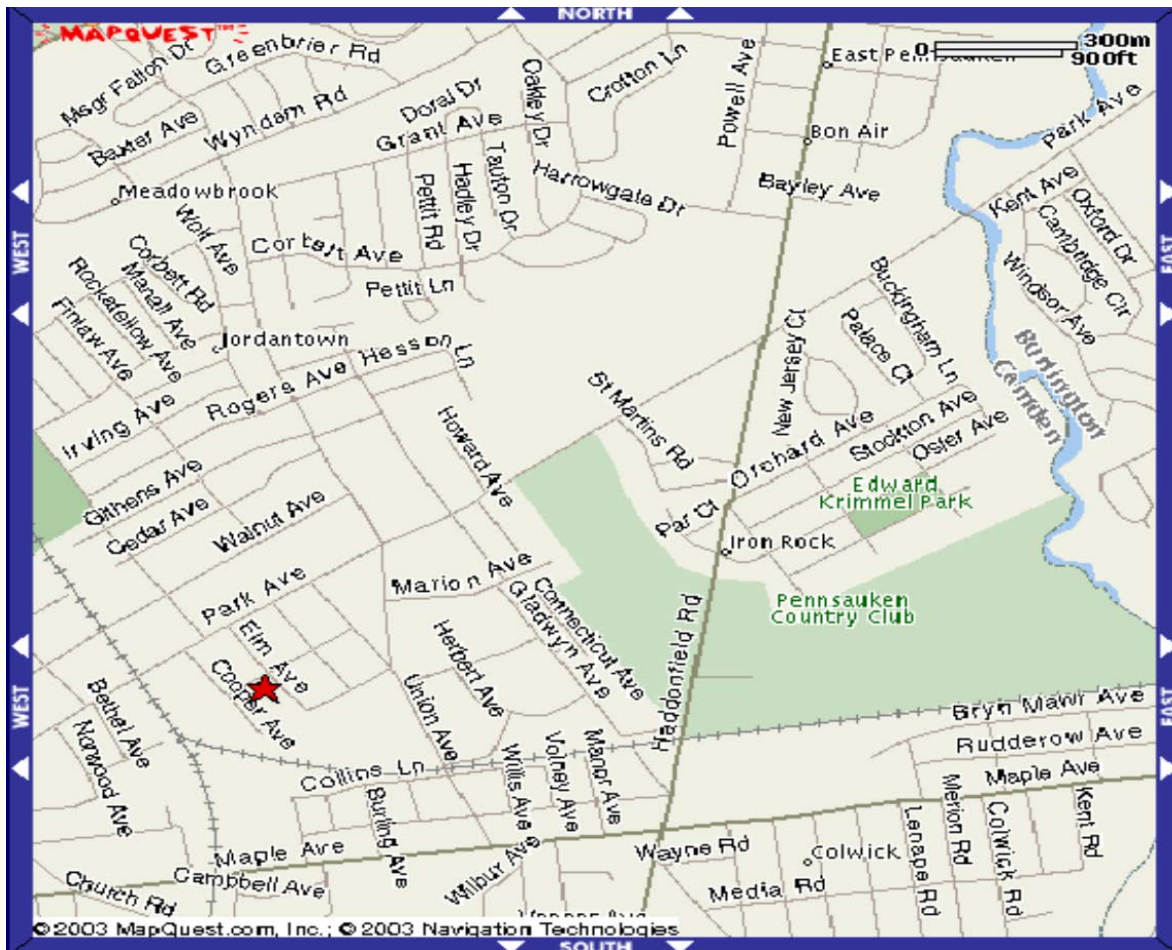
Information regarding the league's scholarship program can be found on the league website on the left hand side menu at www.sjssl.org. The eligibility guidelines, application deadline, and the application form are available on the website.

Current SJSL players and former players who have participated in the SJSL for at least four years and who will graduate high school in spring of the application year and who will continue their adult education are eligible for a scholarship award, subject to the approval of the SJSL Executive Board. All applicants must have participated in the South Jersey Soccer League for boys. All applicants participating in other leagues and not fulfilling the four year participation requirement in the SJSL for boys will not be considered.

Where?

Where are the league meetings held?

The regular monthly league general membership meetings are held at the Pennsauken Youth Athletic Association (“PYAA”) hall on the corner of Marion Avenue and Elm Street in Pennsauken, New Jersey.



Directions:

From Haddonfield Rd. - If traveling North on Haddonfield Road, you will pass the Cherry Hill Mall and then Pennsauken Country Club. Go left at the light onto Park Ave (Bayards Chocolate on right). Take Park Ave approx. 1-1/4 mile and turn left onto Elm Street. PYAA is on your right after the stop sign.

From Route 295 - Exit to Route 73 North, take Route 73 to Route 130 South, move quickly into right lane and take the Union Ave jug-handle. Cross Route 130 on Union Ave and turn right onto Park Ave. Turn left onto Elm Street. PYAA is on your right after the stop sign.

When are the league meetings held?

