

## **BWNYJSL New Rules for 2018 – Referee Unit**

### Player/Coach Passes & Rosters

1. Limit of 3 dual card or premier players for A & B teams. Players on C and lower divisions must receive approval from JSL before being rostered. All dual carded players should have a yellow sleeve, so referees should make sure they are only given 3 player passes with yellow sleeves. If teams have more than 3 player passes with yellow sleeves, those players are ineligible to play and the player's name should be noted on the referee game report.
2. Coaches that do not have their Risk Management Pass AND are listed on the official roster are allowed to be on the sidelines, provided they supply proof of identity, such as a drivers' license or other government-issued ID.
3. If player passes and rosters are not available at the start of the game, the coach must provide them before the start of the second half. If they are not provided by halftime, the team that does not have possession of their passes and roster will forfeit the match.

### Coach Dismissal

If a coach is dismissed by the referee, the coach may remain on the spectator's side of the field, however he/she is prohibited from actively coaching or instructing his/her players.

### Handshake at end of game

Referees shall remain on the field at the conclusion of the game to observe the handshake between players. Referees are allowed to issue yellow or red cards to players during the handshake for unsporting behavior or violent conduct.

### Water Breaks

Upon request of either team, one water break per half shall be provided with referee consent. Consent of the non-requesting team is ***not*** required. The time period for water breaks should be limited to 3 minutes. The referee shall stop the clock during a water break. Unlimited substitutions are allowed at this time.

### Drones

Drones are prohibited from being flown during a game, regardless of whether they are flown over the field of play or not. If this occurs, the referee shall stop play immediately and re-start once the drone has been removed.

### Game Length

10 and Under - Two 25-minute halves

11 and Under and 12 and Under - Two 30-minute halves

## 10 and Under Games – Goalkeeper Possessions & Build Out/Retreat Line

For 10 and Under games ONLY, when the goalkeeper has possession of the ball in his or her hands, the following procedure shall be followed:

- a. Opposing team must move behind the build out line and remain behind the build out line until the ball is in play. **The ball is considered to be in play when it crosses the penalty area.**
- b. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play. Punts and drop kicks are not allowed. If the goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded to the opposing team from the spot of the offense.
- c. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- d. Goalkeepers are allowed to put the ball into play before the opposing team fully retreats behind the build out line.

### Description of placement of Build Out Line

Per USYSA rules, a build out line should be equidistant between the penalty area line (12 yard box) and halfway line, as shown below.

