



LEAGUE HANDBOOK

Abstract

This handbook is provided to help everyone better enjoy the competitions by setting forth procedures, operations, attitudes, and courtesies to be observed. It is our goal to promote good sportsmanship among our players, coaches, and spectators. This handbook is not a definition of rights to be applied advantageously. It is a guide for sports persons who are willing to cooperate with others within the structure of league administration. MNJYSA shall be the sole interpreter of the provisions of this Handbook. Club officials and coaches should also familiarize themselves with the New Jersey Youth Soccer, information can be found at their web site, www.njyouthsoccer.com. The NJYS web site contains information about registering and transferring players, State Cup rules and requirements, and other matters within NJYS jurisdiction.

MNJYSA

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This handbook applies to play in all age groups within Mid New Jersey Youth Soccer Association. We have modified some procedures for U12 players and younger because of the young age of these players. Changes will be indicated throughout this handbook. Summaries of changes for U12 and younger teams are included at the end of this handbook.



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1.0 PRELUDE

To understand the contents of this handbook, you should always be aware of our motto:

"Kids Come First"

We want you to support this theme by recognizing the value of developing youngsters in:

- ability
- learning the game
- becoming sports participants
- gaining personal confidence and pride
- acquiring team spirit
- setting objectives and striving toward them
- building character

Our desire is to promote fun and it is your job to make this come true. The winning of games is really only the focus of the play. It should not be allowed to become the measure of success. MNJYSA's SAGE program embodies these precepts. Clubs are expected to comply fully with the SAGE program and its specific procedures. A further summary of SAGE can be found in Section 2.2 of this Handbook, and on the MNJYSA home page.

MNJYSA will **NOT** tolerate any action that is intended or designed to embarrass, ridicule, or demean others under any circumstance. MNJYSA expects Coaches to read the material contained in this handbook before the season starts. If there are questions, follow your Club procedures in contacting people for answers. Please remember that your team or Club will bear the consequences for any misunderstanding or oversights on your part.

In order for all players in MNJYSA to have equal chance to participate in MNJYSA programs and opportunities, all Clubs and their registered teams are required to make available, without exception, any document or notice provided by MNJYSA for distribution to players or coaches.

Experience has shown that clarification of several points about soccer will go a long way toward making the sport more enjoyable for fans and players. You should discuss these principles with your players' parents before the first game.

Soccer is over 150 years old. Most likely, the Laws of the Game will remain almost the same in the next 150 years. Finding fault with the laws or procedures is counterproductive.

Soccer is a game involving great freedom for the players. Attempts to control the action on the field from the touchlines are the opposite of what is intended by the sport. Coaches or parents should not belly-up to the line or run up and down the field along with the play. While a 'coachable moment' may be used to instruct players, the players will benefit most from appreciative fans and coaches who can wait until practice time to teach.

Soccer is a game of physical contact and one where fouls are sometimes overlooked. There are times when a player of low skill but good strength will prevail against a skilled opponent by strength alone. When a player is fouled and the ball goes to a teammate, the referee has the option of not stopping the play to give a free kick to the team that already has possession.

Soccer is a game that is given to the referee to control. This control applies before, during, and after the game and includes both the players and adults. Most calls made by the referee have to do with the ball going off the field. This is done with the help of an Assistant Referee. Generally, a foul must be careless, reckless or involve disproportionate force and result in an advantage to the fouling team before the referee stops play. This is a difficult concept for the new spectator to grasp.

League soccer is a contest of teams, not an extension of practice time. There are no time outs, no bending of the laws to help a badly losing team, no punishing to fit the crime, no covering up for bad behavior by apologizing to the referee.

Player attitude is a direct reflection of adult leadership. Players, who are a credit to their Club, are made that way. While the arousal of players is valued in boxing, American football, and rugby, it is detrimental in sports like soccer where skill and judgment are paramount.



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2.0 INFORMATION ABOUT MNJYSA

2.1 General

The Mid-New Jersey Youth Soccer Association (MNJYSA) is a soccer league incorporated to provide soccer education and competition for youth teams. The league is an organization of affiliated clubs. These clubs have voting power to elect league officers and amend the constitution and bylaws.

Through the State organization, the New Jersey State Youth Soccer (NJYS), the leagues, clubs, and players in MNJYSA are affiliated with the United States Youth Soccer (USYS). The USYS is the youth division of the United States Soccer Federation (USSF). The USSF is the National Governing Body of soccer in the United States and represents the US with the world governing body of soccer, FIFA.

The game is played according to the Laws of the Game published by FIFA. Within the FIFA laws, we have made some changes to the substitution rule. For the youth players, there is a shortening of game time and a reduction in ball size.

Only affiliated players may play affiliated players, anywhere in the world, in every tournament or friendly match. If a player, team, or club is found guilty of an offense and given a punishment, there is no way to escape to another team, league, or country.

MNJYSA is divided into regions, with a Regional Vice President heading each region. The Clubs in each region interface with their Regional Vice President regularly through League Contacts appointed or elected by each Club. Club officers and coaches must communicate with the league only through their League Contacts.

The league games are played in the Fall and the Spring. Before each season, MNJYSA arranges game schedules and flights for the upcoming season. In the Spring season, flight winners continue into playoff games with other flights at their level to produce a division champion. In the Fall season there is not enough time to go into playoffs before the winter weather arrives. Therefore, co-winners are honored in each flight if there is a tie. Awards are given to all members of the flight-winning teams.

2.2 The Set A Good Example (SAGE) Program

A lack of civility and decorum has crept into youth sports generally in this country. Youth soccer is no exception. Because we believe that enjoyment of the game is among our primary purposes, MNJYSA created and follows a program, called the **Set A Good Example (SAGE)** Program. SAGE is MNJYSA's program to instill good sporting behavior in all who participate in MNJYSA soccer activities. SAGE requires parents, coaches, and players to sign pledges committing to display proper conduct to **Set A Good Example** for all our participants. Additionally, teams registered to play in MNJYSA will appoint SAGE representatives who will be available to monitor behavior at games. MNJYSA will conduct orientation sessions for SAGE representatives to acquaint them with MNJYSA's expectations concerning sporting behavior and to provide suggestions concerning how SAGE representatives can help foster that behavior. SAGE also provides that teams hold meetings to discuss sportsmanship policies of the respective club and preview sportsmanship materials (i.e. videos and/or printed materials establishing guidelines for parents and coaches about what is truly important in youth sports.)

Clubs are responsible for the actions of their membership, MNJYSA can and will excuse spectators from participation should their behavior not be in keeping with acceptable sportsmanship behaviors. MNJYSA schedules season meetings to discuss the leagues sportsmanship policies and expectations. Each team is expected to have representation in attendance. MNJYSA encourages all members of a respective team to attend these mandated meetings; in the interest of education and management of sportsmanship. Failure to attend may be cause for sanctions and/or fines.



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3.0 CLUB AFFILIATION

3.1 Requirements for Clubs Affiliated With MNJYSA

Clubs affiliated with MNJYSA must meet the following requirements. Clubs seeking affiliation with MNJYSA must understand that entry to MNJYSA is not automatic, nor is receipt and acknowledgement of receipt of a completed application by MNJYSA any guarantee that the applicant will be admitted for entry and participation in MNJYSA. MNJYSA reserves the right to determine, in its sole and complete discretion, whether to admit or decline to admit any club seeking affiliation, whether such club demonstrates compliance with the following requirements or not. Clubs making application for entry to MNJYSA are responsible for familiarizing themselves with the contents of this Handbook and acknowledge by their applications that MNJYSA may decline to admit any applicant for any reason or reasons that MNJYSA may determine in its sole and complete discretion.

