

Olney/Bethesda Soccer League

Board of Directors

and League Officials

Spring 2005

Board of Directors: Bob Dengler, Bill Sandusky and Jack Barnold, representing Olney Soccer , and Brad Roos, Ken Norton and Elizabeth Plotas, representing Bethesda Soccer Club

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For more information on the Bethesda and Olney programs, visit our web sites at www.bethedasoccer.org and www.olneysoccer.org

OBSL Girls teams and Boys U9 teams play a combined schedule with Central Maryland Short-Sided League (CMSSL). Division structure, schedules, team contacts, field directions and standings are available at www.teamsportsinfo.com .

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OLNEY/BETHESDA FIELD DIRECTIONS

WHEATON WOODS ELEMENTARY SCHOOL

From North and East of Olney. Take Route 108 to Olney to intersection of Route 108 and Georgia Avenue (MD 97). Turn south on Georgia Avenue for @ 4.5 miles and bear right onto Connecticut Avenue (MD 185). After one block turn right at traffic light onto Aspen Hill Road. After @ 0.4 mile turn left at traffic light onto Parkland Drive. Follow @ 0.8 mile to school on the right. Stay on Parkland for one block past school and turn right on Falcon. Go up hill and turn into parking lot prior to first intersection.

From South of Olney. North on Connecticut Avenue to left turn onto Aspen Hill Road. Once on Aspen Hill Road, follow above.

From I270. Exit at Falls Road (Exit 5) for Rockville. Falls Road becomes Maryland Avenue. Proceed on Maryland Avenue @ 1.0 mile to fourth light just after Montgomery County Office Building. Turn right onto East Jefferson Street. Follow for two blocks to Rockville Pike (MD 355). Continue straight onto Veirs Mill Road for @2.5 miles to a left turn onto Aspen Hill Road. Proceed on Aspen Hill Road @ 1.0 mile to second light and a right turn onto Parkland Drive. Once on Parkland, follow above.

ASPEN HILL PARK

From North and East of Olney. Take Route 108 to Olney to intersection of Route 108 and Georgia Avenue (MD 97). Turn south on Georgia Avenue for @ 4.5 miles and bear right onto Connecticut Avenue (MD 185). After one block turn right at traffic light onto Aspen Hill Road. Proceed on Aspen Hill Road @ 1.5 miles and after Frost Center turn right onto Baltic to park on the right.

From South of Olney. North on Connecticut Avenue to left turn onto Aspen Hill Road. Once on Aspen Hill Road follow above.

From I270. Exit at Falls Road (Exit 5) for Rockville. Falls Road becomes Maryland Avenue. Proceed on Maryland Avenue @ 1.0 mile to fourth light just after Montgomery County Office Building. Turn right onto East Jefferson Street. Follow for two blocks to Rockville Pike (MD 355). Continue straight onto Veirs Mill Road for @ 2.5 miles to a left turn onto Aspen Hill Road. Take second left onto Baltic to park.

ARGYLE MIDDLE SCHOOL

From Olney. From the intersection of Georgia Avenue (MD 97) and Route 108, go south on Georgia for four miles. Turn left onto Bel Pre Road. Follow Bel Pre for three miles to school on right. OBSL field is behind the school.

From south of Olney. Go north on Connecticut Avenue to north on Georgia Avenue (MD 97). At first light on Georgia turn right onto Bel Pre Road. Follow Bel Pre for three miles to school on right. OBSL field is behind the school.

REDLAND MIDDLE SCHOOL

From Columbia and Laurel: Take Route 108 west to Olney to intersection of Route 108 and Georgia Avenue (MD 97). Continue west on Route 108 for @ 0.9 mile to left on Bowie Mill Road. Stay on Bowie Mill Road @ 3.3 miles to deadend at Muncaster Mill Road. Turn right for @ 0.7 mile to school on the right.

From Damascus: Take Route 108 east to Olney. Road widens to 4 lanes at traffic light at Olney Mill Road. From light proceed @ 0.3 mile to right turn at Bowie Mill Road. Once on Bowie Mill Road follow above.

From Bethesda: North on Connecticut Avenue to north on Georgia Avenue (MD 97). Go @ 1.8 miles to third light and turn left at Norbeck Road (MD 28). Be in the right lane of the two left turn lanes. After @ 0.2 mile turn right at first light onto Muncaster Mill Road (MD 115). Follow Muncaster Mill for @4.0 miles to school on right.