SJSL General Membership meetings are held:

at 8:00 p.m.
on the Third Thursday of each month
(unless otherwise indicated)

at the Pennsauken Youth Athletic Association (“PYAA”) hall on the corner of Marion Avenue and Elm Street in Pennsauken, New Jersey

The Club Rep MUST attend ALL league meetings. **Attendance is mandatory.**

These meetings are scheduled for the months of September through June, coinciding with the seasonal year. Because there will be times when a GM meeting is not necessary during the seasonal year, the Executive Board may periodically cancel a meeting. The cancellation notice will be posted on our website approximately ten (10) days to two weeks prior to the scheduled meeting date.

CLUB REPRESENTATIVES SHOULD ALWAYS ASSUME THAT THE MEETING WILL BE HELD. PLEASE REGULARLY CHECK THE LEAGUE WEBSITE (www.sjssl.org) FOR MEETING CANCELLATION NOTICES.

When are mandatory coaches’ meetings held?

The mandatory coaches’ meetings are typically held?

at 8:00 p.m.
on the First Tuesday (and Wednesday if necessary) before the First Round of Play

If there are two meetings, the Tuesday night session will be for Full-sided teams (U11 and above), and the Wednesday night session will be for Small-sided teams (U10 and below).

Meeting locations are emailed to all coaches and posted on the SJSL website at www.sjssl.org.

The Head coach for ALL teams MUST attend. **Attendance is mandatory.**

Club Rep must ensure that the head coach for each team in his/her club, or a coach carded to that team, attends the mandatory coaches’ meeting.

When should I card my team?

You should card your team early enough to ensure that your team is properly carded in time to participate in South Jersey Soccer League play. Please do not wait until the last minute. Teams should not wait until the weekend of the first game to attempt to get their team carded. All teams should be properly carded through getsoccer and through their respective District Commissioner BEFORE the mandatory coaches' meeting.

When can I add a new player?

You can add a new player to your team at any time as long as he/she was not previously carded to a team during the seasonal year on USYS passes. There is no limit on the number of new players that you can add during the seasonal year as long as you satisfy the roster limitations. Players added after the start of Round 7 will not be eligible to play in league games for that season.

When do I have to disband my team?

You can disband your team at any time, but to avoid the application of the 3 game sit down rule for your players that will be released, you must disband your team BEFORE February 1st.

When can players transfer teams?

1. Players may only transfer from a team in one club to a team in another club during the applicable Transfer Window established by the SJSJL Executive Board.
2. The Fall Transfer Window will open on December 1st of the current year and close on February 20th of the next year.
3. The Spring Transfer Window will open on June 1st and close on August 1st of the current year.
4. All paperwork must be completed and approved by the applicable district commissioner prior to the end of the relevant period. Player passes stamped after the close of the applicable Transfer Window will be invalid for league play.
5. All documentation requirements, transfer restrictions and sit down periods will continue to apply.

Why am I required to complete a Kids Safe form?

Kids Safe forms are required by NJYS to be completed by all coaches, trainers, managers and other adults working with the youth on your team. Forms are available on the state website at www.njyouthsoccer.com.

Why am I required to take a concussion awareness course?

The Legislature of the State of New Jersey passed a bill to raise the awareness of concussions amongst youth athletes. This bill requires coaches to have head injury safety training to help in the recognition of concussions.

To support this effort, NJYS requires all coaches to take on line Concussion Awareness Training and be able to present a certificate verifying that they have completed the course. All coaches must have the certificate with them when they are coaching. There are two online training courses that a coach may take that will meet this requirement. Both of these course are free and will provide you with a certificate at the completion of the course.

1) The Center for Disease Control (CDC) Heads Up: Concussion in Youth Sports is a free, online course available to coaches, parents, and others helping to keep athletes safe from concussion. It features interviews with leading experts, dynamic graphics and interactive exercises, and compelling storytelling to help you recognize a concussion and know how to respond if you think that your athlete might have a concussion.

2) The National Federation of State High School Associations Concussion in Sports - What You Need To Know. The National Federation of State High School Associations (NFHS) and Centers for Disease Control and Prevention (CDC) have teamed up to provide information and resources to help educate coaches, officials, parents and students on the importance of proper concussion recognition and management in high school sports. Mick Koester M.D., ATC, Chair of the NFHS Sports Medicine Advisory Committee and Director of the Slocum Sports Concussion in Eugene, Oregon takes you through this course and will discuss the impact sports-related concussion can have on your players, how to recognize a suspected concussion, the proper protocols to manage a suspected concussion, and the steps to help your player return to play safely after experiencing a concussion.

How do teams register to play in SJSL?

Teams must be “registered” in 2 places: usingyourhead and getsoccer.

The Club Rep is responsible for overseeing and ensuring that his/her club’s travel teams are all properly and timely registered for each season of play!

SJSL utilizes an online team registration process. This is separate from the getsoccer registration process. The head coach of each club team has the ability to register his/her team to play in SJSL. The Club Rep has the ability to register any and all teams within his/her club to play in SJSL in lieu of the head coach. The Club Rep also has the ability to add a new coach and/or to remove a coach from the registration process.

The Club Rep should check on the status of each team’s registration in his club on at least a weekly basis. Teams that miss the registration cutoff will generally NOT be accepted for that season. In limited cases, teams may be accepted as late registrations on an as-needed basis only and will also be subject to significant fines and/or late fees.

