



SELECT

AN AFFILIATE MEMBER OF MSYSA AND USYS

RULES AND REGULATIONS

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PREAMBLE

The rules contained herein shall govern members of this league in all instances to which they are applicable.

RULE 1 – MEMBERSHIP

Part 1. Membership - Each seasonal year, the team registrar must complete and submit to the league's registrar the appropriate Registration Form and any other information required. Full payment of all fees is expected at this time.

Part 2. Renew Team's Annual Membership - The team's annual membership shall be renewed prior to the start of the Fall Season, during the League's Club and Team Registration period.

Part 3. Team's Registration Responsibility - Each team has the responsibility to insure the proper registration of its Players, Teams, and payment of all fees.

Part 4. 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 5. Authority to Suspend or Discipline - The Board of Directors and SAM SELECT 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.

RULE 2 - TEAM AND PLAYER REGISTRATION

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

Part 2. League's Playing Period - September 1st through June 30th of the following calendar year is designated as the league's playing period. 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.

Part 4. Team Enter Commensurate with Age - A team must enter the Age Group commensurate with the highest age of any member.

Part 5. Birth Period Correlation with the Age Group Year - August 1st through December 31st of the current calendar year and January 1st through July 31st of the next calendar year is the Birth Year composition that correlates with the Age Group Year.

Part 6. Multiple Rostered Players – SAM teams may have NO MORE than 3 multiple rostered players

Part 7. 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 8. Age Chart, Numbers of Field, Roster Size, Game Length, Ball Size, # of Refs

Age Divisions for Spring 2012 SAM SELECT League						
Age	Cannot be born before	If born after, player is considered “playing up”	Max on Field/Roster	Game Length	Ball Size	Refs
U10	August 1, 2001	July 31, 2002	8v8 14 Roster	25 min half	4	1
U11	August 1, 2000	July 31, 2001	8v8 14 Roster	30 min half	4	1
U12	August 1, 1999	July 31, 2000	11v11 18 Roster	30 min half	4	1
U13	August 1, 1998	July 31, 1999	11v11 18 Roster	35 min half	5	3
U14	August 1, 1997	July 31, 1998	11v11 18 Roster	35 min half	5	3
Home team provides match ball (team listed first on the schedule)						

SEASONAL YEAR 2011 - 2012

September 1st, 2011 through August 31st, 2012

U-14 1997 & 1998

U-13 1998 & 1999

U-12 1999 & 2000

U-11 2000 & 2001

U-10 2001 & 2002

Part 9. 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. The club will be assessed a game forfeit fee of **\$50.00** for each game in which an ineligible player and/or coach participates. Additional sanctions may be levied against the team at the discretion of the Board of Directors.

Part 10. False Statement - A player registration form containing a false signature or false statement will subject the team and the team Registrar to disciplinary action as determined by the Governing Body.

RULE 3- 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).

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; or,

b) Upon petition to the League Registrar by the Member Club President or Registrar citing significant cause (such as disruptive behavior) and approval of the League Registrar.

Part 3. Limits of Transfer - A team shall be limited to three (3) transferred players per seasonal year. A transfer shall be defined as adding a current USYS registered player to a roster or a player who returns to their original roster. A player transferring from one team to another is considered a transfer for League and State purposes.

Part 4. 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.

Part 5. Player Transferred - Any player transferred from one team to another team during the period from July 1st through August 31st (the League's player registration period - Fall season) of any year shall be considered as a member of the team the player has transferred to for the League's ensuing playing period (September 1st through June 30th). Such a player will not be considered as one of three (3) players per team permitted to be accepted by any one team during a seasonal year (July 1st through June 30th of the following calendar year).

RULE 4 - RULES OF PLAY

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 - The visiting team's Adult Supervisor shall verify the uniform colors with the home team's Adult Supervisor, prior to the game date. All field players on a team shall wear similar 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.

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. All players shall have their jerseys tucked into their shorts.

b) Shin Guards - All players shall wear shin guards at all matches. Knee-high stockings 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 not be permitted:

- 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, provided that 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.

d) SELECT Patch - All SELECT teams will wear a SAM patch on their jersey, which should be located on the left breast of the uniform.