From I270. Exit onto 370 East. Exit onto Shady Grove Road East. Follow Shady Grove Road to a right turn onto Muncaster Mill Road. Follow Muncaster Mill Road @ 1.5 miles to school on the left.

Soccer fields are to the right of the school. Our field is past the first two fields and down the hill.

CASHELL ELEMENTARY SCHOOL

From North and East of Olney. From the intersection of Georgia Avenue (MD 97) and Route 108, take Route 108 west towards Laytonsville for @ 0.9 mile to left onto Bowie Mill Road. Take Bowie Mill for @ 1.0 mile to second stop sign. Turn left onto Cashell Road for @ 1.5 miles to school on left.

From Bethesda. North on Connecticut to north on Georgia. Take Georgia @ 3.0 miles to fourth light and a left turn onto Emory Lane. Follow @ 0.4 mile to right turn at Cashell Road and follow @ 1.0 mile to school on the right.

From I270. Exit onto 370 East. Exit onto Shady Grove Road East. Follow Shady Grove Road to a right turn onto Muncaster Mill Road. Follow Muncaster Mill Road @ 2.0 miles to a left turn at traffic light onto Bowie Mill Road. Follow Bowie Mill @ 2.4 miles to first stop sign and turn right onto Cashell Road. Follow @ 1.5 miles to school on left

ROSA PARKS MIDDLE SCHOOL

From North and East of Olney. From the intersection of Georgia Avenue (MD 97) and Route 108, take Route 108 west towards Laytonsville. At the second traffic light, Olney Mill Road, turn right. School is @ 1.0 mile down the road on the left. Park to the left of the school. Fields are to the left of the school.

From Bethesda. North on Connecticut to north on Georgia to intersection of Georgia and Route 108. Turn left onto Route 108 and follow above.

From I270. Exit onto 370 East. Exit onto Shady Grove Road East. Follow Shady Grove Road to a right turn onto Muncaster Mill Road. Follow Muncaster Mill Road @ 2.0 miles to a left turn at traffic light onto Bowie Mill Road. Follow Bowie Mill @ 3.3 miles to deadend at Route 108. Turn left to first light and turn right onto Olney Mill Road. Follow above.

Section 1. General Provisions

A. Purpose. The Olney/Bethesda Soccer League (“the league” or “OBSL”) is jointly operated by Olney Soccer and Bethesda Soccer Club and is governed by its Board of Directors which has final authority over all league matters. The primary purpose of the league is to serve as a developmental league for U8 thru U10 players and a transitional league from recreational to travel programs for players and teams. Teams are expected to stress player skill development.

The league also serves as a developmental league for referees. The league will utilize certified USSF referees with club referee assistants. Referees will primarily be middle school and high school (U12 to U19) travel players.

B. Affiliation. The league is affiliated with and sanctioned by Maryland State Youth Soccer Association (MSYSA) and conforms to all applicable United States Youth Soccer Association (USYS) and MSYSA rules and procedures.

C. League Classification. OBSL is affiliated with MSYSA as an inter-club league in which: (1) the use of tryouts and invitations or any like process to roster players selectively to any team on the basis of talent or ability is *permitted*; and (2) one or more league rules restrict the manner in which players may be rostered to participating teams.

D. Teams. The league is open to teams in the metropolitan Baltimore and Washington, DC areas. Teams may be either affiliated with a club or independent. The league recognizes only those clubs which are affiliated with, and in good standing with, MSYSA or Virginia Youth Soccer Association (VYSA).

E. Primary League. OBSL considers itself your primary league. Playing in another league or participating in other activities will not be considered a valid reason for missing a game or for changing a scheduled game.

F. Application Procedures. The league will establish appropriate application procedures and an application deadline for each season of league play.

G. Team Fees. Team fees are established by the OBSL Board for each seasonal year.

H. Assessing Teams for League Entry. The league can, at its discretion, refuse entry to a team if it is determined that the entry will not be in the best interests of OBSL. Factors which will be considered in assessing a team include, but are not limited to:

1. team’s OBSL record in prior seasons;
2. background/experience/formation of team and its coaches
3. number of OBSL games forfeited by the team;
4. OBSL disciplinary record of the team and its officials;
5. team’s disciplinary record in other leagues; and
6. whether the team previously entered OBSL and then withdrew.

