



SELECT

League Rules, Policies and Procedures AN AFFILIATE MEMBER OF MSYSA AND USYSA

Table of Contents

Preamble.....	2
Membership.....	2
Team & Player Registration.....	2
League Requirements	3
Release & Transfer Information.....	4
Protests & Arbitrations.....	4-5
League Information/Player Safety.....	6-11
Field/Coaches/Game Requirements...	11-16
Age Group Specific Rules.....	17-18
SELECT Standards Chart.....	19
Weather/Lightning Policy.....	20-21
SAM Conduct Policy.....	22
MSF Conduct Policy.....	23
Red Card Sit-Out Form.....	24

PREAMBLE

The rules contained herein shall govern members of this league in all instances to which they are applicable. The league follows FIFA rules with some modifications.

MEMBERSHIP

Part 1. Individual Registration Responsibility - Each player and player's family have the responsibility to insure the proper registration of their child.

Part 2. Team Registration Responsibility - The Coach OR Team Manager has the responsibility to insure proper and timely registration of his or her team. A late registration will incur a late fee.

Part 3. Conduct - Each member team shall be responsible for the conduct of its officers, club members, managers, team officials, Adult Supervisors (Coaches), players, and spectators both on and off the field, in all matters. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejection, and standard suspension. Any other individuals, who may be reasonably construed as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this league. Any coach or team official may be held responsible for the actions of any individual(s) at any match, that in the opinion of the referee, is a supporter of that team.

Part 4. Authority to Suspend or Discipline - The Board of Directors and SAM Committee shall have the right and authority to suspend or otherwise discipline any Member team and/or its officers, club members, managers, team officials, Adult Supervisors (Coaches), players, and spectators.

TEAM AND PLAYER REGISTRATION

Part 1. Eligibility - is open to all youth players and teams irrespective of race, nationality, color or religious affiliation or non-affiliation. The League is limited to youth players (age chart below). A youth player is any person other than a professional or an amateur player.

Part 2. League's Playing Period - August 1st to July 31st of the calendar year is designated as the league's playing period (season). The league's playing period will have two (2) playing seasons:

- a) A Fall season of September -November
- b) A Spring Season of March-June

Part 3. One Team - A player may only be registered on one SAM team at any time in a particular age group or age division. Players are eligible to play in other age groups.

Part 4. Team Enter Commensurate with Age - A team must enter the Age Group commensurate with the highest age of any team member. For example, a player born in 2010 can play in the 2010 age group.

Part 5. Birth Year Age Group- all teams in SAM SELECT will follow the birth year age chart as defined by the U.S. Soccer Foundation (see next page)

Part 6. Age Limitation - The term "youth" shall mean an amateur player who has not attained his or her 19th birthday prior to the first day of January of the seasonal year for which the player registers.

Part 7. Age Chart:

	This Season								
Season	2016-2017	2017-2018	2018-2019	2019-2020	2020-2021	2021-2022	2022-2023	2023-2024	2024-2025
Birth Year									
2020									
2019									U6
2018								U6	U7
2017							U6	U7	U8
2016						U6	U7	U8	U9
2015					U6	U7	U8	U9	U10
2014				U6	U7	U8	U9	U10	U11
2013			U6	U7	U8	U9	U10	U11	U12
2012		U6	U7	U8	U9	U10	U11	U12	U13
2011	U6	U7	U8	U9	U10	U11	U12	U13	U14
2010	U7	U8	U9	U10	U11	U12	U13	U14	U15
2009	U8	U9	U10	U11	U12	U13	U14	U15	U16
2008	U9	U10	U11	U12	U13	U14	U15	U16	U17
2007	U10	U11	U12	U13	U14	U15	U16	U17	U18
2006	U11	U12	U13	U14	U15	U16	U17	U18	U19
2005	U12	U13	U14	U15	U16	U17	U18	U19	
2004	U13	U14	U15	U16	U17	U18	U19		
2003	U14	U15	U16	U17	U18	U19			
2002	U15	U16	U17	U18	U19				
2001	U16	U17	U18	U19					
2000	U17	U18	U19						
1999	U18	U19							

Part 8. Ineligible Player and/or Adult Supervisor (Coach) - A forfeit will be declared on all games in which an ineligible player and/or adult supervisor (coach) participates. Additional sanctions may be levied against the team at the discretion of the SAM TEAM. If a player does not have a player card – the game is a forfeit.

Part 9. False Statement - A player registration form containing a false signature, document or false statement will subject the team and the team manager and/or coach to disciplinary action as determined by the Governing Body (SAM Team).

Part 10. Team Joining the League – A team can join the league at any time during the soccer calendar year/season prior to the league season starting (as defined above)

RELEASE and TRANSFER of PLAYERS

Part 1. Application - The provisions of this rule apply only to SAM teams in regular league competition.

Part 2. Bound to a Team - When a team roster has been approved by SAM, each player registered to a team is bound to that team for the entire seasonal year unless the player has been voluntarily or involuntarily released (as defined by USSF Rule 4031). Cannot move teams during a season. Example not during the Fall season.

- a) The player has committed a significant violation of the rules of the US Soccer Federation, the US Youth Soccer Association, the Maryland State Youth Soccer Association, or this League, as determined by the appropriate authority, and such authority directs the League to release the player.
- b) Upon petition to the SAM TEAM by the Member Club President or Registrar citing significant cause (such as disruptive behavior) and approval of the League Registrar.

Part 3. Certification - The Team Roster Form on file with the League's Administrator will constitute the members of the team. Errors and omissions will not be accepted as valid reasons in the event of a protest or dispute. It is the team's responsibility to inform the league if any roster changes have been made.