Part 3. Severe Weather - In the event of severe weather conditions, players will be permitted to wear a track suit or similar trousers and stockings, or other type of clothing under their team uniform.

Part 4. Goalkeeper - The Goalkeeper is permitted to wear a track suit or similar trousers and stockings or other type of clothing in all League sanctioned activities. The Goalkeeper is also permitted to wear a vinyl foam soft soccer helmet.

Part 5. 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 anywhere but within an area extending along his sideline, no more than 20 yards on either side of the mid-field line. 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 this is disregarded, they shall become subject to disciplinary actions by the League's Arbitration Board.

Part 6. Unusual Incidents or Accidents - The adult supervisor is required to report any unusual incident or accident to his/her Division Supervisor and/or their Age Group Coordinator.

Part 7. 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 8. 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.

Part 9. Field of Play - The field of play shall conform to FIFA Law I, except that in the Under 12 and younger age divisions:

- a) The length of the field shall be not more than 80 yards nor less than 70 yards, and the width shall be not more than 50 yards nor less than 40 yards;
- b) The center circle shall be 8 yards in radius;
- c) The goal area shall extend 6 yards beyond each goal post and 6 yards into the field;
- d) The penalty area shall extend 14 yards beyond each goal post and 14 yards into the field;
- e) Within the penalty area a penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from each penalty mark is drawn outside the penalty area.
- f) The goals shall be 6 feet high and 18 feet wide.

Part 10. Number of Players - A match shall be played by two teams, each consisting of not more than eleven players, one of whom shall be the goalkeeper, except that in the Under 11 and younger age divisions, the teams shall consist of not more than eight players, one of whom shall be the goalkeeper.

Part 11. Other FIFA Exceptions

a) Start of Play - The start of play shall conform to FIFA Law VIII except that in the Under 11 and younger 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.

b) Free Kicks - Free kicks shall conform to FIFA Law XIII except that in the Under 11 and younger 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 with the exception of 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 11 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.

d) Corner Kicks - Corner kicks shall conform to FIFA Law XVII except that in the Under 11 and younger 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.

Part 12. 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.

Part 13. Awards

a) Concept - The concept of awards is one of acknowledging and recognizing the dedication, discipline, interest, and the effort necessary to achieve a level of excellence.

b) First Place Award - The League will present a first place award only to the champion of each division and/or section of each age group. In the event there is a tie in the standings at the end of the season's regular game schedule, the League will present a first place award to each team tied for first place in all age groups (Boys and Girls).

c) Recipient - Each player and the Adult Supervisor(s) of a champion team listed on the league's copy of the official Team Roster will receive an Award.

d) Fail to Complete All Games in a Playing Season - A team that fails to complete all its games in a playing season (through its own forfeit, withdrawal, or any and all other actions) will not be eligible for an award.

RULE 5 - GAME REGULATIONS

Part 1.

a) Confirmation of Time, Field, and Colors – The visiting team’s Adult Supervisor shall confirm the game time, field location, and will verify uniform colors with the home team’s Adult Supervisor prior to the game date.

b) 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 know player or spectator is allowed to stand on the center of the SoccerPlex grass fields, the TSL for each team will be responsible for organizing sidelines and keeping an appropriate distance between spectators and players. The home team shall have the choice of which half of the sideline they will use.

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 15 minutes after the scheduled match time, it shall forfeit the game 1-0. For Under 9, Under 10 and Under 11 division teams, the minimum number of players shall be six (6). In all other age divisions, the minimum number of players shall be seven (7).

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 (15 minutes) cannot be used by a team in order to wait for additional players to arrive at the game site.

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

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 fifteen (15) minutes without the sanction of the league’s designated coordinator and/or supervisor shall forfeit the game 1-0. This condition is waived should the game be delayed by a preceding game that is a SAM or MSYSA scheduled match. The fifteen (15) 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 must complete the Game Roster Form, line up, and kick off. The referee will then terminate the match and file a referee’s report.