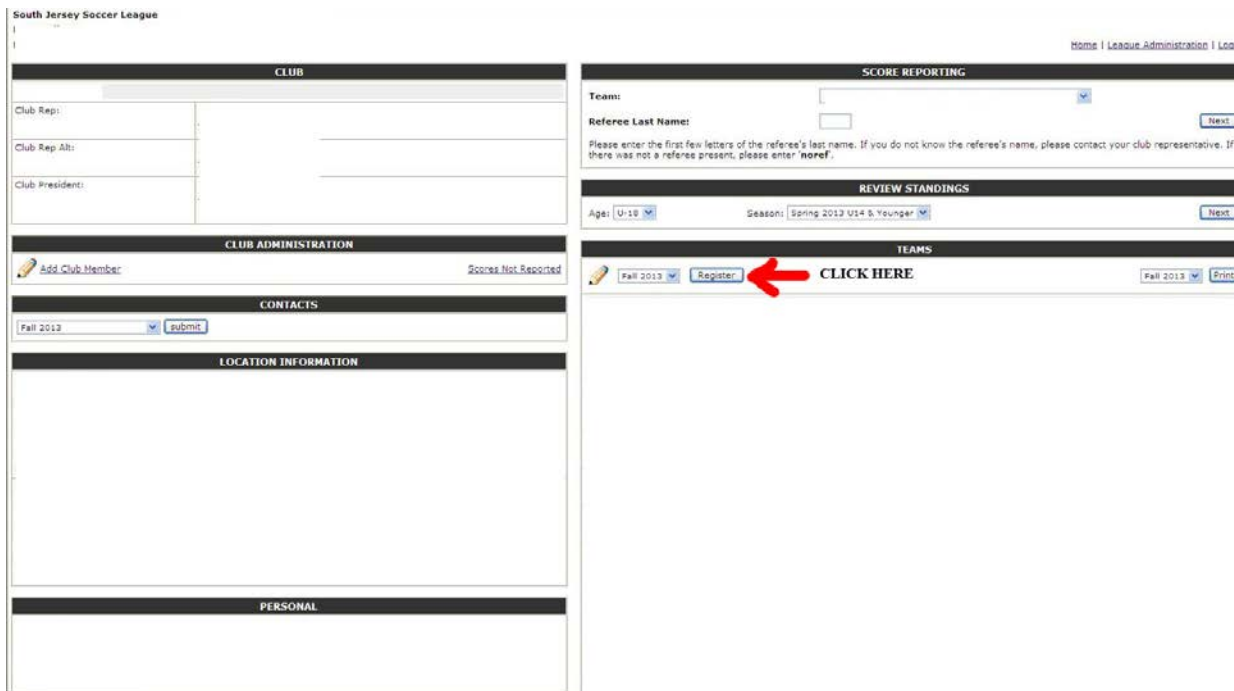
Once the registration period closes, an invoice for the registration fees will be forwarded to the Club Rep and to the president for the member club. It is the Club Rep’s responsibility to bring the invoice and club check for the invoiced fees to the league on the day of registration. All team related fines, penalties or other assessed fees on the individual teams or on the club must be satisfied prior to or on the day of registration. If the full amount of the invoice (including fines) is not satisfied by the day of registration, no teams from that club will be accepted for registration.

Teams that have missed the registration cutoff CANNOT be added when the Club Rep comes to pay the registration invoice.

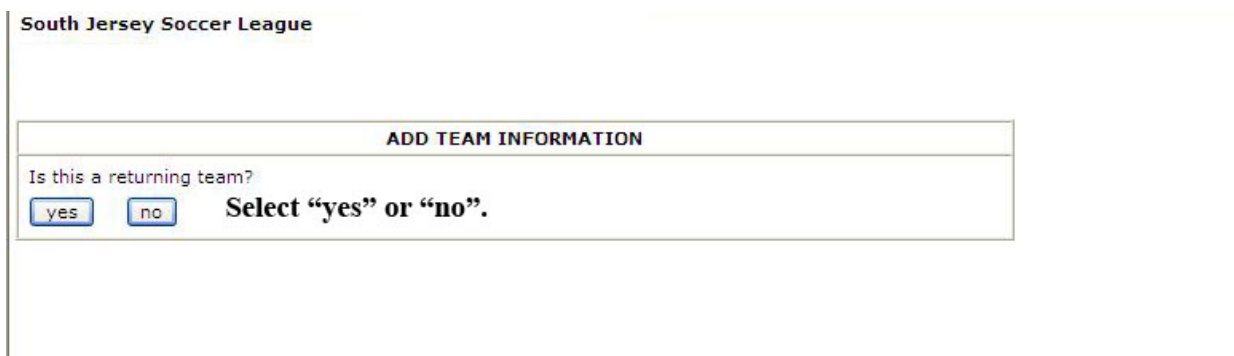
Once the registration and related fees are paid, the Club Rep will receive the necessary registration materials on the day of registration for each team registered to play in their club for the current SJSL season.

How do I register a team to play in the SJSL in usingyourhead?

To register a returning team, after you login to usingyourhead, click on the “Register” button.



Next, select “yes” for returning team and “no” for new team.



If a returning team, select your previous team name and number from dropdown list.