- ✓ A club must be a club affiliated with NJYS and USYS. For purposes of MNJYSA, a club is defined as a formal organization with at least two officers and a written constitution, and/or bylaws. Incorporation of the organization is not required, but is highly recommended. If requested, any Club making application for entry to MNJYSA may be asked to furnish proof satisfactory to MNJYSA of the applicant club's Constitution and By-Laws, its affiliation with NJYS (or its pending application to NJYS for such affiliation).
- ✓ To join MNJYSA a club must consist of a minimum of two teams.
- ✓ A club must have a bank account in the name of the club.
- ✓ A club must have use of soccer fields to play its home games on. If the club does not own fields, the club must have the necessary field use permits. These fields must meet the requirements for a soccer field as specified in the "FIFA Laws of the Game" or as described in this Handbook. Home games must be played on these fields.
- ✓ All players of the club playing in MNJYSA must affiliate with the New Jersey State Youth Soccer Association (NJYS). See Section 3.2 (Club Registration) below.
- ✓ Affiliated clubs will have both medical and liability insurance through the NJYS, as outlined in Section 3.3 (Insurance).
- ✓ A prospective club must complete an MNJYSA Club Affiliation Form and submit it to MNJYSA. The form may be obtained from the MNJYSA web site or from MNJYSA's Secretary. Completed forms should be sent to the League Secretary, and a copy must be forwarded to MNJYSA First Vice President.
- ✓ Applications for affiliation with MNJYSA must be made no later than June 1 preceding the start of the fall season or December 1 preceding the start of the spring season, whichever is applicable based upon the season for which affiliation is sought.
- ✓ Clubs newly accepted for affiliation with MNJYSA shall serve a probation period of two consecutive seasonal years to ensure the willingness and desire of the club to fulfill all requirements of the league.
- ✓ Any affiliated club not entering teams in MNJYSA for two consecutive seasons shall forfeit their active affiliation with MNJYSA. Such clubs will be required to reapply and fulfill all requirements for new clubs according to this handbook before entering teams in the league in subsequent seasons.
- ✓ MNJYSA is affiliated with the New Jersey Youth Soccer (NJYS) and United States Youth Soccer (USYS). A requirement for membership in these organizations is that every player of an affiliated club must be affiliated. This includes not only those players on teams playing in MNJYSA but also includes those players in a recreation or in-house program that the club may also sponsor.
- ✓ Members of teams playing in MNJYSA pay their affiliation fees as part of their player/coach pass packet cost. Recreation teams affiliate directly with NJYS pay their affiliation fees as part of their team packet.
- ✓ Clubs may be put in the category of "Not in Good Standing" by the State. Teams from clubs in this category are not eligible to play in MNJYSA.



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3.2 Club Registration

Clubs must register with MNJYSA each season by completing a Club Registration Form found on the MNJYSA web site. This form should be printed and returned to their Regional Vice President on such dates as established and announced by MNJYSA. Submissions received after the cutoff date may not be accepted. Incomplete forms will be returned.

Along with the Club registration form, each Club must submit their league registration fee, and any outstanding fines. Each season the Club is responsible for payment of the league registration fee of **\$90.00 per team/per season.**

3.3 Insurance

Affiliated clubs are covered by liability and medical insurance policies purchased by the New Jersey Youth Soccer.

3.4 Club Colors

Every Club is expected to establish a color for its uniform shirts and shorts and to provide this information to MNJYSA. All teams in the club must wear these club colors as their primary uniform. A club has the right to change its club colors; however, all teams should make the change as quickly as possible.

Teams should have an alternate color shirt in case of conflict with a visiting team. The home team shall change colors if this happens. If a home team is unable to change colors, the visiting team shall change colors if its players have alternate jerseys. It is not a requirement that all teams of a club have the same alternate color shirt.

4.0 TEAM REGISTRATION

4.1 Registration Process

Clubs and teams will register for seasonal years and seasonal participation through web-based, online procedures. Instructions for registration will be issued in advance of registration dates each fall and spring.

4.2 Age Groups

Teams are grouped by the ages of the players based on the calendar year. A seasonal playing year begins on September 1st and ends on August 31st of the following year. NJYS does not permit players age U-5 and younger to play traveling soccer.

4.3 Levels of Play

For ages 6 through 19, the League offers a range of competition in each age group. All MNJYSA flights will be identified by a number codes. Each character in the code identifies an aspect of the flight. Example: 2004B01 Defined as the birth year team, B in this case would be for boys' team and 01 would be the flight in the age group. Girls may play on boys' teams, but boys cannot play on girl's teams.

4.4 Flight Placement of Teams

Teams are organized into flights. When a team is registered, the league attempts to place the team at the level requested by the Club. The description of the teams is important to match them up well.

4.5 Appeal of Preliminary Flight Placement

For ages 11 - 19, the flight structure that is developed is given to the Clubs for review. The Clubs may appeal the preliminary flight placement by filing a Preliminary Flight Placement Appeal Form with their Regional Vice President. The flight placement committee may move a team up or down in connection with any appeal of flight placement. A final structure is then formulated and this is binding for the season.

Any request for review of the preliminary flight placement must be sent to the Club's Region Vice President. The appeal must be submitted within the time limits specified when the preliminary flight placement is distributed.

Because of the developmental nature of 10 and under age groups, limited review of flight placement decisions may be considered.

4.6 Dropping a Registered Team



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A club that drops a team after Preliminary Flight Placement for any season will be fined \$200.00. A Club that drops a team after the deadline for the appeal of preliminary flight placement will be fined \$300.00, will also forfeit their registration fees, and their club shall be placed on Probation, as defined in Section 17.4 of this handbook. A club that drops a team after the night of the season membership meeting will be fined \$500.00, forfeit their registration fees and their club shall be placed on Probation, as defined in Section 17.4 of this handbook.

After these deadlines, the season's schedule has been fixed. The dropping of a team at this point usually means that at least five other teams will not complete a full season of games.

When a Club drops a team after the season's schedules have been established, the Club League Contact must advise the Club's Regional Vice President AND the League Contact of each Club against which the dropped team was scheduled to play that the Club has dropped the team.

4.7 Coaches Training

NJYS requires each coach and assistant coach to have a valid USSF coaching license, Class F or higher.

To meet the requirements of the New Jersey law concerning civil liability immunity, every coach must attend a training course. Since January 1991, the State 'F' license course meets this requirement. Coaches who obtained their licenses before that date may not be in compliance with the civil liability law unless they attend (or have attended) a separate training course. MNJYSA may sponsor the necessary training courses or coaches may attend such a course when sponsored by another organization.

'D' licenses received after August 2010 will require proof of an State 'F' or State 'E' license or a liability training course to be used.

5.0 STATE REGISTERING AND ROSTERING

5.1 Player Registration - Member Passes

Before the first game a team must register all the players on the team with the New Jersey Youth Soccer (NJYS). NJYS and USYS govern the technical rules concerning registering players and rostering teams. Coaches and Club officials are advised to familiarize themselves with all NJYS rules and policies. NJYS is using an online service to generate player passes and rosters. The NJYS web site has posted the information needed to enter a club and team in MJYSA along with the information for the forming of teams and printing rosters and passes, coaches and players. The information set forth here is for information only, and does not replace the information contained through NJYS. Some MNJYSA Regional Vice Presidents have been appointed by the State as District Commissioners to validate and verify all NJYS forms, rosters and passes. In the capacity of District Commissioner, they are acting as officials of the State, not the League. The verification of a player's age by a District Commissioner affiliated with MNJYSA will produce a player's member pass. The completed pass will identify the player, give the month and year of birth of the player, and include a photo of the player.

5.1.1 Member Player Passes

The front of the member player pass has the player's name, month and year of birth, Club name, the team name, age group, seasonal year, and player number and picture. NJYS is using an online method of rostering teams and this will be printed directly on the player pass.

The pass should not contain any erasures, write-overs, or white outs; use another, blank pass instead. After registration the coach should laminate the passes in plastic.

The Club must make sure that the member player passes are correctly completed and validated. If a discrepancy is noted at game time, the player may play. The player's member player pass will be collected by the referee and forwarded with the game report to the MNJYSA First Vice President, MNJYSA, PO Box 6100, Monroe Twp., NJ 08831-6100. If a player's member player pass is mislaid, the player will not play. If an attempt is made to persuade the referee to allow a player without a valid pass to enter a match, the referee will record this action in the game report.



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In a game where a player is expelled, that player's member player pass will not be returned to the team. The referee will send the pass to the MNJYSA Discipline Committee. The Discipline Committee will send the pass to the Regional Vice President(RVP) for the Club after any suspension period. A player must have a member player pass to play. In accordance with the NJYS By-Laws, the MNJYSA policy is:

NO PASS - NO PLAY - NO EXCEPTIONS

5.1.2 NJYS Medical Release Form

It is mandatory that a Medical Release Form be completed for each player. Once it is filled out the permission for medical attention is valid for as long as the information remains valid. If changes occur a new Medical Release Form will be completed to replace the invalid form. The coach will retain these forms whenever he/she has charge of the players. A player who is over 18 years of age may sign his/her own form. However, NJYS still requires that Clubs have medical release forms for these players. The forms will identify any medical insurance.

5.1.3 Out of State Players

The NJYS requires that out of state players must obtain permission of both states to play in New Jersey. The out of state player must register in their home state and obtain a player pass from their home state. The player is then rostered on the New Jersey team by entering the player pass number from the home state pass on the New Jersey roster. Clubs that plan to permit out of state players to play on their teams should contact their District Commissioners for guidance and assistance in complying with these NJYS requirements.