PENALTY: The club/team will be assessed a fifty dollar (\$50.00) fine for each occasion that a team fails to appear for a scheduled match.

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 a forfeit.

PENALTY: The club/teams involved will be assessed a fifty dollar (\$50.00) fine for each occurrence.

Part 7. If the Referee Fails to Appear - 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. The home team must furnish, to the league's office, a report of the match within forty-eight (48) hours of the completion of the match.

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. PENALTY: The forfeiting team's Club will be assessed a fifty dollar (\$50.00) fine for each occurrence.

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.

Part 9. Bad Weather and/or Poor Field Conditions

a) Inspection of Playing Site – SAM will be responsible for inspecting the game field prior to the match. In the case of bad weather, SAM will notify the teams prior to the scheduled start time if matches have been delayed or cancelled via the SAM website, MD SoccerPlex website, SAM Facebook page and the Weather Hotline.

b) Both Teams Must Appear – If SAM has not delayed or cancelled the match, regardless of weather and/or field conditions, the Adult Supervisors and their teams must appear at the match site ready to play at the scheduled time. Teams that fail to show will forfeit the match (0-1) and will be assessed the \$50.00 forfeit fee.

c) Game Terminated by the Referee - Should the match be terminated by the referee for reason of bad weather, poor field conditions, or darkness, the match is considered complete and counting if one complete half has been played. The referee is to submit the match report indicating the score at the time of termination. If the referee terminates the match and less than one half has been played, the match shall be rescheduled in its entirety by SAM on the designated rain date. The referee is to submit the match report indicating the game was terminated prior to the completion of the first half.

d) Game Terminated by the Referee for other Reasons - Should the match be terminated by the Referee for any other reason the (Coaches/Players) Arbitration Committee will decide whether the game should be replayed.

Part 10. Authorized to Cancel – The SAM administration is the **only entity authorized to cancel** a match due to bad weather or field conditions prior to the scheduled start time of the match.

a) Referee – If the match is not cancelled by SAM prior to the scheduled start time of the match, the Referee is only person authorized to cancel the match due to bad weather, poor field conditions or for any other reason (Coaches/Players).

Part 11. Change A Scheduled Match - Under no circumstances will an Adult Supervisor or any other Club Representative change a scheduled match or reschedule a match without permission from the SAM Challenge League's Coordinator. Should this occur, both teams will forfeit the match and their respective Clubs will be assessed a fifty dollar (\$50.00) fine.

Part 12. Reporting the Score - Home Team Responsibility - It is the responsibility of the home team to notify the League's designated authority on the day and hours specified by the League of the score. Failure to report the score will possibly subject the Club to forfeit and a fifty dollar (\$50.00) fine.

Part 13. 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.

b) Team Sportsmanship Liaison – The team will designate one (1) individual as the Team Sportsmanship Liaison (TSL) before the beginning of the season. TSL's will need to have their names submitted with the registration and they will be required to be present at all SAM games during the season. When choosing a TSL, a team should require that this individual be a strong, dedicated leader capable of maintaining a positive atmosphere on the sideline. TSL's must be willing to intercede when parents, coaches or players become engaged in verbal altercations or negative sideline behavior. If any incident does occur, the TSL for the involved team(s) must file a report within 48 hours of the occurrence.

c) 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), prior to being issued an Adult Identification Card from the League.

d) Possession of Adult Supervisors Identification Cards - Adult Supervisors must be in possession of an Adult Supervisors Identification Card, which is issued by the league.

e) Club selection of Adult Supervisors - The Club's 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.

f) Present Adult Supervisors ID Cards - These cards will be presented to the referee prior to each scheduled match. The referee will retain the Adult Supervisors cards until the match has been concluded. If an Adult Supervisor arrives after the start of the game and wishes to present his/her Adult Supervisor's pass to the referee, the referee is to accept the pass.

g) 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 Adult Supervisor's card will be sent by the referee to the league's Arbitration Board. The Arbitration Board, at its discretion, will implement disciplinary action. **PENALTY:** An Adult Supervisor with his/her Card **must** be present during the entire match or the match will be forfeited to the opponent, 1-0. The Club of the team that forfeits will be assessed a fifty dollar (\$50.00) fine.

g) One Club/One Card - An Adult Supervisor shall not be registered with more than one Club, and may not have more than one Adult Supervisors card. An Adult Supervisor may supervise (Coach) any team within his/her respective Club if the rostered Supervisors (Coaches) are unavailable. **PENALTY:** Violation will cause the suspension of the person involved. The Arbitration Board will determine the length of the suspension.