Should the league refuse entry to a team, the league will return the team’s payment. Should a team drop out of the league after division structure is established, the team will forfeit its league fee.

I. Recruiting. The league is primarily a developmental league comprised of teams preparing players for NCSL and WAGS. Recruiting of players from other OBSL or CMSSL teams is strictly prohibited.

Teams may not post signs or distribute any type of flyers advertising tryouts or any type of team activity at league fields and the adjoining parking areas.

The league defines recruiting as any OBSL team's coaches, team officials, parents, players or supporters who attempt to induce any player on another OBSL or CMSSL team to leave his/her team to join their team.

Recruiting allegations against another OBSL team must be directed to a league official and, if possible, include a written statement by the recruited player's coach and/or parent(s) identifying the individual who recruited the player and the manner in which the player was recruited.

J. Modification. The league may modify any league procedures or playing rules to enhance player development or provide a better environment for the players. Situations not specifically covered will be left to the judgment of league officials.

Section 2. Age Groups

A. League Age Groups. The league will have five age groups: U8's, U9 Boys, U9 Girls, U10 Boys, and U10 Girls. Minimum number of teams for an age group is four. Teams will play from a minimum of seven to a maximum of nine league games each season based on the number of teams entered in each age group. An age group may have several divisions based on the number of teams in the age group. The league may elect to combine the boys and/or girls age groups.

B. Age Group Birth Dates.

<u>Seasonal Year</u>	<u>2004/2005</u>	<u>2005/2006</u>
U 8	8/1/96 - 7/31/97	8/1/97 - 7/31/98
U 9	8/1/95 - 7/31/96	8/1/96 - 7/31/97
U 10	8/1/94 - 7/31/95	8/1/95 - 7/31/96

C. League Teams. Teams must be comprised of a majority of players with birth dates for the applicable age group. Majority is defined as 51% or more. Overage players are not permitted in any age group. Minimum number of players for a U9/U10 league team is ten (10) and maximum number of players is fourteen (14). A player may only play for one team in the league.

Girls are eligible to play in the boys age groups. Boys are not eligible to play in the girls age groups.

D. Division Structure. Based on the number of teams entered in an Age Group, the Age Group may have several divisions. Divisions will be designated by color category. The league will structure divisions to provide the best environment for player development.

Girls divisions and Boys U9 division will play a combined schedule with teams from the Central Maryland Short-Sided League (CMSL). League games will be played Saturdays and Sundays. Games may be played in Hagerstown, Frederick, Waldorf and Montgomery, Howard, Prince George's, Baltimore, Anne Arundel, Charles and St. Mary's counties based on division structure. Home games for playing in the combined CMSL/OBSL are at fields in the Olney and Aspen Hill areas of Montgomery County.

Section 3. Player Registration

A. Rosters. All OBSL U9 and U10 teams are registered as travel teams. All teams must have an official state roster from their respective state association prior to the start of league play. Maryland teams must use the league's designated registrars unless the league registrar gives specific approval for the team to use another registrar. Teams in Virginia and the District of Columbia must use the designated VYSA registrar for OBSL. A player may only play for one team in the league.

Acceptable proof of age documents include:

1. Original state birth certificate
2. Passport
3. Resident Alien ID Card (Green Card)
4. Military ID (DD Form 1173)
5. Player Pass from the prior seasonal year.

For Boys divisions, player passes are to be available for each league game and may be checked by team managers prior to the game. League officials may check player passes at any league game. For Girls divisions, player passes will be checked prior to games.

B. Adding Players. Teams may add players to the team's roster during the season *provided* (a) acceptable proof of age documentation is provided to the league registrar who annotates the player pass and original roster and (b) the league registrar is given a copy of the updated roster showing the added player prior to the player participating in a league game.

C. Player Transfers. The league strongly encourages its teams and players to make commitments to each other for the entire seasonal year for which the player is rostered to the team. Under USYS and MSYSA rules, a player may choose to be released from the team at any time and for any reason. Team officials cannot refuse to release a player. Under USYS rules, a player may be released involuntarily only for limited reasons.

A player who is rostered to one league team at the start of the season is ineligible to play for another league team during that same season.

