



SOUTH JERSEY GIRLS SOCCER LEAGUE

FALL 2025 FACT SHEET

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

NO PASS, NO GAME DAY ROSTER, NO PLAY...NO EXCEPTIONS

COACHES:

- (1) NOTE – Referees are responsible for reporting scores. If a score remains unreported by Monday afternoon, please enter it and send a note to Joe and sjgsl.referees@verizon.net informing us.
- (2) Parent Conduct - Coaches are responsible for their spectators. Coaches may be cautioned (yellow carded) for not controlling their spectators. If a referee cannot determine to which team the spectator belongs, the head coach of both teams may be cautioned.
- (3) Decisions made by the official during a match, regardless of outcome, cannot be appealed, as long as the official is acting within their proscribed duties and responsibilities. This includes the issuing of cautions (yellow card) and sendoffs (red card). Remember, the referees are human, and this is about the players. Your behavior on the touchline directly influences the players on the field (and spectators on the sidelines) so please act accordingly.
- (3) The Home Team is responsible for changing jerseys in the event of duplication of colors.
- (4) Forfeit Time - Forfeit time will be fifteen (15) minutes after the scheduled starting time of the game. The referees are to be paid their FULL fees with the forfeiting team paying BOTH halves.
- (5) Pre-Game - The coach of each team will present the fees, coaches' passes, the player passes and game day roster (which shall include the coaches and players' names, pass numbers and uniform numbers including those of CP) to the referee PRIOR to the start of the game. If a coach forgets to bring the team's passes to a game, the referee may accept digital passes shown through the GotSport program only (and not images saved on a phone, etc.).
- (6) 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.

GAME STATUS:

- (1) No Referee – All Div. III-V (U8–U14) 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. Div. I & II 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.
- (2) Field Conditions/Weather– If the referee declares the field unplayable prior to the start of the game, one half of the full game fee is paid entirely by the Home Team. If the match has begun, the referees are to be paid their full fees. If after a match starts, the referee abandons the match for weather or any other reason, the game will be reviewed by the SJGSL board regardless of score, or time of the match.
- (7) Substitutions - Unlimited substitutions are permitted, with the referee's permission, at ANY STOPPAGE, provided the substitutes are at the halfway line prepared to enter.
- (8) Injuries – Coaches shall inform the referee of all game related injuries to be reported on the referee's game card. Coaches invited on to the field to tend to an injured player shall do only that. If a coach or team official confronts the official when on the field for an injury, the coach will be shown a red card and sent off.
- (9) **MERCY RULE:** When the goal differential (GD) becomes 6 the leading coach shall be alerted to the score by the referee. If the GD becomes greater than 6 the game shall be temporarily halted. The final score shall be officially recorded as it was with a 6-point goal differential. The losing coach will be offered the opportunity to end the game immediately or continue play. If the coach chooses to end the game, the match will be terminated immediately. If the choice is to continue the game, any further goals from either team will not be attributed to the final score. There will be no sanctions levied for a GD greater than 6. The losing coach will be given the opportunity by the referee to terminate the match after each subsequent goal.

GAME DAY:

- (1) Roster Limits – Div V (U8-U10) GDR limited to 14 players, Div IV (U11-U12) GDR limited to 16 players, and Div I-III (U13-U19) GDR limited to 18 players.
- (2) **Club Pass Player:** SJGSL allows club pass (CP) players (3 for U8-U12; 4 for U13-U19). They will appear on the GDR with CP by their name. Everything else will be the same as a normal roster player.

Modifications for small-sided matches

U8-U10 (7v7) – Build-Out Line

Punting - There is NO punting in 7v7 games. Any infraction of this rule will result in an indirect kick being awarded to the attacking team at the spot of the infraction.

GK Possession - When the GK has possession during play, the GK has 8 seconds to put the ball back into play. However, the 8 second count does not start until the attacking team is beyond the build-out line. The ball is “in play” when the GK releases the ball and it either leaves the penalty area or is received (touched) by a second player of the kicking team.

Goal kick or any free kick awarded inside the penalty area, the attacking team must move beyond the build-out line and may not cross that line until the ball is “in play”. The ball is “in play” when the ball either leaves the penalty area or is received (touched) by a second player of the kicking team. Only then can the attacking team cross the build-out line. Any encroachment by the attacking team will result in an indirect free kick awarded to the kicking team at the spot of the infraction. If the ball stops in the penalty area before it is received (touched) by a second player, the referee shall award a re-kick.

U11-U12 (9v9)

Punting/Goal Kicks - Under 9v9 rules, an indirect free kick is awarded to the opposing team at the CENTER SPOT on the halfway line if the GK punts or drop-kicks the ball from her penalty area and it lands directly in the opponent’s penalty area. Goal kicks and free kicks inside the penalty are considered in play when the ball is kicked and clearly moves, and either leaves the area or touches a teammate of the kicker.

U11 and below

Heading – U11 and below teams cannot deliberately head balls in games. Doing so results in an indirect free kick from the spot of the offense, unless inside the goal area. Players who are 10 years old or younger and playing up on a U12 team are also prohibited from deliberately heading balls in games. It is the responsibility of the coach, NOT the referee, to enforce this restriction.

REFEREES – a game report is **REQUIRED** to be completed within 24 hours for every match. The report must include the final score, any disciplinary action taken (yellow/red cards), and any serious injuries. Use this link to submit the game report:

system.gotsport.com/scoring

Event Code: SJGSLFall25

Event Pin: 1985

The Match Number will be on the GDR. It can also be found in Arbiter in the “Custom Game ID (Other)” field.

In addition to the online report, a report of ALL misconduct (player and/or bench personnel) and serious injuries in a game must be sent by email to the appropriate division commissioner with copy to your assignor AND Joe at sigslad@gmail.com

U8-U12 April Marino – sigslgames35@gmail.com

U13-U14 Heather Talarico – htalarico115@yahoo.com

U15-U19 Adam Pearlman - adam.pearlman@hotmail.com

Failure to properly submit reports in a timely manner may lead to disciplinary action.

Division	Duration of Halves	Ball Size	Ref	AR	Single Ref
HS 7v7	2/30 min	5	\$60	-	-
I (U17-19)	2/40 min	5	\$80	\$50	\$110
II (U15-16)	2/40 min	5	\$80	\$50	\$110
III (U13-14)	2/35 min	5	\$70	\$40	\$90
IV (U11-12)	2/30 min	4	\$60	\$30	\$80
V (U8-10)	2/30 min	4	\$50	\$25	\$60