5.1.4 Proof of Age

Each player must upload proof of age at registration. Proof of age can be:

- A copy of a birth certificate
- Board of Health Records
- Passport
- Alien registration card
- Certificate of naturalization
- DoD Uniform Services Registration Card

Hospital, baptismal, religious certificates, or prior year passes are not acceptable.

5.1.5 Lost Passes

A lost member player or coach pass can be replaced by obtaining a new one through the club. A replacement trainer pass must go through the NJYS State office.

5.1.6 Club Pass

For the 2017/18 Seasonal Year, NJYS has adopted the Club Pass concept. Club Pass allows any age appropriate player to be placed on any game day roster for any of the Club's teams. Older players may not play on younger teams. However, younger players may play on older team's subject to NJYS restrictions. Girls may play on any age appropriate team, but boys may only play on boy's teams. MNJYSA will be implementing the Club Pass concept without restriction for the Fall 2017 season. It is expected that Club's will use this game day roster flexibility in the spirit of player development. Stronger players on weaker and/or younger teams may occasionally be "brought up" to play on stronger or older teams. It is not expected that Club's will abuse this flexibility to bring players from stronger teams to weaker teams to win games or flight championships.

5.1.7 Play-Up

Players will be permitted to "play up" in accordance with the following NJYS table:

U7 Team – U6 Player(s) permitted on a U7 team

U8 Team – U7 Player(s) permitted on a U8 team

U9 Team – U8 Player(s) permitted on a U9 team

U10 Team – U8 & U9 Player(s) permitted on a U10 team



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- U11 Team** – U9 & U10 Player(s) permitted on a U11 team
- U12 Team** – U10 & U11 Player(s) permitted on a U12 team
- U13 Team** – U11 & U12 Player(s) permitted on a U13 team
- U14 Team** – U12 and up Player(s) are permitted on a U14 team
- U15 Team** – U12 and up Player(s) are permitted on a U15 team
- U16 Team** – U12 and up Player(s) are permitted on a U16 team
- U17 Team** – U12 and up Player(s) are permitted on a U17 team
- U18 Team** – U12 and up Player(s) are permitted on a U18 team
- U19 Team** – U12 and up Player(s) are permitted on a U19 team

Players may not play up on a higher age team other than as specified above.

5.2 Team Rostering

District Commissioners will verify the ages for players affiliated with MNJYSA. Mid NJ will accept teams with appropriate roster sizes, and ages, allowing valid NJYS rosters to be printed. NJYS has registration guidelines for team size that can be found at www.njyslive.com. MNJYSA does not allow guest players from other Clubs for any scheduled league game.

All roster changes must be processed through a District Commissioner.

5.3 Coach Registration

Coaches must be registered through the NJYS on line registration system by each Club for which they will coach on game day. Travel Coaches will be subject to annual background checks before a coach pass will be issued.

Trainers and coaches who will not coach on game day will be registered only by the NJYS office with trainer only passes. Contact the NJYS office for the information needed to obtain a Trainer Pass.

5.4 Movement of Players between Teams

Generally, player registration contemplates a commitment by the player (and the player's parents) to the Club and Team for an entire Seasonal Year. Transfers and releases from Clubs and Teams should only be taken after serious consideration to the effects the transfer or release will have on the individual player and his or her team and its other players. When a transfer or release is sought, the player, and the coaches and officials of both Clubs and Teams must remember that NJYS has specific rules that govern the movement of players between teams during the seasonal year. These rules are included here for reference and are summarized or reproduced here for your convenience. Clubs must familiarize themselves with the NJYS requirements, and should not rely on this MNJYSA Handbook alone.

5.4.1 Transferring Between Teams

5.4.1.1 Conditions

Any player obtaining a USYS member pass, is bound to that team or club for the entire seasonal year unless the player is released. In order for a player to transfer to another team, the player must be released from the player's present team. Contact a District Commissioner to find out the specifics of adding or releasing players.

5.4.1.1.1 How to Transfer Players

With the change-over to an entirely on-line player registration system by NJYS for the Fall 2017 Season, these procedures are being updated. The updated procedures will be listed here when they are finalized.

5.4.1.2 Roster Limits for Travel League Teams

Roster limits such as game day, active and maximum roster spots for the different age groups are guidelines set by USYS and NJYS and are listed below.



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Age	Format	Game Day Roster	Active Roster	Maximum Roster Spots
U13 and Older	11 v 11	18 players	22 players	28 Players
U12 and U11	9 v 9	16 Players	18 Players	24 Players
U10 and U9	7 v 7	14 Players	14 Players	20 Players
U8 and U7	4 v 4	14 Players	14 Players	20 Players

Game Day Roster = are the players who are designated as participants in a specific game.

Active Roster = are the total number of players listed on the team's roster not counting players dropped.

Maximum Roster Spots = are the total number of active and dropped players permitted for a team in one seasonal year.

5.4.2 Small Sided Teams

USSF, NJYS, and MNJYSA have encouraged the formation of small-sided teams for players who are U12 and under. U12 teams and younger must be small sided. These requirements apply to league and tournament play.

5.4.2.1 Definition

A small-sided team is defined as 9 v 9 or fewer. The following conditions apply to small-sided teams:

- (a) Small sided only applies to outdoor teams, U12 and under.
- (b) Small-sided teams will register using the same procedures as full sided teams.
- (c) Small-sided teams can only travel to small-sided tournaments; they may never travel as a full-sided team.
- (d) U5 players and younger are not eligible to play travel soccer.

6.0 START OF THE SEASON

6.1 Game Schedules

MNJYSA encourages each club to submit a full season schedule on the MNJYSA website, to be used as a planning guide for teams. Teams should still contact coaches/team contacts to confirm times & field locations.

The clubs should set fields and game times for all home games as early in the season as possible. The home schedule should be given to the opposing teams for their planning. The visiting club should ordinarily be notified of the game time and location as early in the season as possible, but in any event, not later than the Tuesday night before the following Sunday's game. Please note that game time notifications later than within two weeks of game day are to be avoided if possible. More notice of game time allows for better planning by both teams.

MNJYSA may, as it may find necessary from time to time, order any game to be played or replayed.

MNJYSA requires that MNJYSA Referee Assignors assign all referees to MNJYSA games. A fine totaling twice the referee fee in effect (e.g., U10 = \$200 fine) will be imposed against Clubs found to have used a referee in a game where the Club contacted the referee directly without having first talked with the Referee Assignor and requested a referee from the Referee Assignor.

6.1.1 Schedule Conflicts

As soon as teams are registered for a season, teams should determine if there are any conflicts such as State Cup games, school trips, vacations, mid-season tournaments, proms, religious events, etc., which



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might occur during the season's anticipated schedule. If a team identifies such a conflict that affects any regularly scheduled MNJYSA weekend during the season, the Club must notify its Regional Vice President in writing as soon as those conflicts are identified and must follow Section 6.1.3 (Rescheduling of Missed Games) of this Handbook to resolve the conflict. Unless the game conflict is resolved according to Section 6.1.3 (Rescheduling of Missed Games), MNJYSA's policy requires that games be played on the day scheduled. Any and all conflicts other than State Cup Competitions shall be identified prior to the start of the season.

6.1.2 Postponing a Game

There are four acceptable reasons for postponing a regularly scheduled game:

- 1 - State Cup Competitions;
- 2 - Weather that makes the play of the game impossible;
- 3 - An unplayable field condition; and
- 4 - Requests pursuant to Section 6.1.1 (Schedule Conflicts), above.

Weather or field conditions may require cancellation of the game on the scheduled day. If this happens, the home team League Contact must notify both the visiting team and the referee assignor at least three (3) hours before the first scheduled game of the day, but not later than 10:00 AM when the first scheduled game of the day is scheduled to begin at 1:00 PM or later. If the home team does not give that notice, the game is on unless the referee rules otherwise at the field.

When any of the above reasons require that a game be canceled or postponed, the game shall be rescheduled according to the procedures set out in Section 6.1.3 (Rescheduling of Missed Games) of this Handbook. Within 48 hours of the originally scheduled game date, the League Contacts of the Clubs involved must advise their respective Regional Vice Presidents that the game was not played.

For those games postponed because of schedule conflicts such as those in Section 6.1.1 (Schedule Conflicts), teams may reschedule games to be played before their originally scheduled dates. In all cases of postponed games, teams are strongly encouraged to reschedule the games to be replayed within two weeks of the originally scheduled game date.

6.1.3 Rescheduling of Missed Games

MNJYSA's position is that all games should be played on the day scheduled. If, because of conditions described in Sections 6.1 (Game Schedules), 7.1 (Schedule and Times), or 7.6 (Suspended and Abandoned Games) of this Handbook, a game is not played on the day scheduled the following procedures must be used to assure that the game is reschedule. These reschedule procedures are in place to ensure that all involved are informed that a change is incurred. Even if the reschedule is done by phone call send all updated information to your Regional Vice President.