D. Multiple Rostered Players. Under USYS and MSYSA rules, a player has the right to be concurrently rostered to more than one team. OBSL permits a maximum of two (2) players on a U9 thru U10 league team to also be rostered to a team competing in either the National Capital Soccer League (NCSL) or Washington Area Girls Soccer League (WAGS). U8 teams may not have Multiple Rostered players.

The league's philosophy regarding this rule is that some players are selected for an NCSL/WAGS team and play up from their age group. They may not receive much playing time on the NCSL/WAGS team. In order to help them develop as players, OBSL permits them to be multiple rostered.

OBSL permits Multiple Rostered players as a privilege, not a right. OBSL teams who want to roster a Multiple Rostered player must receive prior approval from the league administrator. The team must document that the player meets the league's criteria and will not be detrimental to the competitiveness of OBSL.

Section 4. League Schedule

A. League Play. The league season will approximate the National Capital Soccer League (NCSL) and Washington Area Girls Soccer League (WAGS) schedules. Combined CMSSL/OBSL league games will be scheduled for Saturdays and Sundays as necessary.

Teams will play a minimum of seven (7) league games.

League games will not start prior to 9:00AM Saturdays and noon Sundays.

League games will usually start the opening weekend of NCSL and/or WAGS league play.

The league will not schedule games Labor Day, Columbus Day, Memorial Day or Father's Day weekends.

All age group games will be played at specific fields established by the league for each season.

Each team whose coach is also the coach of another team(s), must have an assistant coach listed on its official state roster to avoid game conflicts.

B. Adherence to League Schedule. Teams are expected to adhere to the league's published schedule of game dates and rain dates. In extraordinary circumstances, league officials will work with teams to reschedule games. As a developmental program, the league wants the participants to play their full schedule of games. Forfeits should not occur. If they do, the score will be recorded as 3-0.

C. Referees. The league utilizes certified USSF referees with club referee assistants.

D. League Standings. A team's standing in its age group will be determined by the number of points it receives based on its win/loss/tie record during the season. Points will be awarded as follows: 3 points for a win; 1 point for a tie; 0 points for a loss.

E. Awards. Participation awards will be given to all players in the league.

F. Touchline Behavior. Both teams will occupy one touchline and parents and supporters the other touchline. Teams are expected to stay on their side of the halfway line. Coaches, players and spectators must observe the spectator line and remain a minimum of three yards from the touchline and are restricted to the touchline area between the top of the penalty areas.

Players, coaches, team officials and team supporters are expected to demonstrate high standards of sportsmanship during all league games. Physical violence, foul or abusive language or harassment of participants, including the referee, is unacceptable and will not be tolerated. Inappropriate behavior will be referred to the league Rules and Discipline Committee.

Coaches may be carded for inappropriate behavior of their supporters.

Section 5. Game Day

A. Field Set-Up. The league is responsible for ensuring fields are mowed and lined and providing goals, nets and corner flags. Designated team playing the first game will transport and set-up the goals and may be designated to reline the field. Designated team playing the last game will take-down goals, police field and transport goals.

B. Cancellations. In the case of inclement weather, the league administrator or appropriate Age Group Commissioner will make a determination if games are canceled. The league administrator or Age Group Commissioner, or his/her designate, will call teams a minimum of two hours before their game.

Based on weather conditions and forecasts, some games may be canceled and some played at a given field in an Age Group.

When weather conditions and forecasts indicate continued inclement weather during the day, the league administrator or Age Group Commissioner may declare all games for an Age Group canceled. In such cases, all teams will be notified prior to the starting time of the first game.

C. Rescheduled Games. The league administrator or Age Group Commissioner is responsible for rescheduling all canceled games. Rescheduled games will normally be played on the league's published rain date for that day.

D. Dangerous Weather Conditions. At the referee's discretion, or under directive from a league official, a field may be declared "temporarily unplayable" when dangerous weather conditions, usually lightning, exist.

OBSL policy is that dangerous weather constitutes an unplayable condition, even if the storm has not yet broken, if any one of the following conditions is present:

1. The sound of thunder follows lightning within ten (10) seconds of a visible flash.
2. Any cloud-to-ground strike occurs within two (2) miles of the field.
3. Thunder is heard from within a two (2) mile radius of the field, regardless of the presence of lightning.
4. Any lightning, of whatever form, is visible within a two (2) mile radius of the field.