PROTESTS and ARBITRATION

Part 1. The SAM TEAM- It shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The SAM TEAM will administer game protests and behavioral incidents. At the direction of the Governing Body, the SAM TEAM will attend to any matter not specifically addressed in the bylaws. The SAM TEAM has the authority to suspend or fine any player, coach, team, team official, club official, team and/or club supporter. The SAM TEAM has the authority to fine any member club.

a) Composition - There will be no less than three (3) and no more than five (5) members, plus a Committee Chairman on the SAM Arbitration Board. SAM TEAM members shall be selected by the league's president, with the approval of the Board of Directors for a one or two-year term. No more than one member from the League's Board of Directors shall be a member of the SAM TEAM. The league's president shall appoint the chairman of the Arbitration Board.

b) Voting - of this committee shall be one (1) vote for each member of the committee including the Chairman. The Chairman may cast a vote only in case of a tie. A minimum of three (3) voting members, which includes the Chairman, will be required to hear a case and render a decision.

c) Participants at the SAM TEAM Board Meeting - The SAM TEAM reserves the right to determine the participants and number of participants that may attend a meeting.

d) Convene SAM TEAM- The SAM TEAM will convene at the discretion of the Chairman.

e) Possession of Cards - All cards (MSYSA Player Registration Pass or Adult Pass) will remain in the possession of the Arbitration Board until a decision is rendered and/or a suspension has been served.

f) Records of the SAM TEAM- The records of the SAM TEAM will be maintained for a three (3) year period.

g) Club Will Be Assessed Each Time an Adult Supervisor is Issued a Red Card - In the event that a coach (Adult Supervisor) or player is issued a red card, the SAM TEAM will notify SAM in writing of the offense.

h) Adult Supervisor to Appear at the SAM TEAM Hearing - In the event that an Adult Supervisor is issued a Red Card, at the discretion of the SAM TEAM, said Adult Supervisor will be notified by the SAM TEAM to appear in person, at the SAM TEAM hearing of the case.

- 1) The SAM TEAM will notify the Adult Supervisor of the date, time and location of the hearing.
- 2) The Adult Supervisor's card will remain in the possession of the SAM TEAM until said Adult Supervisor appears at the hearing.

i) Player to Appear at the SAM TEAM Hearing - In the event that a player is issued a Red Card, at the discretion of the SAM TEAM, said player and the coach (Adult Supervisor) of the said player's team may be notified by the SAM TEAM to appear in person, at the SAM TEAM hearing of the case.

The Adult Supervisor must accompany the player to such a hearing.

- 1) The SAM TEAM will notify the Coach of the date, time and location of the hearing.
- 2) The Player's card will remain in the possession of the SAM TEAM until said Player *and* Coach appear at the hearing.

Part 2. Protests and Disputes - All questions relating to the qualifications of competitors or interpretation of the rules or any dispute or protest, shall be referred to the SAM TEAM. Protests and disputes are filed by the teams who will bear responsibility for adherence to the rules regarding disputes and protests and guarantee all fees and fines. Decisions of the SAM TEAM shall be final and binding unless and until overturned under appeal.

a) Valid and Eligible for Consideration - To be valid and eligible for consideration, each protest or dispute must:

- 1) Be submitted in writing describing in full detail the grounds for the protest or dispute and bear the signature of the Teams President and/or Registrar, as well as the signature of the coach of the team initiating the protest or dispute.
- 2) Be provided by certified or registered mail (along with all supporting information and documents) to the opposing team.
- 3) Be initiated by a party directly involved in the incident under protest or dispute. An involved party, as used throughout this part, is defined as a team coach, a club President and/or a club Registrar.
- 4) Include all information necessary to allow a fair and just decision.
- 5) Be mailed to the league's office, addressed to the Chairman of the SAM TEAM, by certified or registered mail and postmarked no less than midnight of the third business day following the incident giving rise to the protest or dispute. A business day, as used throughout this part, is defined as any weekday that the offices of the League are normally open for business. A business day shall not include Saturdays, Sundays, or legal holidays observed by the league office.

b) Lawyer Shall Not Represent - A SAM TEAM hearing is not a legal proceeding. Involved parties may not be represented by legal counsel. Attorneys may appear before the Board only as involved parties in an individual capacity and not as legal counsel.

c) Ignorance of the Rules - A plea of ignorance of the rules and regulations of the league is not sufficient grounds for the filing of a protest or dispute.

d) Conflicts of Interest - The members of the SAM TEAM shall avoid both apparent and actual conflicts of interest. In the event that a member of the board may be considered on any basis by a reasonable individual to have a bias for or against any interested party in a protest or dispute, that member shall excuse himself/herself from the deliberations concerning that protest or dispute.

e) Convening the Board and Notifying Involved Parties - The SAM TEAM shall be convened by the Chairman at his/her discretion. Notice shall be given to involved parties and those others invited to aid in the Board's deliberations and/or to present relevant information, no later than five business days prior to the scheduled meeting.

f) Basis of Decision - The SAM TEAM shall render a decision on any protest or dispute on the basis of any information, from any source, which it deems appropriate under the circumstances.

g) Timeliness of Decision - The SAM TEAM shall render a decision within fifteen (15) days of receipt by the board of a protest or dispute. Failure to render a decision within this period shall entitle the party filing the protest or dispute to submit the protest or dispute to the Appeals Committee without determination and the protest fee submitted shall be applied to the appeal fee.

h) Notification of Decision - All parties to a protest or dispute shall be notified in writing within ten (10) days of a hearing of the decision rendered by the SAM TEAM. All decisions shall be final.

I) Forfeits -

League Information/Player Safety

All SAM sanctioned competitions shall be played in accordance with the most current FIFA Laws of the Game and the modifications noted within these rules unless specifically accepted by authorization of the SAM Board of Directors. It is imperative that all coaches and referees be thoroughly familiar with and abide by FIFA Laws and these modifications.

Part 1. Overtime - There shall be no overtime periods in regular season competition.

Part 2. Players Equipment

a) Uniforms - All field players on a team shall wear the same-colored jerseys, shorts, and stockings. A legible, non-duplicating number on the back of each jersey is required. Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee. The colors of a team's jerseys may be different from the color of the team's shorts and/or stockings. At each game, both teams shall be able to make a change of jersey color.

Home team wears light colored uniform and Away team wears dark colored uniform.