South Jersey Soccer League

ADD TEAM INFORMATION

Please select team:

8123 U-9 Fire - Spring 2013 U14 & Younger

Select returning team name

If returning team, much of this will be populated. Make sure information is correct or make changes as necessary. New teams will have to fill in all information.

South Jersey Soccer League

ADD TEAM INFORMATION

Head Coach:	<input type="text"/>	Add or correct team info.
Assistant Coach:	<input type="text"/>	
Team Name:	Fire *	Make sure you select the correct Age for current season.
Age:	<input type="text"/> *	
Season:	Fall 2013	
Previous Team No.:	8123	
Jersey Colors:	Red/white *	
Suggested Conference:	<input type="text"/> *	
Comments:	<input type="text"/>	
	<input type="button" value="next"/>	

* Required Field

PLEASE DO NOT USE THE BROWSER 'BACK' BUTTON. IF YOU NEED TO EDIT TEAM INFORMATION, PLEASE COMPLETE THE FORM AND RETURN TO THE TEAM FROM THE MAIN CLUB SCREEN.

Fill out information about the players that make up your team.

South Jersey Soccer League

MODIFY TEAM EVALUATION INFORMATION

U-10 Fire (Fall 2013)

Add players:

new <input type="button" value="v"/>	number of players <input type="text"/>	prev. season team number <input type="text"/>	<input type="button" value="add"/>
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Add info about players on team for evaluation.

Add tournament:

name <input type="text"/>	A or B flight <input type="text"/>	Won <input type="text"/>	Lost <input type="text"/>	Tied <input type="text"/>	Placed <input type="text"/>	<input type="button" value="add"/>
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PLEASE DO NOT USE THE BROWSER 'BACK' BUTTON. IF YOU NEED TO EDIT TEAM INFORMATION, PLEASE COMPLETE THE FORM AND RETURN TO THE TEAM FROM THE MAIN CLUB SCREEN.

Click on “Submit Team” to complete the process.

Remember to also “register” your team through getsoccer. Failure to register your team in BOTH places could result in your team being ineligible for league play.

How do I make sure that my coaches are correctly and timely carding their teams?

It is the Club Rep's responsibility to make sure that all teams in his club are correctly and timely carded for play in the league.

To ensure that teams are corrected carded, it is suggested that the Club Reps take a proactive stance. Below are *sample* guidelines that you may pass out (after personalizing for your club) to the head coaches of the boys travel teams in your club that are registering to play in SJSL. This is intended to supplement, not replace the guidelines for completing the registration materials as required by NJYS through gotsoccer.com.

To ALL Coaches:

ALL pass packets must be turned in to the Boys Travel Commissioner for review prior to their submission to the District Commissioner.

All completed packets must be turned in **PRIOR to** (Day/Date) (or sooner if your team is attending a preseason tournament.). Please do not wait until the last minute!

If there are any discrepancies that need to be fixed, I will call you prior to submitting the packet. Please leave your packets in the box outside of my front door. Please include your name, your team's name and your telephone number on the outside of the packet envelope. I will submit the packets to the District Commissioner ("DC") after I have reviewed them and determined that they are acceptable.

The DC will call you when your packet is completed. Please do not call the District Commissioner directly! Also please note that the District Commissioner will not approve packets submitted on Friday through Sunday, until the following Monday. If you are planning to attend a preseason tournament, please try to complete your packets as early as possible to ensure that I have time to review them and the DC has time to card the team. Please email me when you have dropped off your packet in my box.

You should make sufficient copies of the Coach Membership Form, the Player Membership Form, and the Medical Release Form for each coach and player on your team. The forms are available on the SJSL website (www.sjsl.org) or the New Jersey Youth Soccer website (www.njyouthsoccer.org). Each coach, manager, trainer and other adult working with the players on your team **MUST** also complete a Kids Safe form and turn it in with your packet. (It doesn't matter if you've done one before). The Non-Volunteer Membership Form, if needed, must be completed through the NJYS Office.

How do I correctly prepare the paperwork to card a team to play in the league?

SAMPLE INSTRUCTIONS:

1. Enter your team roster information into getsoccer and print out 4 copies of your roster.
2. Print out and separate your coach and player passes.
3. Complete the necessary paperwork explained below and gather the required forms, documents, pictures and licenses.

A. For each coach:

1. Complete a NJYS Coach Membership Form
 - You must include an email address
 - League – SJSJ; League # - 14
 - Club - (Fill in your club name)
 - Club # - (Fill in your club number)
 - Team # - (taken from the getsoccer roster)
 - Coach Pass # - should correspond with roster and coach pass #
 - The coach needs to print and sign his/her name and date it
2. Attach a copy of the coach's coaching license - coaches must hold a valid license to be carded. If a coach is not yet licensed and will not be attending a class until after the pass packet is submitted, do not include him/her on the roster. They can be added later. The team must have at least one carded coach to play.
3. The Non-Volunteer Membership Form applies only to paid coaches and trainers. These forms are handled directly by New Jersey Youth Soccer.
4. Coach's Pass
 - Glue a photograph to the back of the pass in the designated spot
 - DO NOT staple or paperclip the photo or use last year's photo or a photocopied, Polaroid or computer generated photo; however, you can upload a photo through getsoccer.
 - DO NOT make any alterations, cross outs, white outs or other changes to information on the card. Be very careful verifying your information before you submit your packet
 - There should be no reason for you to write on the coach's pass