Part 14. 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 Game Roster Form prior to the start of the match.
- 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.
- 3) **Player Not Permitted to Participate** - The referee will not permit a player to participate unless a player pass has been furnished.
- 4) **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.

5) **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.

6) **Discrepancy in the Data** - Should there be a discrepancy in the age group, division and/or club and/or team name, the player shall be permitted to participate in the match. The referee shall retain the pass and shall forward the player's pass in question, with his/her report, to the league's Arbitration Board, which will administer disciplinary action for any or all infringements and violations regarding player eligibility.

b) Referee Reports

1) **Submit Referee Reports** - The referee shall submit a Referee Report for each match officiated, within forty-eight (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 forty eight (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) **Arbitration Board** - The Arbitration Board, at its discretion, will determine the length of the suspension and any other punishments, fines, and/or assessments.

d) Ejection

1) **Red Card – Ejection** - A Red Card is displayed by the referee to indicate that a player or an Adult Supervisor is ejected from the match, and a suspension is in effect.

2) **Arbitration Board** - The Arbitration Board, at its discretion, will determine the length of the suspension and any other punishments, fines and/or assessments.

3) **Appear Before Arbitration Board** - A player or an Adult Supervisor who receives a red card or the equivalent will, at the discretion of the Arbitration Board, be summoned to appear at a hearing. Should the player or Adult Supervisor fail to appear, he/she will be suspended until such appearance is made. The Arbitration Board, at its discretion, will determine the length of suspension and/or any other punishments, fines, or assessments.

4) **Team Refuses to Continue** - If a team refuses to continue to play after being so instructed by the referee, the team will forfeit the game, 1-0.

RULE 6 - PROTESTS and ARBITRATION

Part 1. Governing Body - It shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The Arbitration Board will administer game protests and behavioral incidents. At the direction of the Governing Body, the Arbitration Board will attend to any matter not specifically addressed in the bylaws. The Arbitration Board has the authority to suspend or fine any player, coach, team, team official, club official, team and/or club supporter. The Arbitration Board 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. Arbitration Board 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 Arbitration Board. 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 an Arbitration Board Meeting - The Arbitration Board reserves the right to determine the participants and number of participants that may attend an Arbitration Board meeting.

d) Convene Arbitration Board - The Arbitration Board 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 Arbitration Board - The records of the Arbitration Board 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 Arbitration Board will notify SAM in writing of the offense.

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

1) The Arbitration Board 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 Arbitration Board until said Adult Supervisor appears at the hearing.

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

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

1) The Arbitration Board 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 Arbitration Board 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 Arbitration Board of SAM. 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 Arbitration Board 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 accompanied by a protest fee in the amount of fifty dollars (\$50.00), in the form of a check or money order, made payable to the Maryland Soccer Foundation.

2) 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.

3) Be provided by certified or registered mail (along with all supporting information and documents) to the opposing team.

4) 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.

5) Include all information necessary to allow a fair and just decision.

6) Be mailed to the league's office, addressed to the Chairman of the Arbitration Board, 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) Protest Fee Forfeited - The protest fee shall be forfeited to the league if the protest is not upheld by the Arbitration Board.

- c) Lawyer Shall Not Represent** - An Arbitration Board 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.
- d) 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.
- e) Conflicts of Interest** - The members of the Arbitration Board 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.
- f) Convening the Board and Notifying Involved Parties** - The Arbitration Board 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.
- g) Basis of Decision** - The Arbitration Board 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.
- h) Timeliness of Decision** - The Arbitration Board 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.
- i) 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 Arbitration Board. All decisions shall be final.