If both teams are wearing similar colored jerseys, the home team shall be required to change. Goalkeepers shall change jerseys as the referee directs, regardless of home/visitor status.

b) Shin Guards - All players shall wear shin guards at all matches. Knee-high socks will be worn over and shall fully cover the shin guards.

c) Safe Equipment - In addition to the authority granted to the referee under FIFA Law V to determine the safety of a player's equipment as defined in FIFA Law IV, the following shall be permitted or at the referee's discretion:

- 1) Hair control devices with any hard parts.
- 2) Earrings or any other jewelry, regardless of covering.

In addition to the authority granted to the referee under FIFA Law V, the following shall be permitted:

- 1) A soft splint or a soft cast, provided that the match referee has determined that it is not a danger to himself or another player.
- 2) A brace, joint or prosthetic device, provided that the match referee has determined that it is not a danger to himself or another player.
- 3) Eyeglasses, of any type, if there are no sharp components and that the match referee has determined that it is not a danger to himself or another player.

If the referee finds that a player is wearing articles not permitted by the laws or this rule, the referee shall order the player to remove them. If a player fails to carry out the referee's instruction, the player shall not take part in the match. The decision of the match referee in these instances shall be final and shall not be subject to appeal.

Part 3. Goalkeeper - The Goalkeeper is permitted to wear track suit or similar trousers and stockings or other type of clothing in all League sanctioned activities. The jersey should be a different color than the rest of his team and opponent. The Goalkeeper is also permitted to wear a vinyl foam soft soccer helmet.

Part 4. Coaching - Instruction from the sidelines is permitted, so long as one is giving direction to one's own team on points of strategy, tactics and position provided that the following conditions are complied with:

- a) No mechanical devices are used.
- b) The tone of voice is informative and sportsmanlike.
- c) No coach, substitute, or player is to be on the same half of their field as their opponent – the two should have separate bench areas on either side of the mid-field line.
- d) No Club official, Club member, team manager, adult supervisor, player, or spectator may enter the field of play

regardless of the circumstances, unless they have been given permission by the referee. *If disregarded, they shall become subject to disciplinary actions by the League's Arbitration Board.*

e) No more than 3 coaches/ team managers/ assistant coaches (combination of) can be on the team bench sideline at any time. This will be enforced as necessary.

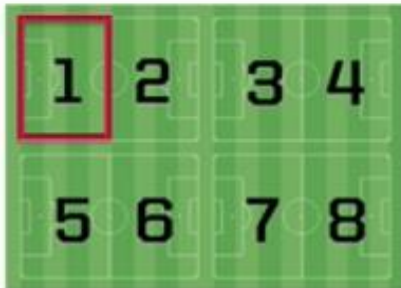
Part 5. Incidents or Accidents - The adult supervisor is required to report any incident or accident to the SAM Soccer administration. **All injuries please call the Athletic Trainer who will be on site during league play on weekends 8am to 6pm – 240-801-2006**

Part 6. Suspended Adult Supervisor (Coach) - Any adult supervisor who has been placed on suspension is not permitted to participate in any manner whatsoever in the activities of the league during the suspension. The suspended person is not permitted to be present at the site of a match or areas immediately adjacent or within sight or sound.

Part 7. Suspended Player - A player who has been placed on suspension is not permitted to dress for any match during the time period of his/her suspension, nor be present at the site of a match or areas immediately adjacent. A form must be completed by both teams in subsequent game (sit out form on website)

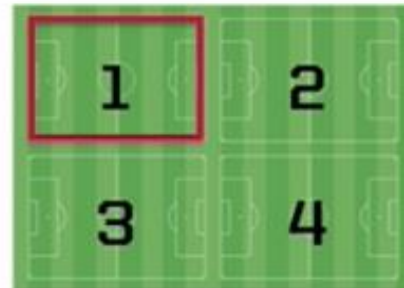
Part 8. Field of Play – SAM SELECT follows FIFA rules as modified for small-sided play. All field sizes are within regulation boundaries put forth by US Soccer (Diagram below and Field size may vary)

Field Types and Progression



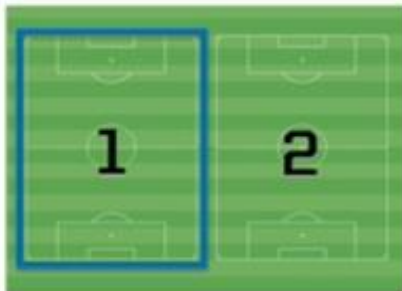
MINI FIELD

1. 30x20 yards
2. 4v4
3. U6, U7 and U8
4. Red lines
5. Eight fields



DEVELOPMENT FIELD

1. 47x30 yards
2. 7v7
3. U9 and U10
4. Red lines
5. Four fields



SMALL SIDED FIELD

1. 75x47 yards
2. 9v9
3. U11 and U12
4. Blue lines
5. Two fields



FULL SIZE FIELD

1. 112x75 yards
2. 11v11
3. U13 onwards
4. White lines
5. One field

Part 9. Number of Players - A match shall be played by two teams. The number of players in all SAM SELECT age divisions, 9U-19U. 8U-10U... 7v7 (including goalkeeper); 11U-12U...9v9 (including goalkeeper, 13U-HS... 11v11(including goalkeeper); 7U... 4v4 (no goalkeepers)

A game may start with a minimum of five (5) players for U8-U12 and seven (7) players for U13-HS. 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. **PLAYERS MUST BE PRESENT AT THE FIELD AND READY TO PLAY.**

Part 10. Other FIFA Exceptions

a) Start of Play - The start of play shall conform to FIFA Law VIII except that in the Under 8 – 12 age divisions, at the beginning of the game, after a goal has been scored, and after half time every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 8 yards from the ball until it is kicked-off. The ball can go backwards direct from kick-off.

b) Free Kicks - Free kicks shall conform to FIFA Law XIII except that in the Under 8 – 12 age divisions, no player of the opposing side shall encroach into the penalty area, or within eight yards of the ball, as the case may be, before the free kick is taken.

c) Penalty Kicks - Penalty kicks shall conform to FIFA Law XIV except that in the Under 11 and younger age divisions, all players except for the player taking the kick and the opposing goalkeeper shall be within the field of play but outside the penalty area, at least 8 yards from the penalty mark and must stand behind the penalty mark. The Under 12 and younger age groups shall take the penalty kick within the penalty area at a penalty mark made 8 yards from the midpoint between the goalposts and equidistant to them. **Goalkeeper must have at least part of one foot on the goal line when a penalty kick is taken.** Goalkeepers must have at least one foot on or directly above (if they are jumping) the goal line at the moment the penalty kick is taken. In other words, they may take one step in front of the goal line with one foot before the shot is taken, so long as the other foot remains on or directly above the goal line.