6.1.3.1 Procedures to reschedule dates by Agreement between teams

The rescheduling of games must be accomplished or verified by email, initiated by the Club and Team requesting that the game be rescheduled. The email messages, with copies to the League Contacts of each Club and to the respective Regional Vice Presidents of each Club, must include:

- The game number;
- The originally scheduled game date (including time and location, if known);
- The Home Club and Team number;
- The name, telephone number, and email address of the Home team coach;
- The Away Club and Team number;
- The name, telephone number, and email address of the Away team coach;
- Three alternate dates, times, and locations for the rescheduled game.

The replying Club and Team must respond by a "reply to all" email message that must identify which offered date and time are acceptable. If the Clubs and Teams have not agreed upon a reschedule date and time by the Sunday following the originally scheduled date, the respective



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Regional Vice Presidents may impose a specific date and time for the game to be played. For games scheduled but not played in the last two or three weeks of the season, Clubs Regional Vice Presidents may act before the Sunday following the scheduled game date to facilitate rescheduling the game.

All scheduled games should be played. MNJYSA scheduled games take precedence over all other games except State Cup Competitions. Clubs and their Teams are responsible for ensuring that the games are played. If games must be rescheduled, both teams should pursue the rescheduling. Teams participating in other leagues in addition to participating in MNJYSA may not use games scheduled in the other leagues as an excuse for not playing an MNJYSA scheduled game, or for declining to accept an offered make-up date or time. Any game not played may be recorded as a "no play" or forfeit, as appropriate. Games must be made up by the last scheduled Sunday of the Season (including any scheduled "make up weekend"). No game results for Season games played after that Sunday will be accepted or considered.

A postponed game that is rescheduled according to this Section is the same as a regularly scheduled game, and may be declared a forfeit, if appropriate, if not played as rescheduled, and if MNJYSA prescribed procedures for requesting a forfeit have been followed. Schedule changes must be made early enough in the season to allow adequate planning time. The following paragraph sets out an absolute minimum time for rescheduling. MNJYSA strongly encourages, however, that Clubs allow much more time to avoid last-minute confusion. While Clubs and Team Coaches may try to reschedule games between themselves without following the procedures set out in this Section, any game rescheduled in this manner and not played will NOT be considered the same as a regularly scheduled game for purposes of claiming a forfeit.

Any change to the field location or game time on the home game schedule must be called in to the referee assignor not later than 8:00 P.M. on the Wednesday before the scheduled playing date. Thereafter, except in the case of weather emergencies, no other changes may be made.

6.2 Club Planning

Before the beginning of the season, be sure to get the fields into good condition. Remember for u13 – u19, the minimum size field for soccer is 50 x 100 yards. Small-sided (U12 – U7) teams will play on a smaller size field. Fields must be lined, cleared of obstructions, and the goal posts checked to make sure they are sound and secured to the ground. Proper corner flags must be used. Where possible, the technical area along the player side of the field should be delineated. In addition, the line no less than 2 yards should be installed along the spectator side of the field for a length not to extend beyond the projection of the 18-yard line (penalty area).

The Club should have maps to their fields from all directions. You should send the appropriate maps or GPS location to your opponents and Referee Assignor. You should receive maps or GPS location from your opponents. Check team colors for possible conflicts. The home team should be prepared to change colors, but the visitors may have alternate colors and in the spirit of good sportsmanship may change.

U12 and younger play with a size 4 ball. U13 and older play with a size 5 ball. A white ball with colored panels or similar decoration is desired. The referee has the final say on the ball.

7.0 GAME DAY

7.1 Schedule and Times

The game schedule is fixed as of 8:00 P.M. of the Wednesday before the scheduled playing date. A club should not change the field location or time of the game thereafter unless a State Cup Competition game requires the change.

When the weather makes play impossible and another field is unavailable, the Club League Contact must call the visitors and the referee assignor at least three (3) hours before the first scheduled game of the day, but not later



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than 10:00 AM when the first scheduled game of the day is scheduled to begin at 1:00 PM or later. Coaches will not call the Referee Assignor. Otherwise, the game is on unless canceled by the referee at game time.

In the spring season, some clubs are not able to use their home field before April 1st. When this occurs, MNJYSA recommends that in flights where teams play each other twice the teams swap home and away games if the away team has a field available. That is, play the first game between the two teams at the away field and the second game (scheduled for later in the season) at the home field. If neither team has a field available, the League Contact of either team should initiate the appropriate steps as set forth in the provisions of Section 6.1.3 (Rescheduling of Missed Games) of this Handbook to reschedule the game.

For ages U9 and older games are generally scheduled to be played on Sunday. There may be games scheduled for Saturdays which is based on uneven flights. This allows for all teams to have ten games scheduled within the Season.

U8 and U7 games are scheduled to be played on Saturday.

The home team can schedule the starting time of the game between **10:00 AM and 5:00 PM on Sunday** and between **9:30 AM and 5:30 PM on Saturday** at their convenience. This is part of the home field advantage. The visiting team must adhere to the starting time scheduled by the home team. By mutual agreement of both the home team and visiting team coaches, the games can be started earlier or later, provided that the agreement is made prior to 8:00 pm of the Wednesday before the scheduled playing date. When a game starting time is so changed, the home team League Contact must call the referee assignor with that change.

7.2 Field, Pre-game & Positioning on the Field

The field must be lined clearly (including between the goal posts), goals must be anchored as required by FIFA Law I, nets must be hung and staked so that a ball cannot go through, and corner flags must be securely placed. Flags at the halfway line are optional. The referee has the final judgment on the condition of the field for play.

Be on the field 30 minutes before game time. Be sure the items on your checklist are on hand and ready to go. (E.g., proper game card, game ball, coaches' IDs, player passes, referee fee, ice or ice packs, alternate colored shirts, etc.) Don't just be early to set up the field and start work on the game card.

The home team is allowed a 15-minute grace period after the scheduled start time. The visitors are allowed 30 minutes grace. Putting aside grace periods, it is a breach of etiquette to delay the start of the game. Forfeits are not wanted and will not be tolerated.

The referee will verify the game cards with player pass number, name, and shirt number. Only players and coaches having proper coaches' cards that are on the participating team's game card and roster shall occupy one side of the field. The parents and spectators of both teams shall occupy the opposite side of the field. A team shall be permitted to have no more than three (3) rostered coaches on the side with players. A club linesman shall be permitted on the side with players and coaches if needed and placed by the referee.

7.2.1 Minimum number of players on game day

Games can be played with less than the full number of field players on the team.

The minimum number of field players that makeup a team on game day are:

- ✓ For 11 v 11 = Seven (7) players make a team;
- ✓ For 9 v 9 = Six (6) players make a team;
- ✓ For 7 v 7 = Five (5) players make a team;

7.3 Players

Only players properly listed on a game day roster and who have been issued current player passes are eligible to play for that team. To help with the verification of players, the players should be given their player passes so that the referee can quickly proceed with checking faces to the photos. The referee may wish to address the players as well.



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The coach should assign captains to represent their team and participate in the tossing of the coin to determine which goal the team winning the coin toss will attack. In the older teams, the captains are often permanent. They must understand that their role is to control their team and not represent them in objecting to referee calls. Neither FIFA nor MNJYSA recognize the concept of "Speaking Captains."

Questions about a player on an opposing team may be raised before the start of the game. This is known as a challenge. A player may be challenged when there is reason to suspect the legitimacy of playing in that game. This would include suspicion of things like a player being too old, double registered, a player under suspension, impostor, or a player rostered to another team. The referee will make note of this challenge in the game report but will otherwise allow the player into the game. The league will investigate the matter. At any time, charges about players' legitimacy to play should be reported to the referee for league investigation.

Players who arrive late for a game should be identified to the referee(s) as players. Players arriving after the start of the first half may (upon being identified and appropriately checked by the referee) enter the game as a substitute (subject to the Laws of the Game and section 12 of this Handbook). Players who arrive after the first half has been completed but before the second half has begun must check in with the referee at half time and will be permitted to play during the second half. Except as set out in the next sentence, the names of players who arrive after the second half has begun must be removed from the game roster and will not be permitted to participate in the game. Notwithstanding the foregoing requirements, with the referee's permission, any team that is playing with fewer than the full number of players (except when due to an expulsion) may enter a late arriving player into the match at any time.

7.4 Assistant Referees

At the referee's request, each team shall provide a person to act as assistant referee. The referee will instruct the assistant referees as to their duties. This is usually to indicate when the ball goes off the field by raising a flag that will be provided by the referee. These assistant referees will not coach the team from this position.