B. For each player:

1. Complete a NJYS Player Membership Form
 - League – SJSJ; League # - 14

- Club - (Fill in your club name)
 - Club # - (Fill in your club number)
 - Team # - (taken from the getsoccer roster)
 - Player Pass # - should correspond with roster and player pass #
 - The parent needs to print and sign his/her name and date it
 - The player needs to print and sign his name and date it
2. Complete a Medical Release Form
- Remember to make copies of the forms for each of your players (you will need them for future tournaments)
 - All information must be completed
 - Forms do not have to be notarized for NJYS play but may be required by other organizations.
3. Attach a copy of the player's birth certificate
4. Player Passes
- Make sure the player's name matches all other paperwork (birth certificate, membership form, medical waiver and roster)
 - Glue a photograph to the back of the pass in the designated spot
 - DO NOT staple or paperclip the photo or use last year's photo or a photocopied, Polaroid or computer generated photo; however, you can upload a photo through getsoccer.
 - DO NOT make any alterations, cross outs, white outs or other changes to information on the card. Be very careful verifying your information before you submit your packet
 - There should be no reason for you to write on the player's pass
5. Individual player packet
- Paperclip together: player's pass, birth certificate, membership form, and medical waiver for each separate player

PLEASE NOTE:

- Blank replacement cards may be obtained from the league. The League Registrar will sometimes make them available at different locations in the area. There is no fee imposed for the blank passes.
- Players or coaches not initially carded, can be added later.
- U8 to U10 teams can only carry 14 players at one time. They are allowed to card 20 players total over an entire year. U11 & U12 teams can carry 18 players at one time and card 24 players over an entire year. U13 to U19 can card 22 players to their roster and card up to 28 players over the course of the year. No more than 18 players may be on the game card for a particular game.

How do I add a player to a team?

The team that the player wishes to play for must complete the necessary paperwork to add the player to that team's active roster. To do so, follow the steps below:

- Verify that the player is not already carded to a team.

If the player is currently carded to a team, the player must be released before he/she can be added to the new team.

- Verify that you have enough room on your active roster and that you will not be exceeding the number of transfers or the total number of players carded to your team for the year:
 - Before adding this player, you had less than:
 - 22 players on your roster (U13 & above)
 - 18 players on your roster (U11 and U12)
 - 14 players on your roster (U8 to U10)
 - If this is a transfer player, you have transferred less than 3 players (who were previously carded to another team) to your team for the seasonal year
 - Over the course of the seasonal year, before adding this player, you had less than:
 - 28 players carded to your team (U13 & above)
 - 24 players carded to your team (U11 and U12)
 - 20 players carded to your team (U8 to U10)
- Ensure that the relevant club and league rules/policies permit the player to be added to your team.

For example, see www.njyouthsoccer.com. Click on "Governing Documents" and then "Bylaws". Check Article XVIII Player Transfer, Release and Roster Limits. See also www.sjsl.org.

- Follow any club specific requirements to add the player

Instructions to add a player to your team through getsoccer are also available on the state website at www.njyouthsoccer.com under the "Registration Info" tab. The instructions included here are intended only as a guide to assist you.

To ADD the player to your team for league and NJYS purposes:

- Go to www.gotsoccer.com and log into your user account. Go to your team account.
 - From the “Home Overview” page, click on “Roster”. DO NOT first go to an event. Team add-ons are done from the main roster screen.
 - Your primary roster should appear. If necessary, you can choose “View by Event” to see how many players you have for each scheduled event.
 - Click on “Register New Player” button.
 - Fill in relevant information. Note – you must include an email address for each player.
 - When you are finished, click on “Save” button.
 - To generate a new roster and player pass, click on the “Home” link on the menu bar and then choose the event name “South Jersey Soccer League Registration”.
 - Click on the “Roster” tab all the way on the right.
 - Your official roster should appear, followed by any previous Adds, and then your Full Team Player List. Next to the player that you just added, click on the “Add” button and then “Ok”.
 - Click on “Standard NJ Roster” and print out four (4) copies of your new roster showing that the new player has been added.
 - To print a player pass for your new player, locate the player’s name on the roster and click on Row 1 to print his/her new pass. (The row number denotes which row on the pass sheet the new player pass will be printed on).
- Take all 4 copies of your revised roster, the Player Membership Form, the medical waiver, a copy of the player’s birth certificate and the player pass to the District Commissioner for your club.
- The District Commissioner will return two copies of your revised roster after signing and approving the Add, the medical waiver, birth certificate and signed/stamped player pass. The player is officially added once the roster and pass are signed by the D.C.

How do I release a player from a team?

The team that the player is currently carded to must complete the necessary paperwork to release the player from that team's active roster. A player **MUST** be released before he/she can be added or transferred to another team. To do so, follow the steps below:

- Ensure that the relevant club and league rules/policies permit the player to be released.

For example, see www.njyouthsoccer.com. Click on "Governing Documents" and then "Bylaws". Check Article XVIII Player Transfer, Release and Roster Limits. See also www.sjsl.org.