d) Corner Kicks - Corner kicks shall conform to FIFA Law XVII except that in the Under 8 – 12 age divisions, players of the team opposing that of the player taking the corner kick shall not approach within 8 yards of the ball until it is in play.

e) Build Out Lines -These lines allow for goalkeepers to pass, throw or roll the ball out from the defensive third of the field to his/her teammate. **NO PUNTING OR DROP KICKING ALLOWED.** The opponent must retreat behind the build out line. Once the ball leaves the goalkeepers hands, the opponent may then pressure the ball once again. Play resumes as normal. Build out lines will be used for the 8U, 9U and 10U divisions.

PLAYERS CANNOT BE PENALIZED FOR AN OFFSIDE OFFENSE BETWEEN THE HALFWAY LINE AND THE BUILD OUTLINE, PLAYERS CAN BE PENALIZED FOR AN OFFSIDE OFFENSE BETWEEN THE BUILD OUT LINE AND THE GOAL LINE

f) Heading – no heading for players playing in the 11U and below age groups. *In adherence to these new [youth header] requirements, referees have been instructed by U.S. Soccer of the following rule addition:* When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate *header* occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

G) THE GOAL KICK

For **goal kicks**, the **ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.** Players in possession of the ball do not need to leave the box. *All opponents must remain outside the penalty area or behind the build out line until the ball is in play.*

Part 11. Standings

a) Standings Determined – Standings will be determined by the following point system:

WIN 3 points

TIE 1 point

LOSS 0 points

b) Playoff Games - In the event of a tie for first place in the standings at the completion of the season's regular game schedule, a playoff game will not be required in order to determine a champion in any age groups (Boys and Girls).

c) Tie Games - If a regularly scheduled game ends in a tie score at the end of regulation playing time, the game and score shall stand as official.

d) Team Withdraws from Competition - If a team withdraws from competition prior to having completed half of the original schedule of games, results of these games will be deleted from the records.

e) Team Withdraws from Competition - If a team withdraws from competition after half of the original schedule of games has been completed, results of such games will be recorded as played and all remaining games as forfeits.

f) Team Withdrawing from a league game during the game

Coaches may not terminate a game by removing their players from the field. Doing so results in an automatic forfeit loss for the team that refuses to finish the game. Teams that refuse to finish a game are also ineligible for post season awards for that season of play.

G) Tie-Breaking Criteria (used to determine seeds in first round of playoffs):

1. Head to head competition (only used for ties between two teams)
2. Most wins
3. Bonus points **
4. Least goals allowed
5. Most shut-out wins
6. Flip of a coin by the league (only if tie cannot be broken using above steps)

** Bonus points are awarded to winning teams, up to a maximum of three (3), based on goal differential and used only for the purposes of breaking ties. (A team winning 3-0 or 6-2 would receive three (3) points. A team winning 3-1 would receive two (2) bonus points.) In the event of a tie among more than two (2) teams, once a tie is broken by the above system, and if ties among remaining teams still exist, those ties are broken by starting again at the top of the tie-breaking system (start at step 1 if two teams are still tied. Start at Step 2 if more than two teams are still tied).

Standard Playoff Instructions:

Games cannot end in a tie. If game ends in tie, the following format will be used to break the tie:

7. Teams shall play one (1), five (5) minute overtime with Golden Goal IN effect.
8. If the score is still tied after five (5) minutes, a second, five (5) minute overtime will be played with Golden Goal IN effect.
9. Teams shall have a two (2) minute break between periods. If still tied after the second overtime period, Penalty Kicks will be taken.
10. Each team shall take five (5) Penalty Kicks (teams will alternate kickers).
11. If after five (5) kicks the score is still tied, teams will continue with Golden Goal Penalty Kicks until a winner is decided.

Home and Away Championship Instructions:

The first game of a “Home and Away” championship may end in a tie. If the second game in the series leads to the aggregate score of both teams being tied, the game will proceed to follow standard Playoff Overtime rules. For Example, If Team A beats Team B 3-2, then loses the second game 1-2, the aggregate 4-4 score would result in an overtime.

Penalty Kick Procedures (if needed):

12. The referee chooses the goal at which the kicks will be taken.
13. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
14. The referee keeps a record of the kicks being taken.
15. Subject to the conditions explained below, both teams take five kicks.
16. The kicks are taken alternatively by the teams.
17. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

18. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
19. A goalkeeper who is injured while kicks are being taken and is unable to continue as goalkeeper may be replaced by a named substitute.
20. Only players who are on the field of play at the end of the match are allowed to take kicks.
21. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
22. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
23. Only the eligible players and match officials are permitted to remain on the field of play when kicks are being taken.
24. All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
25. The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

Part 12. Awards

- a) **Only champions will receive awards.**

Game/Field REGULATIONS

Part 1.

a) Position of the Team and Spectators at the Game Site – Full Sided Fields: Spectators for each team will take a position on the opposite side of the field than the valid Adult Supervisors, and rostered players. The home team shall have the choice of which half of the field they will use. **Small Sided fields:** Since no player or spectator is allowed to stand on the center of the SoccerPlex grass fields, organizing sidelines and keeping an appropriate distance between spectators and players is important. On synthetic turf coaches and spectators should be on opposite sides of the field. With coaches and players in the middle of the fields.

Part 2. Number of Players

a) Minimum Number of Players - A minimum number of players shall be required for a scheduled match. Should a team not have at least the minimum number of players within 10 minutes after the scheduled match time, it shall forfeit the game 3-0. For 8U, 9U, and 10U division teams, the minimum number of players shall be five (5). In all other age divisions, the minimum number of players shall be seven (7). Players must be ON THE FIELD and ready to play.

b) Start at the Scheduled Time - At the scheduled time for the match, the minimum number of players specified in Rule 5, Part 2(a) will constitute a team. The match, therefore, will start at the scheduled time if at least the minimum number of players are present. In this situation, the specified waiting period (10 minutes) cannot be used by a team in order to wait for additional players to arrive at the game site.