7.5 Game Cards

Each team, both home and away, shall bring a game card to each game. Each game card should be filled in with the game number and the names of both teams. Additionally, each team must list the participating players and coaches for that game on the card. All participants must hold valid NJYS passes from their Club and not be under suspension. Coaches must list their name and the last 7 digits of their ID number.

For each player the following information must be recorded on the game card:

Pass # - Last 7 digits of the ID number listed on the player pass

- Uniform number

Player name

It is acceptable for Game Cards to be filled in by pen. It is also acceptable if the away team brings a sticker with the above player information and place it on the home teams completely filled out game card, including the away team's coach information.

Coaches are required to ensure that they or their Club enters the game scores and number of referees into the MNJYSA.org website. Scores shall be entered as soon as the game is completed but no later than 48 hours during the normal league matches. The last game of the season scores shall be entered prior to the end of the season deadline that is listed in the seasonal calendar.

The referee will complete the game report and mail the game card, retained passes and supplemental reports to the MNJYSA First Vice President within 24 hours after the completion of the game. Scores for U10 and younger matches must also be reported on the MNJYSA website. Scores are not visible to the public because the younger ages are developmental but the league uses the scores to ensure proper flighting for next seasons.

Teams can only report games actually played and may not submit two different game cards for a single played game. Teams that attempt to report a single played game as two reported games will be fined \$500.00 each and



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the coaches will be suspended for a minimum for six months. These teams also will not be eligible for flight champions.

7.6 Suspended and Abandoned Games

If the referee must suspend a regular season game due to weather or field conditions and the first half of the game has been completed; the game will be considered a complete game and the score will stand. If the first half has not been completed, the entire game must be replayed. In such a case, the League Contact of the home team must reschedule the game in compliance with Section 6.1.3 (Rescheduling of Missed Games) of this handbook.

If the referee stops play due to weather or field conditions, at the discretion of the referee, both teams may have to wait thirty minutes to determine if conditions will allow the game to continue. The referee will advise the teams during or after this time period if he/she will restart the match. The referee may release both teams to leave the game site at any time. If a team fails to comply with the referee mandate to remain on site the match may be considered to be abandoned and will be reported to the league. The referee will list the offending team/teams on the game card.

If the referee abandons the game at any time during the match due to discipline problems, the MNJYSA Discipline Committee will decide the result of the game. If the referee must abandon a U10 or U9 game after the completion of the first half due to weather or field conditions, the game will be considered a complete game.

8.0 FORFEITS

Teams join MNJYSA to play soccer, and when a team forfeits a match, both sides are deprived of the chance to play. MNJYSA expects all games will be played when scheduled and forfeits are not wanted.

If one team fails to show up for the game within the allotted grace period, that team may forfeit the match. The referee will record on the game report the fact that the team did not appear. A team cannot simply send in a game card or report to claim a forfeit. A referee must verify that one team failed to appear. To report the failure of a team to appear for a game when there was no assigned referee present, the League Contact of the team that appeared for the game must send the game card to the Club's Regional Vice President.

8.1 Timing of Forfeit Claims

When a team that appeared for a game believes that it is entitled to a forfeit, that team's Club League Contact or other club official may make a claim to the Club's Regional Vice President and by an entry of "Potential Forfeit" on the MNJYSA web page for consideration of the award of a forfeit. All such claims must include the information set out in Section 8.2 (Forfeit Claim Procedure and Requirements) below. Additionally, no forfeit claim will be considered unless it is made in a timely manner. Forfeit claims relating to all games other than those scheduled or appropriately rescheduled to the last date of league play in a season, must be submitted not later than forty-eight (48) hours following the scheduled or appropriately rescheduled date for which the forfeit claim is made. In the case of games scheduled or appropriately rescheduled for the last game date of the season, the forfeit claim must be submitted not later than midnight of the day following the date for which the forfeit claim is made.

8.2 Forfeit Claim Procedures and Requirements

A claim for the award of a forfeit must be made in writing via email and entry on the MNJYSA web page as described in Section 8.1 (Timing of Forfeit Claims), above and must set forth the facts and circumstances (e.g., the efforts to reschedule, the date[s] and time[s] of notice, if any, from the opponent seeking to reschedule the game, etc.) that lead the Club to claim the forfeit. All supporting information and documentation (e.g., copies of e-mail exchanges between coaches and others relating to the game, etc.) must also be submitted with the claim for the forfeit. Copies of the claim for the forfeit must be sent to the League Contact and Coach or other representative of the opponent and to the Regional Vice President for the opponent's Club. A claim for a forfeit will not be considered unless the requesting Club submits a timely claim and supporting information. Clubs are reminded that while Clubs and Team Coaches may try to reschedule games between themselves without following the procedures set out in Section 6.1.3 (Rescheduling of Missed Games) of this Handbook, any game



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rescheduled in this manner and not played will NOT be considered the same as a regularly scheduled game for purposes of claiming a forfeit.

MNJYSA's Regional Vice Presidents will normally be accorded two weeks from the receipt of the reports and responses outlined above during which to determine whether a forfeit should be awarded. If the Regional Vice Presidents of the involved Clubs do not or cannot resolve the forfeit within the two-week period, MNJYSA's Second Vice President will determine whether a forfeit or a "no play" should be awarded. The Flight Placement Committee will determine claims for forfeits related to games scheduled (or appropriately rescheduled) for the last day of the season and for any other forfeit claims that have not been resolved by the last day of the season.

8.3 Results, Penalties and Fines Associated with Forfeits

A claim for forfeit may result in any of the following conditions:

- (a) The game may be ordered to be rescheduled;
- (b) The game may be declared as a "no play;" or
- (c) A forfeit may be awarded against the team that failed to appear for the game.

Note: In (a) or (b), above, the Club of the team that failed to appear for the game may be ordered to reimburse the opponent for all referee fees paid by that opponent in connection with the un-played game. Any such reimbursement is to be paid to the opponent's club within two weeks of notification.

The Club of any team that forfeits a match will be fined \$100.00, and will be ordered to reimburse the opponent for any referee fees paid by that opponent in connection with the forfeited game. The club must pay the fine and reimburse the opponent within two weeks of notification. A late fee of \$20.00 will be assessed against clubs not paying the fine or failing to reimburse the opponent within the specified time.

Any Club that has two forfeits in a single season will be put on probation by MNJYSA. If a club has a subsequent forfeit during the probation period, that club will jeopardize its membership in the league.

If a team forfeits a match and fails to reimburse its opponent's club for the referee fees, MNJYSA will reimburse the opponent's club for the referee fee paid. In addition to the fine described above, any team that forfeits a match during the season will not be eligible to become the flight champion in that season. That is, if you fail to show up for a scheduled game and forfeit the match, you also forfeit the chance to become the flight winner. A team that has a victory because another team forfeited a match is still in contention for a possible flight winner.

8.4 Appeals from Forfeit Decisions

A Club that believes it is aggrieved by a decision from a claim for forfeit may appeal that decision. Such an appeal will be addressed to the Flighting Committee (not to the Protest and Appeals Committee). The club making the appeal must send notice of its appeal to the Regional Vice Presidents of the clubs involved in the forfeit claim and to the Second Vice President within forty-eight (48) hours of notification of the decision appealed from. Unless circumstances require otherwise, the decision of the Flight Committee will normally be announced at the next regularly scheduled meeting of the MNJYSA Board of Directors meeting.

9.0 COACHING/SPECTATOR CONDUCT

Coaching is to be done from a 10-yard strip along the touchline at the halfway line on the team's side of the halfway line. This area shall constitute the "technical area." Substitutions should be done from this point, taking players off before sending players on. Running the length of the touchline is not permitted. Encouraging and complimenting players is definitely supported. Coaches must remain in the technical area and may convey tactical instructions to players during the game. Coaches are reminded that while a "coachable moment" may be used to instruct players, the players will benefit most from appreciative fans and coaches who can wait until practice time to teach. Spectators, players, and coaches should stand back from the touchline about 6 feet. This important space conveys a sense of detachment from the field action. Unless prohibited by field owners, Clubs must mark a visible line parallel to and approximately 2 yards outside of the touchline on the spectators' side of the field.



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Good sportsmanship is a major objective both on and off the field. MNJYSA may consider disciplinary action against coaches and Clubs who have fan behavior problems. The players, spectators, referee, or assistant referees should not be subjected to poor behavior from the sides. If necessary, a referee may abandon a match due to the conduct of spectators. Our youth deserve the best of competition in the best sporting environment. If the referee does not get the cooperation of those at the game to conduct themselves in a sporting manner, the referee may abandon the game and report the circumstances to MNJYSA.

