



Maryland SoccerPlex

GAME LENGTH: Two twenty-five (25) minute halves. Five (5) minute halftime. If score is tied at the end of regulation, score remains tied. No overtime. Games must start on time.

FORMAT: 8 v 8 (including goalkeeper). A game may start with a minimum of five players. If a team does not have enough players to start the game, the clock will start on time. A team must start the game at the scheduled starting time if the minimum number of players is present. If, after 10 minutes, a team does not have enough players to start the game, the game will be cancelled.

CARDS/VIOLATIONS: If a player or coach is red carded (ejected) from a game, the minimum penalty will be sitting out the next scheduled game. If a spectator is ejected or asked to leave the game site, the minimum penalty will be a suspension of at least the next two (2) scheduled contests.

ROSTER SIZE: is unlimited. All players must be registered and completed the electronic waiver form that is part of the registration. Players can play on more than one team.

HOME & AWAY TEAMS: The home team (first team listed on the schedule) is responsible for providing a size 5 ball for each league game.

JERSEYS: Teams are required to have both a colored and white shirt available at every league game. Home team must change in the event of a color conflict. (It is NOT necessary to have unique numbers on each jersey.)

SUBSTITUTIONS: No subs on the fly. Must be made at midfield upon approval of referee.

OFFSIDES: There are no offsides.

STANDINGS/AWARDS: No standings will be kept and no post season awards will be given.

LIGHTNING DETECTION AND HOW IT WORKS: The Maryland SoccerPlex is equipped with a lightning detection system. The purpose of this system is to protect patrons using the facility when dangerous storms pass through.

Sensors have been installed on the roof of the Adventist HealthCare Fieldhouse, Splash Park and the Mini Golf building. When dangerous conditions exist, the following steps will take place:

- Horns on the roof will sound for 15 seconds
- The 15-second blast indicates ALL patrons must immediately go to their cars

- This 15-second horn will blast when dangerous conditions have been identified, even if you do not see lightning, do not ignore this signal
- When dangerous conditions no longer exist, the horns will blast three (3) shorter blasts.

What to do When the Lightning Alarm Sounds

- Immediately leave the field and go to the nearest shelter.
- DO NOT LEAVE THE COMPLEX
- Wait for the all clear signal (3 blasts of the horn)
- Once the all clear signal sounds, go back to the field and resume the match where you left off

The Maryland SoccerPlex Operations staff continually stays up to date with weather forecasts and radar information. If it appears that the weather will not clear and games cannot resume, the facility will close. Closure information will be posted on the SAM homepage, www.samsoccer.org and the SoccerPlex Weather Hotline, 301-528-1497.

The following will apply to High School 8v8 games in the event of a lightning delay.

The clock will continue to run during the delay. Once the clock reaches the next game time, the game will be terminated. No game can continue past 7:00pm. (In the event a 6:00pm game is not followed by a 7pm game, the game can resume and continue until it is complete or when the clock reaches 7:00pm.)