C All teams must present a game-day roster prior to each SELECT match. Although U14-U19 teams may have 22 players on their Official Roster at any given time during the seasonal year, no more than 18 of those players may be listed on the game-day roster for any particular match. Only players listed on the game-day roster for a particular match may play in that match

Part 3. Substitutions (Unlimited) - A team shall be permitted to use as many substitutes as it desires in any match.

a) Substitutions can be made, with referee consent, at the following times:

- 1) Prior to a throw-in, in your favor
- 2) Prior to a goal kick, by either team
- 3) After a goal, by either team
- 4) After an injury, by either team, when the referee stops play
- 5) Half time
- 6) Referees may require players to leave the field at the closest point to a sideline or endline, in order to speed up substitutions.

b) FIFA Law III - The league will comply with FIFA Law III. Significant portions of the law are reproduced in order to emphasize the substitution procedures to be followed.

- 1) **Change with The Goalkeeper** - Any of the other players may change places with the goalkeeper provided that the Referee is informed before the change is made, and that the change is made during a stoppage in the game.
- 2) **Substitution Procedure** - When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed:
 - a) The referee shall be informed of the proposed substitution before it is made.
 - b) The substitute shall not enter the field of play until the player he is replacing has left, and then only after having received a signal from the Referee.
 - c) Enter the field during a stoppage in the game, and at the half-way line.

Part 4. Delaying the Start of a Scheduled Match – Any team delaying the start of a scheduled game more than ten (10) minutes without the sanction of the league’s designated coordinator and/or supervisor shall forfeit the game 3-0. This condition is waived should the game be delayed by a preceding game that is a SAM or MSYSA scheduled match. The ten (10) minute forfeit time will commence upon completion of the previous match on fields with multiple games.

Part 5. If a Team Fails to Appear - The team that does appear will be allowed to use the field for training. This team will also be given a 3-0 forfeit win. The referee will then terminate the match and file a referee’s report.

Part 6. If Both Teams Fail to Appear - In the event *both* teams do not appear for a scheduled match, and the Referee rules the ground playable, both teams will be assessed zero points for the game.

Part 7. If the Referee Fails to Appear – Wait 10 minutes. If a referee should fail to appear for a scheduled match, the Adult Supervisors of the competing teams must agree upon a person to substitute for the referee. The substitute need not be a certified referee. The substitute must officiate the complete match. The substitute referee shall have those prerogatives granted to him/her by the ‘Laws of the Game’, as published by FIFA and amended by SAM. Please call the main number 301.528.1480 and inform the manager on duty.

Part 8. Option to Forfeit (Home or Visiting Team) - Should the home team or the visiting team exercise the option to forfeit a scheduled match, the forfeiting team must inform the league’s coordinator and/or supervisor of the action. The League’s Coordinator and/or Supervisor will notify the opposing team of the status of the match. In this situation, upon notification from the league’s coordinator and/or supervisor, the opposing team is *not* required to appear at the site of the match.

- a) **Forfeiture and Failure to Compete (Complete One's Scheduled Games)** - If a team fails to complete its scheduled games, the matter will be reviewed by the Games Committee, which shall have the authority to take such actions against the team as it deems appropriate.
- b) **Game Termination** - Coaches may not terminate a game by removing their players from the field prior to the end of the match for any reason. Doing so results in an automatic forfeit loss for the team that refuses to finish the game. Teams that refuse to finish a game are also ineligible for post season awards for that season of play and may be subject to further sanctions, possibly including banishment from the league.
- c) **Forfeit** – If the league must forfeit one of your games. That team will not be eligible for post season awards or have the ability to win trophies.

Part 10. Change A Scheduled Match - Under no circumstances will an Adult Supervisor or any other Club Representatives change a scheduled match or reschedule a match without permission from the SAM SELECT League's Coordinator. Should this occur, both teams will forfeit the match.

Part 11. Reporting the Score/cards - WINNING Team Responsibility to scores@samsoccer.org - It is the responsibility of the WINNING team to notify the League's designated authority on the day and hours specified by the League of the score/cards. Failure to report the score/cards will possibly subject the Club to forfeit.

Scores can also be added directly to leagueapps by the Primary contact connected to the team.

Part 12. Adult Supervisor

- a) **Adult Supervisor (Coach) Must Be Present** - The Club's designated Adult Supervisor of a team must be present at all scheduled matches in which the team participates. If circumstances prevent the designated Adult Supervisor from being present at a scheduled match, a substitute must be assigned prior to the start of the match, under penalty of default. This substitute coach must be background checked and registered in the SAM system as a volunteer.
- b) **Minimum Age of an Adult Supervisor** – An individual must have attained the minimum age of eighteen (18) years old in order to coach up to Under fourteen (14) and twenty-one (21) years old in order to coach up to Under seventeen (17).
- c) **Club selection of Adult Supervisors** - The Clubs are responsible for selecting Adult Supervisors. The Clubs Adult Supervisors must adhere to the rules, regulations and guidelines set forth by the league. The League is not responsible for the selection process or for providing Adult Supervisors to the Clubs.
- d) **Ejection from a Match** - In instances where the designated Adult Supervisor has been ejected from a game or has failed to control the activities at the match site to the detriment of the match. The referee will report this to SAM directly to Gary Burke at gburke@mdsoccerplex.org. The SAM Team at its discretion, will implement disciplinary action.

Part 13. Referees

a) Player Verification

- 1) **Game (Match) Roster Form** - The referee shall require that both teams enter all the appropriate information on the League's Roster Form prior to the start of the match governed by one entity.
- 2) **Verify the Player's Identity** - The referee shall verify the identity of the players represented on the player's pass by inspecting the Player's photograph which is on the pass governed by one entity.
- 3) **Player Not Permitted to Participate** - The referee will not permit a player to participate unless a laminated player pass, duly stamped and signed by the League Registrar has been furnished.
- 4) **Verify Written Data** - The referee shall verify that the player's pass indicates the correct age group, Division, and/or Section, Club and Team name compared to the roster. The referee must see both documents to verify player eligibility.