In the event an unsporting spectator is identified the referee can remove them from the field vicinity. Clubs are expected to maintain the sporting atmosphere at the match and may prohibit the attendance of unsporting individuals. MNJYSA expects all clubs to maintain positive spectator conduct. For more, see Section 2.2 (Set A Good Example (SAGE) Program).

Artificial noise making devices of any kind including but not limited to, drums, horns, cow-bells, trumpets, air horns, vuvuzelas, etc. are prohibited from all MNJYSA games. Referees have the authority to warn operators of artificial noise makers. Should operation continue, the operator of the noise making devices will be ejected from the game.

10.0 ATTIRE

It is the responsibility of all teams to favorably represent their Clubs by being presentably attired at the games. This envisions a team with identical shirts bearing individual player numbers, identically colored shorts, and over-the-calf socks. Team uniforms must be club colors. As required by USSF, players are expected to have their shirts tucked in and socks pulled up. The referee has been instructed to enforce this dress code.

Clubs may place advertising on team jerseys. Advertising must comply with the requirements of Law 4 of the Laws of the Game. Except for a uniform manufacturer's logo or identification, advertising is not permitted on other uniform items. MNJYSA prohibits advertising of alcoholic beverages or tobacco products and stores or establishments that sell primarily those products.

Where there is a conflict in team colors, the home team must change shirts or wear pinnies. It is desirable that alternate shirts or pinnies bear a player number. Teams are encouraged to have substitutes along the touch lines wear pinnies or otherwise cover their uniform shirts to avoid having them mistaken as players on the field.

Goalkeepers will wear a color to distinguish themselves from the field players. They need not wear a numbered jersey. They may wear long pants, gloves, pads, rubber helmet, or soft billed cap. Baseball caps are not permitted.

Field players will wear shorts and socks, which shall be the same for all team members. Players must wear shoes preferred to be soccer type. Baseball cleats are not allowed.

To protect players, and as required by Law IV, shin guards are mandatory for MNJYSA competitions. The referee will assure that all players are wearing shin guards as part of the inspection of player equipment before the start of the match. No player shall be allowed to play without shin guards.

In cold weather, players may wear warm garments under their shirts. U12 and younger players may wear sweat pants (every effort should be made to have the sweat pants match the predominant color of the shorts which comprise the team's uniform).

Players may wear gloves or kneepads with the permission of the referee. Cut-off sweat pants and such worn beneath the shorts must not extend below the shorts. Slide pants or thermal shorts worn under player shorts may extend below the shorts but must match the main color of the player's shorts.

Bandannas, sweat bands, hair ties, religious headwear and such may be worn when properly secured and do not pose a distraction to others or give an advantage to the wearer. Players may wear commercially manufactured head protection devices made for wear by soccer players. No "home-made" or other fabricated head protection devices may be used or worn. Medical items such as a knee brace, and the like are strongly discouraged. However, they may be permissible when the referee says they are properly padded to protect other players. The referee has the final say on these items. Players wearing casts (whether plaster, fiberglass, or other rigid material) will not participate in any MNJYSA league or



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tournament games. Jewelry (other than religious or medical bracelets or necklaces, properly taped to the player's body) cannot be worn.

MNJYSA recognizes that many young players may need eyeglasses to see properly. Players may wear eyeglasses, provided that they are appropriately secured to prevent them from being easily dislodged. MNJYSA recommends that players wear sports eyeglasses (goggle-like glasses) for maximum safety. Players may wear hearing aids while they play.

11.0 GAME CONDITIONS AND GAME DURATIONS

The referee has the final word on field conditions, markings, nets, corner flags, ball, weather, players and time. The length of the games will be as follows:

Team Age	Length of Game	Size of Ball	Players
U17, U18 and U19	90 minutes	5	11 v 11
U15 and U16	80 minutes	5	11 v 11
U13 and U14	70 minutes	5	11 v 11
U11 and U12	60 minutes	4	9 v 9
U9 and U10	50 minutes	4	7 v 7
U8	50 minutes	4	7 v 7
U7 or U8	50 minutes	3	4 v 4 no GK

All games will have a five (5) minute half-time period. There is no over-time in regular league play. If the score is even at the end of regulation play, the game is reported as a tie. The time is maintained by the referee who may add playing time to make up for injuries or significant delays that have occurred. Substitutions are made with the clock running.

12.0 SUBSTITUTIONS

The League policy is that all players on the team must play at least 1/4 of the game. For u12 and younger, MNJYSA further recommends that all players play one-half the game.

1. Unlimited substitutions are allowed with the referee's permission at every stoppage in play (for example; throw ins, goal kicks, after goals, upon stoppage for fouls, etc.) Free substitution is allowed for all age groups unless teams are advised in advance.
2. Players must be clearly standing and waiting at the mid field line to be substituted and not merely waiting in the vicinity of mid field and the referee's assistant should be alerted to the extent possible of the request to substitute at the next stoppage of play.
3. Players standing at midfield should be substituted into the game at the next stoppage of play unless they remove themselves from the midfield position prior to stoppage of play.
4. Player(s) may enter the field of play only when they have been acknowledged and beckoned on by the center official. Entering player shall wait until exiting player has fully exited the field before entering.

Substitutions are done only with the referee's permission. When done to delay the game, the referee may add time in accordance with Law VII. Substitution is done while the clock runs.

Players who arrive late for a game should be identified to the referee(s) as players. Players arriving after the start of the first half may (upon being identified and appropriately checked by the referee) enter the game as a substitute (subject to the Laws of the Game and this handbook). Players who arrive after the first half has been completed but before the second



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half has begun must check in with the referee at half time and will be permitted to play during the second half. Except as set out in the next sentence, the names of players who arrive after the second half has begun must be removed from the game roster and will not be permitted to participate in the game. Notwithstanding the foregoing requirements, with the referee's permission, any team that is playing with fewer than the full number of players (except when due to an expulsion) may enter a late arriving player into the match at any time.

13.0 AFTER THE GAME

MNJYSA recommends that players shake hands with their opponents after the game. Coaches of young teams ought to organize the hand shaking to be done on the halfway line. It is good form for coaches to shake hands with each other and the referee. Captains and older players typically shake hands with referees.

Scores will be reported in accordance with Section 7.5 (Game Cards) above. If a challenge has been made or the game is being protested, be sure the referee has the facts for the game report.

The player passes and coaches ID should be obtained from the referee and counted. The referee will not return the passes or IDs for those who were expelled or dismissed from the game. The passes of these individuals will be sent to the league for disciplinary action.

The referee must be paid in full prior to the beginning of the game. The referee must provide his or her name to the coaches.

14.0 FLIGHT WINNERS

Flight winners will only be determined in age groups u11 and older. There will be no flight winners in age groups u10 and younger.

The cutoff date for determination of flight winners is the last Sunday of the MNJYSA season. Not later than **12:00pm Noon** of the Monday following the last Sunday of the Season, each Club League Contact must report the scores of all games played on the league website. This includes all home games played on the last day of the season and any previously unrecorded games. The League will determine flight winners from the game results that are available at that time. All standings are final at this point. The results of games not played or reported will not be used to decide flight winners.

Teams will receive two points for a win and one point for a tie for each league game. A forfeit is scored as a 1-0 win and carries two points. No points are awarded for a loss. The flight winner is the team with the most points.

Teams winning their flight will receive awards for each player. In the Fall season, Co-winners will be honored. In the Spring season, a single tie breaker game will be played to decide the flight winning team. The League will determine the scheduling and venue of any such tiebreaker games.

15.0 PLAYOFFS IN THE SPRING SEASON

In the Spring season, when playoffs are conducted, the flight winners normally compete to decide a champion for each competition level (except ages 10 and younger). This applies where there are multiple flights at the level of competition. Because the number of flight winners and the number of games required to be played depend on many factors, Clubs must understand that arrangements concerning the conduct of playoffs in the Spring Season are subject to modification by MNJYSA within its sole discretion. In seasons where the MNJYSA Board decides in its discretion, playoffs may be canceled and flight winners may be determined and awarded as for the Fall Season.

MNJYSA schedules the playoff games to determine the inter-flight winners. MNJYSA may appoint playoff coordinators to facilitate playoff games and scheduling. A schedule of playoff games is posted on the MNJYSA web site in April. Flight winners who cannot participate in the playoffs must notify their division coordinators before set deadline posted on MNJYSA web site. Failure to participate in a scheduled tiebreaker or playoff game may result in a forfeit, with the



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appropriate fines being assessed. Each member of the championship team will receive an award and the team will receive a championship team award. Each Spring season MNJYSA publishes Playoff Guidelines that are made available to all clubs to distribute to their teams.

