

# NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

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To: Soccer Coaches, Athletic Directors, and Chapter Secretaries  
From: Tony Maselli, Assistant Director, Al Stumpf, Assistant Director  
Re: **2018 Soccer Rules Modifications**

The NJSIAA Soccer Rules Interpreter:

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## Modifications of the 2018 National Federation Soccer Rules

### Rule 1-6 - The Field of Play

Section 6: The NJSIAA is requiring perimeter fencing or roping twenty-five (25) feet from the official side and endlines for VARSITY games. The obvious intent is to separate unauthorized people from teams, coaches, and official scorers. Where field configuration may prohibit full adherence (twenty-five (25) feet) or use of public parks or elementary school fields make fencing unmanageable, large rubber cones or other temporary markings are acceptable provided the spectator separation is accomplished. Adult supervision may be needed in these cases.

If officials feel these conditions are not fulfilled, they are to play the game, but report the infraction to the administration of the home team and the NJSIAA Central Office

### Rule 4-2-8 - Player Equipment

A protective face mask may be worn by a player with a facial injury. The mask may be made of hard material but must be molded to the face with no protrusions. A medical release for the Player signed by a physician (MD/DO) shall be available at the game site. Procedure - All masks must be inspected and approved by the NJSIAA. A NJSIAA note of approval must also be present along with said physician's note. The Danmar Warrior facemask model 1200 without earflaps is an approved NFHS/NJSIAA substitute mask that may be worn during interscholastic competition. (Photo Attached)

## Rule 5 - The Referee, and Assistant Referees

### Section 1      General

Article 1:      Note: The (3) person diagonal officiating system may only be used for any of the following contests:

- a. Scrimmages
- b. Night games
- c. Weekend games
- d. Local Tournaments
- e. NJSIAA Sectional Semifinal & Final, Semifinal & Group Finals
- f. NJSIAA approved games

**NOTE: For afternoon regular season games, schools may request their league assignors to assign 3 officials up to three times per season per gender.**

### Rule 6:2:3 - Timer

If there is a designated paid or unpaid clock operator the stadium clock will be official and will be run down to :00. The on-field officials will hold the official time at all times and may ask the clock operator to correct the stadium clock during a stoppage during the game. If there is no designated clock operator the stadium clock is not to be used for time; it may be used to keep score only.

## Rule 7 - Duration of Game, Length of Periods

### Section 1 - Length of Periods

Article 1:      The duration of Varsity games shall be two (2) equal halves of forty (40) minutes each. Junior Varsity (JV) and freshmen may play forty (40) minute halves upon adoption by individual conferences.

Article 3:      During the regular season, if less than one half (1/2) of a game has been played, the game will be rescheduled from the start.

State Tournament games suspended because of conditions which make it impossible to continue play, should be played to completion from the point of interruption. If the losing team at the point of interruption, does not want to return to complete the game, the game will be considered to be complete.

### Section 3 - Tie Games

All Varsity games tied at the end of regulation time, **MUST** use the following procedure:

Article 1:      Up to two (2) "sudden victory" overtime periods of ten (10) minutes each will be played. The first team to score shall be declared the winner. If the score is still even, at the completion of the 2<sup>nd</sup> overtime period, the game shall be recorded as a tie. In State Tournament games, if the score remains tied after the completion of the overtime periods, kicks from the penalty mark will be taken to determine the winner. In the State Finals only, if the tie remains after the completion of the second overtime, a co-championship will

be declared.

Teams that do not play overtime, other than for reasons of the elements or conditions, will both forfeit the game.

No contest shall exceed 100 minutes of playing time.

In League, Conference, or County Tournament games that require a team to advance, the game shall be recorded as a tie, if the score remains tied after the completion of the overtime periods.