5) Teams using a carded or unregistered player will forfeit all games in which that player participated and will be ineligible for post season awards.

b) Referee Reports and Score Updates

1) **Submit Referee Reports and Scores** - The referee shall submit a Referee Report, as needed and the game score for each match officiated, within 24 to 48 hours (holidays excluded) after the completion of the match.

2) **Supplementary Referee Report** - The referee shall submit a supplementary Referee Report for each player and/or Adult Supervisor ejected from the match to the league within 24 to 48 hours (holidays excluded) after the completion of the match.

c) Caution

1) **Yellow Card – Cautioned** - A Yellow Card is displayed by the referee to indicate that a player or an Adult Supervisor is being cautioned for violating FIFA laws of the game.

2) **Two (2) Cautions** - If a player or an Adult Supervisor receives two (2) cautions during one match, the player or Adult Supervisor will be ejected from the match, and an additional one game suspension will be enforced.

3) **Four (4) Cautions** - If a player or an Adult Supervisor receives four (4) cautions during a season, a suspension for the season will be in effect.

4) **THE SAM TEAM**, at its discretion, will determine the length of the suspension and any other punishments, fines, and/or assessments.

5) **Ejection**-If a player receives a red card, he/she may not participate in the team's next game, but MAY attend the next game as long as he/she is not in uniform or other team wear. After the sit out game, the team must complete the Red Card Sit Out Form (see Appendix B) and submit to the league within 48 hours of the completion of the game. Failure to do so may result in a minimum of one additional sit out for the player or his/her coach.

6) **Team officials guilty of misconduct can be shown a YC/RC**; if an offender cannot be identified, the senior coach in the technical area receives the YC/RC.

Coaches are responsible for their players and parents/spectators and may be issued a red or yellow card in the event the team's spectators' behavior is unacceptable and can't be controlled in the eyes of the referee.

Referees are authorized to warn coaches using a yellow card for the first warning and issue a red card if the warning is not adhered to. Failure to follow the referee's direction may result in forfeiture of the game and potential disciplinary action from SAM Soccer. If a coach receives a red card, they will be ejected from the game and will not be permitted to attend the next scheduled game at a minimum. Coaches who receive a red card must immediately leave the field and sit in their car and/or leave the complex and may not return to the field after the completion of the game.

Spectators will not be shown a red or yellow cards. In instances when they are asked to leave the field by a referee, the coach is committed to make that parent or spectator leave. If a spectator is removed from the game, they must immediately leave the field and sit in their car and/or leave the complex and may not return to the field after the completion of the game.

If a coach receives a red card, he/she may not attend the team's next game. After the sit out game, the team must complete the Red Card Sit Out Form (see Appendix B) and submit to the league within 48 hours of the completion of the game. Failure to do so may result in a minimum of one additional sit out for the player or his/her coach. Sit Out Forms must be completed for coaches, players, or spectators if an ejection has occurred.

D) – Referee Schedule

Referees are scheduled for every game U8 and above. If the referee does not arrive at the scheduled start time, the game may be played with volunteer referees agreed upon by the coaches. Referee “no shows” must be reported to the SAM Soccer Program Manager by the team coaches so appropriate action can be taken with the referee assigning association.

SAM Soccer fully endorses a zero-tolerance policy for referee abuse. Coaches will not dispute the ruling of a referee or assistant referee while the game is in progress and will instruct their team and spectators to refrain from doing so. In all cases, they will follow the directions of the referee. Clarification of a ruling may take place only with the referee's approval during an official break in play or when the referee indicates it is appropriate.

In soccer, as in many other sports, referees are given discretionary leeway to make judgment calls. Players, coaches, and spectators alike often misunderstand this liberty. Players and spectators sometimes question a referee's calls, particularly in a closely contested game, and feel strongly enough to lodge a complaint with SAM against the referee. The vast majority of these complaints involve judgment calls, in which the referee's opinion or judgment prevails. **Therefore, judgment calls may not be appealed.** Some examples of judgment calls include the following situations: whether a ball is in play or out-of-bounds; whether a foul occurred, whether or not a player was offside. On-field criticism does not set a good example for players. It also discourages and demoralizes referees. On the other hand, please notify the SAM office about those situations in which a referee's behavior is inappropriate during play. Inappropriate behavior may include the use of abusive language, over-familiarity with players or inappropriate physical contact with players. An appeal of a referee's ruling may be made only when the situation involves the misapplication of a rule.

Benches & Spectators

Only players and coaches may occupy the benches provided here at the Maryland SoccerPlex. They are not to be moved by teams or officials. No more than three (3) coaches/ team managers/ assistant coaches (combination of) can be on the team bench sideline at any time. This will be enforced as necessary.

No coaches or spectators are allowed on the field or behind the goal line during the game except for when injuries occur and the referee has given permission. Coaches must remain between the top of the penalty areas while on the sidelines. Coaches and spectators must stay on their team's half of the field until the completion of the game. Coaches cannot cross the half line to coach their team even when the teams have switched sides.

All spectators must stand/sit completely off the field and, on natural grass fields, in the taller grass to limit damage to the fields. For full-sided games and small sided games on synthetic fields, spectators are to be on opposite side of the field from the players/coaches. For small-sided games on natural grass fields, spectators must sit behind the teams.

NO team/Player or parent can sit between fields on the SoccerPlex grass fields. Last season, the SoccerPlex had issues with EDP Futures parents, coaches and players not following signs and communication from SoccerPlex staff. Since the SoccerPlex 7v7 soccer fields are set up where the 11v11 fields will be played, no parents are permitted on the grass where the 11v11 field will be established. .

Age break Down of Rules for SAM SELECT

All SAM sanctioned competitions shall be played in accordance with the most current FIFA Laws of the Game and the modifications noted within these rules unless specifically accepted by authorization of the SAM Board of Directors. It is imperative that all coaches and referees be thoroughly familiar with and abide by FIFA Laws and these modifications.

When age divisions are combined, the rules of the older age division will be applied. (For example, a combined U11/12 age division will follow the U-12 rules.