The safety of everyone at the game is paramount. Coaches are to direct everyone associated with their team into an enclosed vehicle.

When play is temporarily suspended due to dangerous weather conditions, the referee and two coaches should agree on a waiting period, typically ranging from twenty (20) to thirty (30) minutes, to give the adverse conditions time to pass. At the end of the agreed-upon waiting period, the referee will make a decision as to whether the game is to be continued or terminated.

E. Replay Entire Game. Games canceled due to weather problems during the game must be replayed in their entirety.

F. Home Team. Home team is the team listed first in the league schedule. Home team has choice of touchlines and must provide a game ball acceptable to the referee. In case of a jersey conflict, the home team is responsible for changing jerseys or wearing pinnies.

G. Prior to Game. Coaches of both teams have the responsibility to designate an individual affiliated with his/her team to serve as the referee assistant for the team's touchline. The only responsibility the

club referee assistant has is to indicate when the ball is out of touch unless directed otherwise by the referee.

H. Minimum Number of Players. Minimum number of players required to start a game is five (5), one of whom must be a goalkeeper. If the minimum number is not available ten (10) minutes after the starting time of the game, the referee will declare a forfeit.

I. When Referee Is Missing. Teams should wait ten (10) minutes from the scheduled starting time of the game if the referee is late. If the referee is still missing at that time, the game may be played with a volunteer referee *provided both coaches agree*. The league encourages teams to play if at all possible.

If the assigned referee arrives the game will be turned over to him/her at the first stoppage of play after establishing with the referee the time remaining. The game will be continued, not restarted.

J. During the Game. The league expects all participants to show high standards of sportsmanship during each league game. The coach is responsible for the behavior of his/her touchline including all team officials and supporters. The coach can be cautioned or ejected for inappropriate behavior on his/her team's touchline or by his/her team's supporters.

K. Cards. Due to the age groups of the players, the league anticipates minimal cards will be issued in any season. A player receiving a red card or a second yellow card in a game will not be permitted to play for the remainder of that game and may not be substituted. The player must sit-out the next league game. A coach receiving a red card or second yellow card in a game must leave the general vicinity of the field and may not have any involvement in the remainder of that game. The coach must sit-out the next league game that is played. Should a team official be ejected from a league game, the matter will be referred to the OBSL Rules and Discipline Committee.

Coaches, or players, who accumulate more than one card during the season are subject to review by the OBSL Rules and Discipline Committee which may issue additional sanctions including game sit-outs.

L. The Good of the Game. At the end of each league game coaches and players from each team will line up and shake hands with the participants from the other team.

The team designated as the take down team playing in the last game at a field will provide several adults to take down the goals and police the field.

M. Reporting Scores. Designated team must report the game score to the division coordinator by 9:00 pm on the day of the game.

Section 6. U8 Program

U8 teams are registered as house players on a roster provided by the league. League administrator must have the team's roster prior to the start of the season. U8 roster minimum is ten (10) players and a maximum of fourteen (14) players. U8 teams may have a maximum of two (2) underage U7 players. U6 and younger players are not eligible. NCSL and WAGS players are not eligible. Multiple rostered players are not eligible.

Players, parents and team officials are subject to all league rules and necessary R&D action.

Games: Teams are divided into 4V4 groups on game day. Team integrity should be maintained but not at the cost of the game or players. The sharing of players and the number of games occurring simultaneously is at the collected discretion of the coaches. At least two 4V4 games should be played simultaneously. At the end of a twenty five (25) minute half teams interchange. The total playing time is fifty (50) minutes. Scores and team standings will not be kept.

Field: Approximately 25X35 yards with a hockey style two-yard crease at the goal mouth.

Equipment: #3 ball, disks and corner flags. Touchlines and end lines will be lined. Corner flags will designate the goals. Goals are approximately 2 yards wide.

Rules: The game is to be kept simple. Corner kicks will be taken. There will be touchline kick-ins instead of throw-ins. There will be no penalty kicks. Substitutions are on the fly. There are no keepers and no offside. Goal kicks are taken from approximately five to ten yards from the end line. All restarts, including fouls, are a direct kick with a five yard buffer. All players are midfield players. "Goal defense" by a player is not permitted. A hockey style no-play crease is used to eliminate goal defense. If a player is in the crease and stops a goal, a corner kick will be awarded to the other team. Play will be initiated with a forward touch and be treated as a direct kick.

