

South Jersey Master's Soccer League

Rules in Addition to FIFA Rules

1. Each team must provide a copy of their roster
 - a. Player name, number, and birth date to be displayed
2. Registration fee - \$35/Player (Covers referee assigner fees and website fees)
3. Referees
 - a. Fees – \$100/game per team
 - b. If only (1) referee shows, \$75/game per team to the single referee
 - c. If referees show up and a team is unable to field a team, the team responsible for no game must pay both referee fees (\$200).
 - d. If referees show up and the field is unable to be used due to neglect by the home team, i.e, no nets on frames, field unlined or improperly lined, the home team must pay both referee fees (\$200)
 - e. If a team is unable to field a team for a game, they must notify the referees 48 hours prior to game time or the team at fault for no game must pay both referees a fee of \$75 per referee, a total of \$150.
4. Captains
 - a. 3 captains per team per game
 - b. Must present to officials before game and be notated on the roster card
 - c. Should wear a captain's band
 - d. Captains job is to control the behavior of their team and to have a direct line of communication with the referee
 - e. Captains are the only players permitted to discuss a disagreement or grievance with the referee
 - f. Players are still allowed to speak to a referee in a friendly manner
 - i. At the referee's discretion, any other player arguing or verbally abusing the referee shall be yellow carded upon incident
 - g. Captains can still be carded should the referee decide that the discussions are abusive
5. Fields
 - a. For the safety of our players and accuracy of play, all fields must meet current FIFA requirements in width and length
 - i. Minimum of 100 yds and maximum 130 yds in length and minimum of 50 yds and maximum of 100 yds in width
 - ii. All fields must have corner flags and be lined appropriately
 - iii. All fields need to be free of dangerous hazards, (i.e, debris, branches, holes)
 - iv. All teams need to do their best to find a field that is safe to play on for everyone
 - v. A team that does not have a properly lined field or proper nets on goal frames will forfeit if the game is unplayable.
 - vi. You may not move the game to a field that is not approved for use with a facility manager for that date and time.
6. Season Play
 - a. 28 Games
 - b. September – June with a midseason break between December and March

- c. The (2) teams with the best records in their division promote to the next division above their current division
 - d. The (2) teams with the worst records in their division relegate to the next division below their current division
 - i. If there is a team waiting list for entry, the (2) teams at the bottom of the Global Division will be considered to potentially be replaced by the teams in wait
 - ii. If there are at least (6) teams on the waiting list, a 5th flight will be considered for creation
 - e. The team with the best record in the American Division is considered the Champion of the League
 - f. Tie Breaker Rules
 - i. Points
 - ii. Goal Differential
 - iii. Head to Head
 - iv. Wild Card
 - 1. Yellow cards: -1 point
 - 2. Red card for Professional foul (purposeful handball or last man to foul without malice to stop a goal): -1
 - 3. Double Yellow/ejection: additional -2 points
 - 4. Direct Red for any other reason: -3 points
 - 5. Team manager receives direct red: -2 additional points
7. 34 year old players
- a. Are able to join the team in the fall, as long as the 34 year old turns 35 prior to 6/30 of the following year
 - b. A 34 year old player may join the team in the Spring as long as they turn 35 prior to 12/31 of the current year
8. Committee
- a. A committee of 3-4 other players from around the league chosen by the commissioner will meet weekly to handle red card, dissent, and fighting violations/appeals
9. Uniforms
- a. Players are to be in a uniform with a number. The number must match the name of the player on the roster
10. Game Play
- a. All Rules as per FIFA regulations
11. Substitutions
- a. Substitutions are to be free flowing, on the fly, needing no stoppage of play
 - b. Substitutions are unlimited
 - c. Substitutes may not affect the play until the player they are replacing has left the field
 - d. Substitutes should enter the field at the location the replaced player leaves the field, and may only affect the immediate play if, in the referees discretion, that is the case. If a player affects the immediate play and that is not the case, play shall be stopped and an indirect kick awarded to the opposing team.
12. Player Identification
- a. All players must have a valid Identification Card with them on the sidelines

- b. Any player whose age is challenged by the opposing team, must present their Identification to the referee and the opposing team manager
- c. A team may challenge a player's age at any time during a game, however, play will not stop. The referee will check the identification at the next intermission.
- d. If the player showed up and played in only the fourth quarter, the team may request his identification be checked at any point during the fourth quarter. In this instance, the player shall leave the field and present to the referee identification prior to reentry.
- e. A player found to be underage for our league requirements shall be banned from entry until age 40.

13. Schedules

- a. Games are to be played on the date they are assigned.
- b. Games may only be postponed due to field shutdowns for weather, schedule conflicts caused by the field manager, no-show referees, and/or damage to the field or equipment outside of the home teams control.
- c. Field shutdowns must be confirmed by the field manager if the decision is protested by the opposing team.
- d. All other reasons for not playing will be deemed a forfeit unless the opposing team agrees to make the game up.
- e. All make up games are to be scheduled within 10 days of the postponement.

14. Fighting

- a. Players ejected for fighting are suspended for 2 games
- b. If either player is ejected again for fighting, they will be suspended for 5 games
- c. If either player is ejected again for a 3rd time, the player will be suspended for the remainder of the session (fall or spring), and the entirety of the next session (spring or fall).

15. Dissent

- a. Players ejected involving dissent, will be suspended for 1 game
- b. Players ejected a 2nd time involving dissent, will be suspended for up to 3 games
- c. Players ejected a 3rd time involving dissent, will face suspension and potential league ban