16.0 REFEREES AND FEES

16.1 Assignment of Referees

The league assigns referees to league games from a pool of referees who wish to work with MNJYSA appointed Referee Assignors. Requests for referees must come from the Club League Contact to the referee assignor. No one shall contact a referee to do a game. This rule also applies to all Spring Season playoff games. While the League may not be able to assign three referees to each game, Clubs should be prepared to pay Assistant Referees in any game at any level where three (3) referees work the game.

Each Club League Contact shall complete a Home Field Schedule for every field they play on at the beginning of each season. A copy shall be sent no later than the Tuesday after the first game to their referee assignor and Regional Vice President. Referee Assignors will not accept any changes to the Home Field schedule from anyone other than the Club League Contact or after 8:00 PM on the Wednesday before the scheduled game.

16.2 Late-Arriving or Absent Referees

A thirty-minute waiting time for a referee should be observed. If the referee does not show, the game should still be played. The first choice to referee the game will be any licensed referee who is at the site. Lacking a licensed referee, the coaches must agree to an alternative referee and must abide by their decision for the entire game. It is not acceptable to choose one individual to referee the first half and another to referee the second half.

A referee's authority extends before, during, and after the game. Thus, there is never a time to display dissatisfaction with a referee.

16.3 Referee Fees

The referee and assistant referee fee(s) will be equally divided between both teams. The referee(s) should be paid before the start of the game. Referee fees are as follows:

Team Age	Referee Fee	Assistant Referee-1	Assistant Referee-2
U17, U18, U19	\$90.00	\$45.00	\$45.00
U15, U16	\$80.00	\$40.00	\$40.00
U13, U14	\$70.00	\$35.00	\$35.00
U11, U12	\$60.00	\$30.00	\$30.00
U09, U10	\$50.00	\$25.00	\$25.00
U08	\$50.00	\$25.00	\$25.00
U07	N/A	N/A	N/A

NOTES: (a) Assistant Referee fees equal one-half the applicable Referee Fee per Assistant Referee.

(b) If one team fails to show for a game, the team at the field will pay the referee fee, the team that failed to show will pay MNJYSA and MNJYSA reimburse the unpaid fee through that club.

If the referee must cancel a game because of an unplayable field or weather conditions, the referee(s) should still be paid. Once the referee crew at the field declares that the field is unplayable, that game and all following games on that field for that same day are cancelled.



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17.0 DISCIPLINE

The Constitution of MNJYSA gives the Board of Directors of MNJYSA the right and authority to suspend, bar completely, or otherwise discipline any player, coach, manager, team assistant, or officer from any member team or Club. The MNJYSA Discipline Committee consists of individuals appointed by the President of the league and acts for the Board of Directors. The First Vice President of the League chairs the Discipline Committee.

In a game in which a player is expelled or a coach is dismissed, that individual's pass will not be returned to the team. The referee will send the pass to the Discipline Committee. Players and coaches must have a pass to participate in MNJYSA games and tournaments.

The purpose of the Discipline Committee is to review all submitted referee game reports and to administer disciplinary actions as required. This includes the entire seasonal year, Soccerama, and any MNJYSA sanctioned tournaments. If a tournament report is sent to MNJYSA concerning an ejected player, MNJYSA will enforce its discipline policy in league games as a result of the information contained in the report.

The Committee will base its judgments on referee game reports and other direct sources as required. All penalties and misconducts will be dealt with according to FIFA Law XII and this handbook.

All information about suspensions and other disciplinary actions affecting players, coaches, and parents will originate from the Discipline Committee and will be sent to the Club League Contact through the club's Regional Vice President. All inquiries and communications with the Discipline Committee will be maintained only through the Club President or Club League contact -- no exceptions.

17.1 Players

17.1.1 Player Red Card

Red Card - Expulsion or Send Off: Players who are expelled or sent off from games shall be suspended from League participation as set out below:

Offense	Mandatory Suspension
Denies obvious goal scoring opportunity by handling the ball	1 game
Receives second caution in same game	1 game
Denies obvious goal scoring opportunity by fouling	2 games
Is guilty of Serious Foul Play	2 games
Uses offensive, insulting, or abusive language or gestures	2 games
Spits at a player, coach, spectator, referee, or assistant referee	3 games
Is guilty of Violent Conduct	3 games
Entering the field to participate in a fight or altercation	2 games

NOTE:

For any subsequent sending-off offense in a season, the suspension described above for the applicable offense shall be doubled.

The above suspensions are mandatory and are not subject to appeal or reduction. In the event of players committing subsequent sending-off offenses in the same season, in addition to the prescribed mandatory increased suspension outlined in the note above, the matter may be referred to the Discipline Committee. That committee may impose additional sanctions or suspensions, which additional committee-imposed sanctions or suspensions shall be reviewable by appeal.



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17.1.2 Player Yellow Card

Yellow Card - Caution: Players receiving cumulative cautions, not necessarily in consecutive games, shall be suspended from League participation as set out below:

Offense	Mandatory Suspension
Receives a second caution within season	1 game
Receives subsequent caution(s) in same season (for each subsequent caution)	1 game

17.2 Coaches

17.2.1 Coach Red Card

Dismissal: the penalty for the dismissal of a coach is a minimum three game suspension of the coach and a \$100.00 fine to the club. Additional game suspensions and/or actions may be assessed depending on the severity of the offense. Any coach dismissed from a game may be required to attend a League meeting. Coach's pass will not be returned until suspension served and fine is paid.

17.2.2 Coach Yellow Card

Caution: cumulative yellow cards in a seasonal year not necessarily in consecutive games will result in a one game minimum suspension as directed by the Discipline Committee. Any additional game suspensions and/or actions may be assessed depending on the severity of the offenses and/or the circumstances surrounding either or both cautions.

17.2.3 Removing the team from the field

The action of removing a team from the field during the game or refusing to continue to play is a most serious offense. The penalty for such action will be to suspend the coach/coaches for a minimum of five games and a \$300.00 fine to the club. A coach guilty of removing his/her team from the field will make that team ineligible to win the flight and/or participate in the playoff process.

17.3 Referee Assaults

In the event that MNJYSA is notified by either NJYS or a referee of an alleged referee assault, the individual involved shall be suspended from league competition for a minimum of five games, in addition to the game at which the alleged assault occurred.

Physical assaults on referees are handled by NJYS Discipline/Appeals Committee. The minimum suspension for a person found to have assaulted a referee is one year.

17.4 Probation

The MNJYSA Board of Directors or its delegate (including the Discipline Committee) may place clubs, players, managers, coaches, team assistants, or officers from any member teams or Clubs on probation. Unless specific terms and conditions are set forth in this Handbook, individuals or Clubs placed on probation shall be subject to the terms and conditions of continued participation in MNJYSA as the Board of Directors or its delegate shall determine and specify. The duration of the probation shall also be determined and specified by the Board of Directors or its delegate.

Any probation imposed because of the circumstances set out in Section 4.6 (Dropping a Registered Team) of this Handbook shall include the following terms and conditions:

- (a) The period of probation shall extend through the season in which the Club drops the team and the immediately following season (whether that season is in the same Seasonal Year or not);
- (b) Any fines set out elsewhere in this Handbook associated with dropping a team shall be doubled during the probationary period; and
- (c) If a Club drops any additional teams during the probationary period, the Club will not be permitted to register any teams in MNJYSA thereafter without prior approval of the MNJYSA Board of Directors.



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17.5 Procedures

All disciplinary actions will go into effect immediately upon notification from the Discipline Committee or its delegate. Appeals may be taken from suspensions of players and coaches only when the suspensions exceed the prescribed mandatory suspensions set out elsewhere in this Handbook. Other disciplinary actions administered in excess of any minimum set forth in the handbook may be appealed. Appeals must be made in a written communication from the Club President or Club League Contact. Appeals shall be mailed to the Secretary of the League. The appeal must be postmarked within 2 calendar days of notification by the Discipline Committee. An appeal fee of \$25.00 must accompany the appeal. The appeal fee will be returned if the appeal is upheld. In all cases, the offending party must serve the suspension allotted for the specified infraction while the appeal is in due process. The MNJYSA Appeals/Protest Committee will handle any appeal and its decision will be the final authority for MNJYSA.

18.0 PROTESTING A GAME

If a team feels that there has been some action that affects the game results, they may protest this action to the league. Where the protest concerns a game that was played, as opposed to a forfeit, it is important this be noted in the game report for the protest to be upheld. Do not yell out your intention to protest the game. Simply take this matter up with the referee at the end of the game.

A protest should be discussed at the Club level and with your Regional Vice President. The Club, through its President or League Contact, not the coach of the team or team member, must file all protests. If a Club decides to file a protest, you must mail the protest to the Secretary of the League within two calendar days of the game. The protest fee of \$25 must accompany the protest. You should also send a copy of the protest to your Regional Vice President and the President of the League. If your protest is upheld, the protest fee will be returned. If your protest is not properly submitted, it will not be considered by MNJYSA.