- Follow any club specific requirements to release the player

To RELEASE a player from your team for league and NJYS purposes:

- Print out a copy of the "Player/Coach Release Form".

Go to www.njyouthsoccer.com and click on the "Registration Info" tab and under Registration Forms click on the "Release Form" in either Word or pdf format. Make sure that you use the current form. Previous versions of the format are no longer valid to release a player.

or

Go to www.sjsl.org and click on "Forms & Policies" and then click on "NJ Youth Soccer Forms". This will take you to the NJYS website described above.

- Complete the top portion of the form, filling in all blanks. Note that the "Team #" refers to the NJYS team number and not the league assigned team number. Check the appropriate box for player/coach.
- Have the player sign the form.
- Have a club or team official (coach, assistant or official carded to that team) sign the form.
- After obtaining both signatures, make a copy of the form.
- Attach the player's original pass to the two forms. (Use a paperclip, do not staple the pass to the form!)
- Go to www.gotsoccer.com and log into your user account. Go to your team account.

- Click on “Events”. Click on “South Jersey Soccer League Registration”. Your team information should come up.
 - Click on “Roster” (last tab on the right).
 - Locate the correct player and click on “Release”.
 - Click on “Freeze Roster”.
 - Click on “Standard NJ Roster” and print out four (4) copies of your new roster showing that the player has been released.
-
- Take all 4 copies of your revised roster, both copies of the Player Release form (with the player’s and coach’s signature), the player’s pass and a copy of your previously approved roster to the District Commissioner for your club.
 - The District Commissioner will return two copies of your revised roster after signing and approving the release and a copy of the approved Player Release form. The player is not officially released until the form is signed by the D.C.
 - Provide a copy of the officially approved Player Release form to the released player if they are planning to register with another club/team. The D.C. keeps the old pass.

Instructions to release a player to your team through getsoccer are also available on the state website at www.njyouthsoccer.com under the “Registration Info” tab. The instructions included here are intended only as a guide to assist you.

How do I disband a team?

Teams that complete a pass packet and are properly rostered and carded to play in accordance with NJYS guidelines may elect to disband during the seasonal year. See Rule 3003.

To disband, teams must complete the “Team Disbanding Form” promulgated by SJSL and comply with the associated requirements. If the Team Disbanding Form is COMPLETED and RECEIVED by the League Registrar prior to **February 1st**, the players on that team will be declared free agents eligible to transfer to another SJSL team in accordance with SJSL and NJYS rules. Players from the disbanded team that are later added to another SJSL team will count as transfers to the new team, but will NOT be subject to the three (3) game sit down rule. No more than three players from a disbanded team may transfer to the same team unless that team is a Hardship Team as provided for in Rule 3004.

To disband the team,

1. Fill in the required information at the top of the form and check the box marked “Team Disband Form”.
2. Obtain 3 club signatures:
 - Team Coach – signed by the coach, assistant coach or team manager rostered to that team
 - Travel Rep – signed by the Club Rep or assistant Club Rep for that club
 - Club President – signed by the Club President
3. Make 4 copies of the signed form
4. Bring all 5 forms, a copy of the current team roster and all player passes to the District Commissioner.

Once the D.C. approves the disbanding of the team, he/she will return a signed copy of the Team Disband Form to you. This does NOT disband the team.

IMPORTANT: The team is not officially disbanded and the players are not eligible to transfer to another team until they are released in getsoccer by NJYS or the designated authority. The D.C. must forward the information to NJYS Registrar who will remove the players and mark the team as “disbanded”. The players are not eligible to transfer until the Official Roster in getsoccer is marked as disbanded.

How do I form a hardship team?

An existing team or teams from the same club may disband at the end of the fall season and form a new team for the spring season using not more than ten (10) players from one of the disbanded teams. See Rule 3004.

Existing teams from more than one club may disband at the end of the fall season and form a new team for the spring season ONLY with prior SJSL Executive Board approval.

The existing team(s) **MUST** disband prior to utilizing the Hardship team provisions. The team(s) must be disbanded in compliance with Rule 3003.

1. The team(s) must have the approval of the club to form a hardship team.
2. Once approval is obtained, the Club Rep should contact the NJYS Travel Area Commissioner (Gary Rambo) for his approval.
3. If the TAC approves, the Club Rep can then request that the league approve the formation of the hardship team for play in the SJSL.
4. A new pass packet must be requested from the league registrar. The fee for the packet will be set by the league.
5. The team will be carded and registered in the normal course.

How do I report my game score?

Go to the league website, www.sjsl.org, click on “Report Scores” on the end of the top menu bar. Click on the “Report Scores” link

Log in using your email address and your usingyourhead password.

Make sure your correct team is chosen.

Type in the first 3 letters of the last name of your referee. Click on the appropriate referee if there is more than one. Click “Next”

Type in Your Score and Your Opponent’s Score

Appropriately rate your referee and hit “Enter”

How do I report a game score if I did not have a referee?

