

**SOUTH JERSEY GIRLS SOCCER LEAGUE
NORTHERN COUNTIES SOCCER ASSOCIATION
SPRING 2021 INTER-LEAGUE PLAY
FACT SHEET**

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

NO PASS, NO PLAY...NO EXCEPTIONS

NO REQUIRED PAPERWORK (SEE BELOW), NO PLAY...NO EXCEPTIONS

ALL staff and players MUST present to the referee a valid approved USCLUB pass (with league name or logo) PRIOR to participating in any inter-league scheduled game. Individuals without passes or who present passes with damaged, missing or replaced photographs are ineligible to participate in the game.

The home league's rules will apply from below chart:

DIVISION	DURATION OF HALVES	Ball Size	Ref	AR
II (U15-16)	2/ 40 min	5	SJ \$64 NC \$80	SJ \$43 NC \$45
III (U13-14)	SJ - 2/35 min NC – 2/40 min	5	SJ \$60 NC 80	SJ \$35 NC 45

COACHES:

- (1) Score Reporting – Each coach must report scores and evaluations online to its home league.
- (2) Parent Conduct - Coaches are responsible for their spectators. Coaches may be cautioned (yellow carded) for not controlling their spectators. In the event a referee cannot determine which team the spectator belongs to, follow home league procedure.
- (3) Confronting the Referee – Any coach who enters the field to confront a referee/argue a call during the match, or confronts the referee during half time or immediately following the match will be guilty of a send off offense (red card).

PLAYERS:

Uniform – Teams will follow the requirements of its league.

Other - A referee has the authority not to allow a player to participate if the player has anything the referee decides is dangerous to that player or to other players. Casts or other protective gear are at the referee's discretion, but a cast MUST NOT extend above the elbow.

GAME STATUS:

No Referee – scheduled games MUST be played even if no referee is present. If there is no referee, the coaches may agree on a volunteer referee. If they cannot agree, both coaches shall nominate a substitute and a referee will be chosen by coin toss. All games played are official.

Field Conditions/Weather– If the referee declares the field unplayable prior to the start of the game, home team pays fee per its league's rules. If after a match starts, the referee abandons the match for weather or any other

reason, the game will be reviewed by the home league before it is determined to be official. Each league will provide an electronic version of the referee report and any assessed discipline for misconduct to the other league.

GAME DAY:

Team Size - The minimum number of players to commence play is seven (7) for an 11v11 team. If a team has fewer than the minimum required number of players, the game cannot be played but a scrimmage among the teams is permitted due to the distance travelled. Each league will determine how results are treated for its teams. Referee fees will be split equally in all situations.

- (1) The Home Team is responsible for proper and safe field and equipment. Coaches must agree upon uniform color in advance to avoid conflict.
- (2) Forfeit Time - Forfeit time will be thirty (30) minutes after the scheduled start time due to distance travelled.
- (3) Pre-Game - The coach of each team will present the fees, coaches' passes, the player passes, and US Club Roster to the referee. SJGSL teams will present its league's game day roster and NCSA teams will present its

league's Match Day Form to the referee PRIOR to the start of the game. The GDR/MDF will list all coaches and additional players playing per its own league's rules.

- (4) Location - Both teams (players and all coaches) shall occupy the same side of the field, and are restricted to the Technical area. All spectators shall be on the opposite side of the field from the teams. League officials and monitors may be present anywhere at the game site except on the field of play. No more than four (4) carded coaches and/or trainers per team are permitted on the players' touchline during a game. If a field has specific Covid-related locations specified, those rules will be followed.
- (5) Substitutions - Unlimited substitutions are permitted if the substitutes are at the halfway line prepared to enter at ANY stoppage. During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except if replacing a goalkeeper.
- (6) Injuries – Coaches shall inform the referee of all game related injuries to be reported on the referee's game card/report. Coaches invited on to the field to tend to an injured player shall do only that. If a coach or team official confronts/argues with the official when on the field for an injury, the coach will be shown a Red Card and sent off.
- (7) Roster Limits –limited to 18 players.
- (8) **MERCY RULE:** Due to distance travelled, there is no mercy rule but goal differential should be no more than 7. If a game is tied at the end of regulation, the teams will report the score as tied but will use KFTM to add an additional element to this inter-league play.
- (9) **Club Pass Player:** SJGSL will allow club pass (CP) players. They will appear on the roster with CP by their name, everything else will be the same as a normally rostered player. NCSA will allow "play-ups" on its teams consistent with its league's rules.
- (10) **Unforeseen Issues:** The home league will have a representative available on the scheduled game date for its home games with authority to resolve all disputes with regard to permission for the game to be played and individuals to participate, with the purpose of allowing participation within requirements of US Club Soccer and USSF.