8U, 9U & 10U: Play at this level continues to be developmental with the addition of referees in preparation for the next level. Comfort using all parts of both feet will be developed. Additional skills of shielding, turning, attacking, and play formation will also be taught. As appropriate, more advanced skills can be introduced. Scores and standings are maintained and only champions will receive trophies.

- The number of players on the field per team is seven (7). Minimum number to start the game is 5.
- Roster maximum is twelve (12) players at 8U and 9U. At 10U roster size is thirteen (13).
- Game consists of two (2) twenty-five (25) minute halves and a 5-10 minute break at half time.
- The offside rule is enforced between the build out line and the goal line.
- No heading.
- **Direct kicks and penalty kicks are allowed.**
- No drop kicks or punting by goalkeepers.
- There will be build out lines.
- Offside only occurs between build out line and goal.
- The winning team coach/manager must report scores to SAM Soccer by emailing scores@samsoccer.org. **Scores must be reported by noon on the Monday following the game.**
- Ball size: #4.
- U9 - U10 Field Dimensions: - Width: 30-50 yards - Length: 50-75 yards - Penalty area: 12-14 yards out from each goal post along the end line and 12-14 yards out from the end line onto the field - Goal area: 4-6 yards out from each goal post along the end line and 6 yards out from the end line onto the field - Penalty spot: 10 yards from the end line - Radius for penalty arc: 8 yards - Goals: 6.5 ft high and 18.5 ft wide - Build-Out Line: Midpoint of midfield and penalty area. No field will be deemed out of compliance if a home team or club is unable to line a field with a build-out line as described. In such case, other safe means such as pennies or soft cones may be placed on the touchlines off the pitch to mark the build-out lines.

11U & 12U: Play at this level continues to be instructional/ developmental and is preparing plyers for the full game. Comfort using all parts of both feet will be developed. Additional skills of shielding, turning, attacking, and play formation will also be taught. As appropriate, more advanced skills can be introduced. Scores and standings *are* maintained, and awards are given to division champions.

- The number of players on the field per team is nine (9). Minimum players to start the game are 7.
- Roster maximum is fourteen (14) players at 11U and sixteen (16) at 12U.
- Game consists of two (2) thirty (30) minute halves and a 5-10 minute break at half time.
- The offside rule is enforced.
- No heading at 11U. Heading is allowed at 12U. If it is a combined 11/12U age group heading is allowed.
- The WINNING team coach or manager report scores to SAM Soccer by emailing scores@samsoccer.org. **Scores must be reported by noon on the Monday following the game.**
- Ball size: #4.

- U11 – U12 Field Dimensions: - Width: 45-60 yards - Length: 70-85 yards - Penalty area: 14 yards out from each goal post along the end line and 14 yards out from the end line onto the field - Goal area: 5-6 yards out from each goal post along the end line and 5-6 yards out from the end line onto the field - Penalty spot: 10 yards from the end line - Radius for penalty arc: 8 yards - Goals: 6.5 ft high and 18.5 ft wide, or 7 ft high and 21 ft wide; goals must be of same size.

13U & 14U: Play at this level is more competitive, 11 v 11 and is governed by FIFA rules with SAM modifications. Scores and standings *are* maintained, and awards are given to the first-place team.

- The number of players on the field per team is eleven (11).
- The minimum number of players to start a match is seven (7).
- Game Day Roster maximum is 18 with a squad max twenty-one (21).
- Game consists of two thirty-five (35) minute halves and a ten (10) minute break at half time.
- There are unlimited substitutions and enter at the middle of field at referee approved stop of play.
- Ball size: #5
- Scores and standings *are* maintained, and awards are given to the first-place team.
- The WINNING TEAM coach or manager must report scores to SAM Soccer by emailing scores@samsoccer.org. **Scores must be reported by noon on the Monday following the game.**

15U and above: Play at this level is at the highest competitive level governed by FIFA rules with SAM modifications. Scores and standings *are* maintained, and awards are given to the first-place team.

- The number of players on the field is eleven (11).
- The minimum number of players to start a match is seven (7).
- Game Day Roster maximum is 18 with a squad max of twenty-one (21).
- There are unlimited substitutions and enter at the middle of the field upon a referee approved stop of play.
- Games consist of two forty (40) minute halves with a ten (10) minute halftime.
- Ball size: #5
- The WINNING team coach OR team manager must report scores to SAM Soccer by emailing scores@samsoccer.org. **Scores must be reported by noon on the Monday following the game.**

SAM SOCCER STANDARDS CHART

	4V4		7V7			9V9		11V11	
Age Group	6U	7U	8U	9U	10U	11U	12U	13/14U	15U +
Birth Year	Birth Year	Birth Year	Birth Year	Birth Year	Birth Year	Birth Year	Birth Year	Birth Year	Birth Year
Roster Size	12	12	12	12	13	14	16	18(+)	18 (+)
Players to start game	3	3	5	5	5	7	7	7	7
Players on the field	4v4	4v4	7v7	7v7	7v7	9v9	9v9	11v11	11v11
GK	NO	NO	YES	YES	YES	YES	YES	YES	YES
Heading	NO	NO	NO	NO	NO	NO	YES	YES	YES
Game Length	4x10	4x10	2X25	2X25	2X25	2X30	2X30	2X35	2X40
Half time	5	5	10	10	10	10	10	10	10
Ball Size	3	3	4	4	4	4	4	5	5
Goal Size	4x6	4x6	6.5x18.5	6.5x18.5	6.5x18.5	6.5x18.5	6.5x18.5	8x24	8x24
Offside	NO	NO	YES	YES	YES	YES	YES	YES	YES
Referee	NO	NO	YES (1)	YES (1)	YES (1)	YES (1)	YES (1)	YES (3)	YES (3)
Level	Rec	Rec	Rec/ Select	Rec/ Select	Rec/ Select	Rec/ Select	Rec/ Select	Rec/ Select	Rec/ Select
Subs on the Fly	YES	YES	NO	NO	NO	NO	NO	NO	NO

Weather Related Issues

WEATHER: 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 Discovery Sports Center. 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 vehicles.