All U8 teams must have two adults at every game. There will be no officiating other than assistance from the coaches and/or team officials.

U8 girls teams will play with U8 boys teams.

Section 7. League Playing Rules

LAW I - THE FIELD for U9 and U10 Divisions

A. Dimensions: The field of play shall be rectangular, its length being approximately not more than 80 yards nor less than 70 yards and its width not more than 50 yards nor less than 40 yards.

B. Markings: Markings will consist of (1) distinctive lines, (2) a halfway line, (3) a center circle with an eight (8) yard radius, (4) four corner arcs with a three (3) foot radius, (5) goal area six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line, (7) penalty area fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line, (8) a penalty kick mark within each penalty area, ten (10) yards from the mid-point of the goal line, and (9) from each penalty kick mark an arc of a circle, having a radius of eight (8) yards, shall be drawn outside the penalty area.

C. Goals: Approximately six (6) feet high and eighteen (18) feet wide.

LAW II - THE BALL

Size Four (4)

LAW III - NUMBER OF PLAYERS

U9 and U10

A. Maximum number of players on the field is seven (7), one of whom must be a goalkeeper.

B. Maximum number of players on the roster is fourteen (14).

C. Substitutions: With the consent of the referee

- 1. Prior to 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 has stopped play**
- 5. At half-time**
- 6. For a cautioned player.**

D. Playing Time: The league recommends each player play a minimum of 50% of the total playing time.

LAW IV - PLAYERS EQUIPMENT

Conform to FIFA with the following exceptions:

A. Footwear: Tennis shoes or soft cleated soccer shoes

B. Shin guards: MANDATORY

C. Players may wear glasses, however the referee, at his/her sole discretion, may rule the glasses potentially dangerous to either the player or other players and prohibit the glasses from being worn during the game. The use of sports glasses is highly recommended.

LAW V - REFEREE

Conform to FIFA

LAW VI - LINESMAN

Use club referee assistants

LAW VII - DURATION OF THE GAME

A. The game shall be divided into two (2) equal halves of thirty (30) minutes each.

B. Half-time break of five (5) minutes.

LAW VIII - START OF PLAY

Conform to FIFA.

LAW IX - BALL IN AND OUT OF PLAY

Conform to FIFA with the following exception:

A. The safety of the players is paramount. In the event the referee believes a player has been injured, the referee will immediately stop play and motion the coach to enter the field to administer to the player.

LAW X - METHOD OF SCORING

Conform to FIFA

LAW XI - OFF-SIDE

Conform to FIFA

LAW XII - FOULS AND MISCONDUCT

Conform to FIFA with the following exception:

A. Coaches may be cautioned or ejected for inappropriate behavior or poor sportsmanship on their touchline.

LAW XIII - FREE KICKS

Conform to FIFA

LAW XIV - PENALTY KICKS

Conform to FIFA with the following exception:

A. Penalty kick mark is ten (10) yards from the goal line and other players must be eight (8) yards away before kick is allowed for U9 and U10 divisions.

LAW XV - THROW-IN

Conform to FIFA

LAW XVI - GOAL KICK

Conform to FIFA

LAW XVII - CORNER KICK

Conform to FIFA

Section 8. Protests and Grievances

A. Definitions. Protests concern game situations or recruiting allegations. Grievances concern the enforcement and administration of league rules. As a developmental league for players and referees, OBSL does not permit game protests.

B. Rules and Discipline Committee. The OBSL Rules and Discipline Committee has final jurisdiction over protests and grievances. The Rules and Discipline Committee (R&D) Chairperson is designated by the OBSL Board of Directors. For each specific case referred to the committee, the Chairperson, or the Chairperson's designate, will select two or more other neutral committee members from Olney Soccer and/or Bethesda Soccer Club to adjudicate the matter. All decisions of the Rules and Discipline Committee shall be by a majority vote of those present and voting. A quorum of three committee members is necessary to decide a matter. All decisions shall be in writing and shall be made available to all parties in interest in a timely manner.