If the referee for your game was not listed in usingyourhead, use the link on the SJSL web page that says “Ref Not In System”. Please fill in all of the requested information and click submit. This will automatically email the Information Officer who will enter the referee's name into usingyourhead and who will email you when the referee has been entered. It will also email the games commissioner so he knows not to charge you with a late score report. You will never be charged for a late score report if your referee is not listed in the system, provided you use the Ref Not In System link before the score reporting deadline. Do NOT type in “noref” as the name for your referee.

How do I add a coach to my team?

Follow the same procedures for adding a player to your roster for getsoccer and carding purposes. Go into usingyourhead and under your team, next to Assistant Coach, click on “Add”. Select an existing coach or create a new user. Type in a valid name, telephone number and email address. The system will automatically generate a password and email that password to the new coach.

How do I change my email address or password in usingyourhead?

Changing email address or password

After logging in, go to personal information and click modify

PERSONAL INFORMATION

Soccer Coach
coachemail@gmail.com
609-555-1234 Home
1 Any Street
Any City, NJ 08060
[modify](#)

MODIFY MEMBER INFORMATION

First Name: Soccer *

Last Name: Coach *

Email: coachemail@gmail.com *

Phone: 609-555-1234 Home *

Phone (Alt): Home

Address1: 1 Any Street *

Address2:

City: Any City *

State: N *

Zip Code: 08060 *

License: C

Notify User of Changes

Password:

Verify Password:

* Required Field

If you want to change your email address, then highlight the current email address and then type the new email address. Enter submit changes.

To change your password, type in password and verify password. Enter submit changes.

To change phone number is the same as changing email address.

If you change internet providers and your current email address is no longer valid, in order the change email addresses, you still need to log in with the old/invalid email address to log in. The password is still the same.

The SJSJ Board highly recommends that you change your password to something that can easily be remembered.

How do I appeal a decision by the Grievance Chairperson?

All appeals are required to be directed first to the party that rendered the decision. Rule 8002.

Contact the General Secretary in writing, by regular mail or email, stating that you wish to appeal the Grievance Chairperson's decision. Ask that the Chair reconsider the decision rendered. The request should be accompanied by the required appeal fee.

The request must be submitted within six (6) days of receiving the Chair's initial decision.

How do I make subsequent appeals?

The appeal process is described in Rule 8003.

The appeal must be submitted within seventy-two (72) hours of receipt of the previous decision.

The appeal must be in writing, by regular mail or email, and submitted to the General Secretary with the appropriate fee.

How can I keep track of important dates and other information?

Important Dates and Fees

FALL 201_ Mtgs. 7/__, 8/__, 9/__, 10/__, 11/__, 12/__		SPRING 201_ Mtgs. 1/__, 2/__, 3/__, 4/__, 5/__, 6/__		Div. I/II 201_-201_	
Registration Fees		Registration Fees Returning/New		Registration Fees	
8v8		8v8	/	11v11	
11v11		11v11	/		
Registration Date		Registration Date		Registration Date	
11v11 Coaches Meeting Date		11v11 Coaches Meeting Date		11v11 Coaches Meeting Date	
8v8 Coaches Meeting Date		8v8 Coaches Meeting Date			
1st Game		1st Game		1st Game	
No Game on:		No Game on:		No Game on:	
Last date to add players		Last date to add players		Last date to add players	
Last Game		Last Game		Last Game	
Playoffs (if needed)		Playoffs (if needed)		Playoffs (if needed)	
Pickup trophies		Pickup trophies		Pickup trophies	
REF FEES Div. I		REF FEES Div. I		REF FEES Div. I	
Div. II		Div. II		Div. II	
Div. III		Div. III			
Div. IV		Div. IV			
Div. V		Div. V			

FREQUENTLY ASKED QUESTIONS

(Note: Rule citations are subject to change without notice.)

Q. How long is a player pass good for?

A. Player passes are good from September 1 until August 31 of the following year.

Q. How can I find out what Division my child plays in?

A. Each Age Division is comprised of players who are before the 1st day of August of the current year, as follows:

Division I under 19 years of age
Division II under 16 years of age
Division III under 14 years of age
Division IV under 12 years of age
Division V under 10 years of age Rule 1002.

Q. Can I card more than 18 players on my 11v11 team if I expect to have less than 18 actually suit up to play?

A. It depends. U11 and U12 teams cannot have more than 18 players registered at one time or more than 24 players over the course of the year. U13 and above teams can card up to 22 players at one time, but not more than 28 players over the course of the seasonal year. Only 18 players may be included on the game day roster. See www.njyouthsoccer.com. Rule 3001(b).

Q. If a player or a player's pass is challenged at a game, can the player still participate in that game?

A. Yes. At the discretion of his coach, the player challenged may play in the game; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited. Rule 6006(i).

Q. What games, if any, have priority over a scheduled SJS� game?

A. SJS� Games have priority over all other games, except for New Jersey Youth Soccer Cup Games. Rule 6005(d).

Q. My team is 9-0 and in first place, but we do not have enough players to field a team for the final game and must forfeit. Are we still eligible to win the championship in our conference?

A. No. Any team forfeiting a game shall not be eligible to win the conference championship. Rule 6009(b).

Q. If a club cancels a game due to weather related issues before the referee has arrived, does the referee still get paid?