-This 15-second horn will blast when dangerous conditions have been identified so, 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

-When the lightning alarm sounds, **immediately** leave the field, and go to your car or the Adventist HealthCare Fieldhouse.

-DO NOT LEAVE THE COMPLEX UNLESS IT HAS BEEN CONFIRMED THAT YOUR GAME IS CANCELED. (See Lightning Delay Policy below).

-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.

Closure information will be posted on the SAM homepage, www.samsoccer.org and the SoccerPlex Weather Hotline, 301-528-1497.

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.

Lightning Delay Policy

The following will apply to SAM Soccer games in the event of a lightning delay.

If the game has reached halftime at the time of the delay:

- If a lightning delay occurs with 15 minutes or less remaining in the game, the game is terminated and the score at the time of termination will be the final score.

- If a delay or a combination of multiple delays reaches 30 minutes of total delay time, the game is terminated.

The score at the time of the termination will be the final score. **NO GAME CAN BE PLAYED BEYOND THE SCHEDULED START TIME OF THE FOLLOWING GAME. THE REFEREE WILL STOP THE GAME AT THAT TIME AND THE SCORE AT THAT TIME WILL BE RECORDED AS THE FINAL SCORE.**

If the game has not yet reached halftime at the time of the delay:

- The delay or combination of delays has not reached 30 minutes; the game will continue. Teams must wait until the “all clear” horn (three short blasts) has sounded to resume play. The game will continue to completion assuming no further delays are sounded. **NO GAME CAN BE PLAYED BEYOND THE SCHEDULED START TIME OF THE FOLLOWING GAME. THE REFEREE WILL STOP THE GAME AT THAT TIME AND THE SCORE AT THAT TIME WILL BE RECORDED AS THE FINAL SCORE.**

- If a delay or a combination of multiple delays reaches 30 minutes of total delay time, the game is terminated. Any game terminated prior to halftime will be rescheduled to a later date.

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.

NEW SPECTATOR POLICY AND RULES

All coaches and parents should review the newly drafted MSYSA Behavior Policy found at the following link: [MSYSA Behavior Expectation Policy](#)

In Short – The sideline coach is fully responsible for the actions of his team's spectators. The referee will ask the sideline coach to control his/her spectators or be subject to yellow or red cards.

SAM Soccer Code of Conduct

SAM Soccer is an enjoyable experience for all members of the community. We as an organization want you and others to follow our guidelines and procedures.

1. I will remember that children participate to have fun.
2. I will remember the game is for my child/children and not for me.
3. I will learn the rules of the game and the policies of the league.
4. I (and my guests) will be role model (s) for my child and show sportsmanship.
5. I promise to encourage my child and others in a positive manner.
6. I will show respect to the referees, the other team and parents before, during and after the game.
7. I will not use bad or inappropriate language including racial slurs and/or abusive language.
8. I will teach my child to play by the rules and not engage in any unsportsmanlike conduct.
9. I will teach my child that doing his/her best is more important than winning.
10. I will praise my child for effort and not ridicule or yell from the sideline or in the car on the way home.
11. I will refrain from coaching my child (or others) from the sidelines unless as a designated coach.

Finally, I also agree by participating in SAM that if I fail to abide by these aforementioned rules and guidelines, I will be subject to disciplinary action that will be decided upon by the SAM soccer



Maryland SoccerPlex

Maryland SoccerPlex Rules & Conduct Policy

The Maryland SoccerPlex & Adventist Health Care Fieldhouse is a state-of-the art multi-sport athletic facility and we expect all players, coaches and visitors to treat it with respect. **This is your home as much as ours.** Any person(s) found defacing, destroying or damaging Maryland SoccerPlex & Adventist Health Care Fieldhouse property will be asked to leave immediately. They will be suspended from further play if circumstances warrant, without a refund. The Maryland SoccerPlex, Adventist HealthCare Fieldhouse and SAM Soccer also reserves the right to require any player, coach, team, or visitor who engages in violent, abusive, threatening or offensive conduct to leave the premises. They will be suspended from further play if circumstances warrant, without refund. This type of behavior will NOT be tolerated.

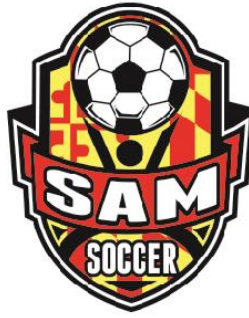
For Natural Grass Fields:

1. No warming up in the goal area.
2. No warming up or playing on closed fields.
3. Park only in designated spaces.
4. Do not sit or stand in the middle of our small sided fields.
5. Deposit all trash in garbage cans provided (and recycling in the blue recycling cans).
6. **NO PETS** allowed. Must be kept on a leash and on the South Germantown paved paths.
7. All tobacco products prohibited.
8. No alcohol.

For Synthetic Turf Fields:

1. Park only in designated spaces.
2. Deposit all trash in garbage cans provided.
3. No gum chewing.
4. All tobacco products prohibited.
5. No alcohol.
6. **NO PETS** allowed. Must be kept on a leash and on the South Germantown paved paths.
7. No tents with spikes.
8. Do not move metal team benches onto fields.

Appendix A



SAM Soccer Sit Out Form

For each sit out required of a player or coach, the team coach or manager must print this form, fill in the information requested, present it to the opposing coach or manager for his/her signature at the following game, and mail, email, fax or deliver it to the SAM office within 48 hours of the completion of the game. Failure to submit a sit-out form on time may result in a referral to the SAM League for possible further action.

This is to certify the following sit-out:

Red-Carded Player/Coach/Spectator Name _____

Team _____

Rec or Select (circle)

Age Group _____

Jersey Number (player) _____

Date sit-out served _____

This sit-out is in response to: (circle one only)

1. Red Card Ejection on _____ (date) at _____ (field)

2. League Rules & Discipline Action

Signature of Sit Out Team Coach/Manager

Printed Name

Signature of Opposing Team Coach/Manager

Printed Name

Note: Do not give this form to the referee. Please retain a copy and return to SAM within 48 hours of the sit-out. Form can be emailed to gwheeler@mdsoccerplex.org or gburke@mdsoccerplex.org