## Rule 12 - Fouls and Misconduct

### Section 8 - Misconduct

#### Article 2:

- a. Subsections a through g – the NJSIAA emphasizes that a player, coach, or bench personnel guilty of violent conduct (verbal or physical), taunting, serious foul play, spitting, using insulting, offensive, or abusive language or gesture, leaving the team area to participate in a fight or altercation is committing a disqualifying offense. The first such offense will result in a red card disqualification and a two (2) game disqualification. A previous caution need not have been issued to the perpetrator. For each player sent off, the team must play short one person for the rest of the game. The official issuing the send-off shall display a red card in one hand.
- b. Subsection c – a player sent off for receiving a second yellow card shall be disqualified from the game but will not have to suffer the additional two game disqualification. For each player sent off, the team must play short one person for the rest of the game. The official issuing the second yellow card shall display the yellow card in one hand and then the red card in the same hand.
- c. Subsection d 2 and 3 – a player who commits serious foul play by either intentionally handling the ball to prevent it from entering the goal or by committing a deliberate tactical foul in a non-flagrant manner against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score and the goal is not scored shall be disqualified from the game but will not have to suffer the additional two game disqualification. For each player sent off, the team must play short one person for the rest of the game. Should the foul that denies the obvious goal scoring opportunity be violent, the player will receive the additional two game suspension. The official issuing the sendoff shall display a red card in one hand.

The NJSIAA Concussion Policy is aligned with the New Jersey State Law as it applies to suspected concussed athletes.

#### 2018-19 Constitution and Bylaws NJSIAA Rule 14: Soccer: Section 8

A soccer player shall play in no more than three (3) halves during the same calendar day, with a maximum of nine halves per week. If a school elects to play a four-game week (Rule 14, Section 6), an individual player may not exceed twelve (12) halves. This would include any combination of: freshman, sophomore, junior varsity and varsity competitions. Note: Overtime periods are a continuation of the second half.

## **Tournament Regulations:**

### **To Qualify**

1. Teams must be competing on a varsity interscholastic basis.
2. Seventy percent (70%) of games played on or before the cutoff date of Saturday, October 20, 2018 must be against New Jersey schools.
3. Teams having at least a .500 (50%) winning percentage for the first thirteen (13) games up to and including Saturday, October 20, 2018, will qualify automatically. Whenever ties are broken, the win or loss must be reported to njschoolsports.com. In League, Conference or County Tournament games that require a team to advance, it shall be recorded as a tied game if the score remains tied after the completion of the overtime periods.
4. Teams may be seeded into the tournament having less than a .500 (50%) record as determined by the seeding committee. All teams are in the tournament if selected by the seeding committee unless a tournament refusal designation is completed by Thursday, October 18, 2018.
5. Teams not wishing to enter the tournament must notify the NJSIAA by Thursday, October 18, 2018 using the NJSIAA online tournament refusal process.
6. Any player with two (2) or more disqualifications in the current season, prior to the start of the tournament, will be unable to compete in the state tournament.
7. Any varsity team accumulating three (3) or more player or coach disqualifications prior to the start of the tournament will not be permitted to participate in the state tournament. Seeded teams will forfeit their right to compete if a disqualification limit is reached prior to the start of the tournament for the team.

### **Tie-Game Procedure**

All tournament games including the state finals will follow the following tie-game procedure. If a tournament game ends in a tie, the overtime procedure will be as follows:

- There shall be up to two (2) ten (10) -minute "sudden victory" overtime periods.
  - Coin toss shall be held as in Rule 5-2-2(E).
  - Teams shall change ends if a second overtime period is required.
  - There shall be a two (2)-minute interval between periods.
- If the score remains tied:
  - The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
  - Each coach will select five (5) players, on or off the field (except those who have been disqualified), to take the kicks.
  - A coin toss shall be held as in Rule 5-2-2(E). The team winning the toss shall have the choice of kicking first or second.
  - Teams will alternate kickers. There is no follow-up on the kick.
  - The defending team may change the goalkeeper prior to each kick.
  - Following five (5) kicks for each team, the team scoring on the greatest number of these kicks shall advance. The kicks shall end at the point where the advancing team has been determined.
- If the score remains tied after each team has taken five (5) kicks:
  - Each coach will select any five (5) players, whether or not a player participated in the initial five (5) kicks, to take another set of five (5) kicks in the same team order in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
- If the score remains tied after the second set of five kicks, the process will continue to repeat until a winner is determined.



DANMAR WARRIOR face mask  
Model 1200 - approved for NJ.  
by NFHS  
CANNOT have ear flaps

<https://danmarwarrior.com/wp-content/uploads/2015/03/1200.2015.jpg>

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