A. If a referee is assigned to a game and goes but the game is not played, the following fees are applicable: (1) Due to weather conditions that have occurred since he left, he is entitled to a full game fee paid by the home team. This applies to all divisions. This fee is only paid for the first scheduled game; (2) Due to teams not showing up, he is entitled to a full game fee, to be paid by the home team, and (3) Once a game has started, he is entitled to a full fee. Rule 6010(c).

Q. Can the club change the location or time of a scheduled SJS� home game?

A. Any requested changes in the schedule or in location of home games, must be submitted to the Games Commissioner or designated league official at least two weeks prior to the scheduled game. The game remains as originally scheduled unless the Games

Commissioner approves the change. Rule 6005(b).

- Q. If a game is canceled because of the weather, does the makeup game have to be played within two (2) weeks of the date for the original game?
- A. No, the Games Commissioner must be informed of the rescheduled date for the game within that two week period. Rule 6008(d).
- Q. If my team is 7-0-2 and the first place team is 9-0-0 and we play one another in the final game of the season and defeat the 9-0 team, will we be crowned as the conference champions?
- A. No. The standing of teams is determined by points as follows: Win - 3 points for winning team; Tie - 1 point for each team; Loss - no points for losing team. The 9-0 team would now be 9-1 and have 27 points. Your team would be undefeated and 8-0-2 and have only 26 points. Rule 6011(a).
- Q. If my team has to forfeit a game, am I still responsible to pay the referee's fees?
- A. A team forfeiting a game may be fined up to \$100 plus referee fees or other costs. Rule 7003(d).
- Q. I registered my team, and we were rated and placed into a conference, but prior to the first game being played, the team disbanded. Can I request to be removed from the game schedule?
- A. Your team will be removed from the game schedule, and your club will be fined up to \$1,000.00 plus forfeit the registration fee. Rule 7002(a).
- Q. We were not able to form a team until after the rating committee met. Can we still be admitted to the league?
- A. No. No team shall be accepted after the rating committee meets. Rule 7002(d).
- Q. One of the parents on my 8v8 team set up a website for the team. We list player stats, game results, and standings. We finished in first place in our conference and wish to get championship jackets. Does the league provide those jackets?
- A. An 8v8 team is prohibited from publishing game scores or standings on a website. The team is not permitted to get jackets that refer to a championship or first place. The league does not provide jackets. Rule 1003.
- Q. I only had 6 players on my team show up for our game. Do I have to forfeit?
- A. Depends. A minimum of seven (7) players constitute a valid 11v11 team. A minimum of six (6) players constitute a valid 8v8 team. Rule 6004.
- Q. When do we move up to a size 5 ball?
- A. Division I, II & III use a SIZE #5. Divisions IV & V use SIZE #4. Rule 6003.
- Q. I forgot my player passes. Can I send someone for them and hand them into the referee at halftime?
- A. No. The coach of each team must present game fees, coaches' passes, the player passes and game card to the referee and opposing coach prior the start of the game. Rule 6006.
- Q. Can a player play in a game if I forgot his pass but I have a copy of the team roster showing that he is carded?
- A. No. Players or coaches without passes are ineligible to participate in the game. Rule 6006(g).

- Q. How long do I have to report my game score online? Can I mail the game card instead of reporting the score online?
- A. You have until noon of the day after the day the game was played. You cannot mail the game card in lieu of reporting the score online. Rule 6009(c).
- Q. If we are losing 7-0 in the first half of our game, will the referee stop the game?
- A. No. The game will be allowed to continue to allow the coaches to remedy the situation. If the goal differential is still 7 at the start of the second or at any time during the second half, the game will be stopped. The game may not be resumed.
- Q. If we are winning 7-0 in the first half of our game, can I direct my team to shoot on our own goal to get under 7? Can we do it more than once so that we are free to shoot on the other goal again?
- A. No. This is unsportsmanship like conduct and sanctionable.
- Q. If a U10 player changes clubs and teams during the seasonal year, is he/she required to sit out 3 games?
- A. U10 players are required to sit out 3 games unless the transfer was the result of the family's relocation greater than 35 miles from the previous home address.
- Q. Can a player change teams any time that he/she wants to?
- A. Depends. If there are transfer window restrictions, the player may be limited as to when he/she may transfer. The player may also be subject to the 3 game sit out rule. In addition, transfers after Round #7 are ineligible to play in the SJSJL games for that season.
- Q. What size should small sided goals be?
- A. All small sided goals are REQUIRED to be 7' x 21'.
- Q. How do I report my score if the opposing team forfeits?
- A. For the referee, enter "FORFEIT" and report the score as 1-0.
- Q. I lost a lot of players to baseball and lacrosse. Can I add more players to fill my roster even if it happens to exceed the maximum limit for the year? Will the league approve a waiver request?
- A. No. The maximum roster limits cannot be exceeded. There are NO exceptions and NO waivers of this rule. It is a NJYS requirement.
- Q. I lost several players to other activities and other sports. I already added 3 transfer players to my team. Can I add a couple more transfer players to fill my roster if I have not yet exceeded the maximum roster size for the year? Can I request a waiver from the league if I will not have enough players to field a team without exceeding the 3 transfer limit?
- A. No. The maximum number of transfer players on any one team is 3. There are NO exceptions and NO waivers of this rule. It is a NJYS requirement.