Grounds for protest are varied but do not include judgment decisions by referees. A technical error by a referee is valid grounds for a protest. For example, the award of a penalty kick because of an obstruction foul is technically incorrect. An offside call is a matter of judgment, as is a decision of the referee to caution or expel a player or dismiss a coach.

The MNJYSA Appeals/Protest Committee will handle all protests and its decision will be the final authority for MNJYSA.

There will be no protests of u10 and younger games. If you feel there is a problem that should be addressed by MNJYSA, your Club League Contact should contact your Regional Vice President.

19.0 APPEALS

All adverse decisions by the League are subject to appeal to a higher authority. However, the MNJYSA decision will stand unless a higher authority reverses the MNJYSA action. If you wish to appeal a MNJYSA decision, you should contact your Regional Vice President. You should be aware that MNJYSA By-Laws and USYSA rules provide that:

- No official, club, league, team, coach, referee, player, or their representative may invoke the aid of the Courts of any State or of the United States without first exhausting all available remedies within the appropriate soccer organizations.
- Any party who seeks the aid of the courts shall be subject to the sanctions of suspension and fines, and shall be liable to the MNJYSA for all expenses incurred by the MNJYSA and its officers in defending each court action, including but not limited to the following:
 1. Court costs
 2. Attorney's fees
 3. Reasonable compensation for the time spent by MNJYSA officers in responding to and defending against allegations in the action, including responses to discovery and court appearances.

Appeals must be made in writing and you must send a copy of your appeal to MNJYSA.



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20.0 APPENDIX – Playing Rules (U7-U12)

As a general rule U7-U12, will play soccer in MNJYSA just like all other Divisions in the MNJYSA. They will abide by the FIFA Laws of the Game, follow the guidelines of the MNJYSA League Handbook, and obey the Constitution and By-Laws of the MNJYSA, NJYS, and the USYS. Administrative Officials, Coaches, Referees, and Parents should encourage the players to abide by the Players Code of the USYS, which is listed below:

USYS PLAYERS CODE

- Play the game for the game's sake.
- Be generous when you win.
- Be graceful when you lose.
- Be fair always no matter what the cost.
- Obey the laws of the game.
- Work for the good of your team.
- Accept the decisions of the officials with good grace.
- Believe in the honesty of your opponents.
- Conduct yourself with honor and dignity.

"FAIR PLAY PLEASE"

Injuries

Referees should immediately stop play on small sided games when they recognize a player is injured. The injury should supersede the advantage rule or any continuation of play. The injured player must leave the field of play and may return at the next stoppage of play. The exception to this is the goalie who may remain as a goalie at the request of his/her coach.

Referees who recognize an injured player will evaluate the situation and request the coach onto the field of play if required. Spectators shall avoid entering the field of play unless requested by the referee or coach. Coaches can gain the attention of the referee to attend to an injury at a stoppage of play. Players are permitted to create a stoppage of play by putting the ball out of bounds (into touch); coaches are encouraged to instruct their players in this tactic rather than shouting at the referee or running onto the field of play.

The Player Development Philosophy for 4v4 Standard of Play (i.e. 4 field players, no keeper) is designed for safety and fun as the top priorities, with results and standings not being part of the player development. With 4 players on the field, having 6 or 7 on each team will maximize the participation for all players and give them all an opportunity to play 50% or more of the game. Larger teams can split their team and play two games at the same time if opponent has the numbers to split their team also.

20.1 Teams Playing 7v7 – Build Out Line

All teams playing 7v7 games will employ a Build Out Line (BOL). The purpose of the BOL is to improve playing of the ball out of the back in a less pressured setting. It also denotes where offside offenses can be called.

20.1.1 BOL Field Markings

The two BOL's are equidistant from the penalty area line and the halfway line. They are parallel to the goal line. The markings can be painted on the field or marked with sideline cones, on-field flat cones, sideline flags or any other reasonable and safe method.

20.1.2 BOL Offsides

The BOL will be used to denote where offside offenses will be penalized instead of the halfway line. Players are not offside if they are between the BOL and the halfway line, but are in an offside position if they are between the BOL and the end line of their opponent's end of the field.

20.1.3 BOL Modified Rules

The BOL will be used to denote where offside offenses will be penalized instead of the halfway line. Players are not offside if they are between the BOL and the halfway line, but are in an offside position if they are between the BOL and the end line of their opponent's end of the field.



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20.1.3.1 Goal Keeper Possession

If the goal keeper has the possession of the ball in their hands, please adhere to the following:

The opposing players must retreat behind the closest BOL before the goal keeper is compelled to place the ball into play.

The goal keeper has six (6) seconds to release the ball. The count starts when the opponents have retreated behind the BOL.

The goal keeper may choose to put the ball in play prior to a full retreat of the opposing players to the BOL.

Opposing players may pressure the ball once the goal keeper has put the ball into play, whether or not they retreated behind the BOL.

Goal keepers must throw, roll or play with their feet to put the ball into play.

Goal keepers cannot punt or drop kick the ball. If a punt or drop kick occurs, the restart is an indirect free kick at the point of the infraction. If a punt or drop kick occurs inside the goal area the indirect free kick is taken at the goal area line parallel with the goal line at the point where the infringement occurred.

20.1.3.2 Goal Kicks and Defending Free Kicks behind the BOL

Once a goal kick **OR** a free kick (direct or indirect) has been awarded to a defending team and the spot of the kick is between the defending team's goal line and the BOL:

The kicking team may choose to put the ball in play prior to a full retreat of the opposing players to the BOL;

Before the kicking team is compelled to place the ball into play, the opposing players must retreat the greater of; a) behind the BOL or b) eight (8) yards;

If an opponent pressures the ball before the ball is put into play, the free kick or goal kick is retaken;



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	U7 7 years old and younger*	U8 8 years old and younger*	U9 9 years old and younger*	U10 10 years old and younger*	U11 11 years old and younger*	U12 12 years old and younger*
Field Size Ranges (yards)	Length 25-40 yds Width 15-30 yds	Length 25-40 yds Width 15-30 yds	Length 55-70 yds Width 35-45 yds	Length 55-70 yds Width 35-45 yds	Length 70-80 yds Width 45-55 yds	Length 70-80 yds Width 45-55 yds
Maximum Goal Size (feet)	Height 4' foot Width 6' foot	Height 4' foot Width 6' foot	Height 7' foot Width 21' foot	Height 7' foot Width 21' foot	Height 7' foot Width 21' foot	Height 7' foot Width 21' foot
Ball Size	3	3	4	4	4	4
Players	4v4 No GK	4v4 No GK	7v7 GK	7v7 GK	9v9 GK	9v9 GK
Game Time (minutes)	50 minutes	50 minutes	50 minutes	50 minutes	60 minutes	60 minutes
Offside	No	No	Yes	Yes	Yes	Yes
Concussion Initiative - Deliberate Heading	Not Allowed Indirect Free Kick awarded to the opposing team from the spot of the offense	Not Allowed Indirect Free Kick awarded to the opposing team from the spot of the offense	Not Allowed Indirect Free Kick awarded to the opposing team from the spot of the offense	Not Allowed Indirect Free Kick awarded to the opposing team from the spot of the offense	Not Allowed Indirect Free Kick awarded to the opposing team from the spot of the offense	Allowed
Substitutions	Unlimited & occur at any time	Unlimited & occur at any time	Unlimited & occur at any time	Unlimited & occur at any time	Unlimited & occur at any time	Unlimited & occur at any time
Penalty Kicks	None	None	Yes	Yes	Yes	Yes
Scoring	For flighting purposes, send scores to suemnjrvp@comcast.com within 24 hours of game	For flighting purposes, send scores to suemnjrvp@comcast.com within 24 hours of game	Scores are updated on league website no later than 24 hours after game has been played	Scores are updated on league website no later than 24 hours after game has been played	Scores are updated on league website no later than 24 hours after game has been played	Scores are updated on league website no later than 24 hours after game has been played

U7 Team – U6 Player(s) permitted on a U7 team
 U8 Team – U7 Player(s) permitted on a U8 team
 U9 Team – U8 Player(s) permitted on a U9 team

U10 Team – U8 & U9 Player(s) permitted on a U10 team
 U11 Team – U9 & U10 Player(s) permitted on a U11 team
 U12 Team – U10 & U11 Player(s) permitted on a U12 team



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20.2 U9-U12 Specific Standards of Play – Field Dimensions

MNJYSA recognizes that there may be some small local variations to the field size dimensions below which are acceptable under league play.