C. Protests for Recruiting Allegations. Recruiting allegations against another OBSL team must be directed to a league official and include, if possible, a written statement by the recruited player's coach and/or parent(s) (a) identifying the individual who recruited the player and the manner in which the player was recruited and (b) agreeing to testify at a league Rules and Discipline Committee hearing.

The Rules and Discipline Committee will hold a hearing within two weeks of the league's receipt of the protest. Maximum hearing time is one hour. All statements and inquiries must be directed to the Chairperson. An official of the protesting team, a parent of the recruited player and the individual alleged to have recruited the player should be present. Both parties may have additional persons testify on their behalf.

After the hearing is adjourned, the Rules and Discipline Committee will decide the matter by majority vote. The Rules and Discipline Chairperson will verbally notify the effected teams of the decision within twenty-four (24) hours of the hearing.

D. Procedures for Grievances. Any team or team official within seven (7) days of the written or verbal publication of information concerning league policy or procedure, who feels aggrieved of such action and desires to have their grievance heard, must submit to a league official their written grievance and cite the remedy requested.

The Rules and Discipline Committee will hold a hearing within two weeks of the league's receipt of the grievance. Maximum hearing time is one hour. All statements and inquiries must be directed to the Chairperson. An official of the protesting team must be present and the team may have additional persons testify on its behalf. At the discretion of the Rules and Discipline Chairperson, League Officials may also be asked to testify.

After the hearing is adjourned, the Rules and Discipline Committee will decide the matter by majority vote. The Rules and Discipline Chairperson will verbally notify the effected team of the decision within twenty-four (24) hours of the hearing.

E. No Fee. There is no fee for filing a protest or grievance.

F. League Initiated Rules and Discipline Hearing. A league official may initiate a R&D hearing concerning allegations of recruiting or inappropriate behavior.

Should a referee terminate a league game due to the actions of a team(s)' coach, players or supporters, or there is substantial inappropriate behavior of a team(s)' coach, players or supporters, the league will convene a Rules and Discipline hearing. The procedures will be as stated above in this section. In no event will a team gain an advantage if the R&D Committee determines it to be responsible for the termination of the match.

G. No Appeal. The decision of the Rules and Discipline Committee is final. There is no appeal within the league. Upon receipt of an adverse decision, an appeal may be made to the next higher authority as detailed in the Official Administrative Rule Book of the United States Soccer Federation.

No State Association, official, club, league, team, coach, referee, or player or their representative may invoke the aid of the Courts of any State or of the United States without first exhausting all available remedies within the appropriate soccer organizations as set forth in the Official Administrative Rule Book of the United States Soccer Federation.

H. Physical Assaults. When a coach, player, manager or team official assaults a referee, and the assault amounts to physical violence, MSYSA has the sole right and authority to adjudicate the matter. OBSL, having information about such an assault, will immediately notify MSYSA authorities and give them all the information the league has available.

CENTRAL MARYLAND - OLNEY/BETHESDA COMBINED LEAGUE RULES

1. Referees

Central Maryland Short Sided League (CMSSL) plays a combined schedule with Olney/Bethesda Soccer League (OBSL). For all league games, the home team is either a CMSSL team or an OBSL team based on the league schedule and the field where the game is played. Referee assignments for CMSSL home games will be coordinated by Craig Proffen, CMSSL referee coordinator. Referee assignments for OBSL home games will be the responsibility of the OBSL referee assignor. Each CMSSL club is responsible for providing licensed referees for its home field. If licensed referees are not available, Craig will arrange for a licensed referee for an additional charge to be determined by Craig.

For games other than at an OBSL home field, referee fees are payable in advance of each game directly to the referee. CMSSL referees will normally be paid \$28.00 per game (\$14.00 per team), unless licensed referees are provided by CMSSL, in which case an additional charge will be paid by the home team. Where one team at a CMSSL home field is an OBSL team, the entire fee is payable by the CMSSL team.

For games at OBSL home fields, which include Argyle Middle School, Rosa Parks Middle School, Cashell Elementary and Aspen Hill Park, neither team pays the referee. OBSL teams pay referee fees as part of their league fee and the league pays its referees

The following rules summarize the payment of referee fees for all league games.

- **CMSSL home game with two CMSSL teams. Each team pays the referee.**
- **CMSSL home game with a CMSSL team and an OBSL team. The CMSSL team pays the entire referee fee.**
- **All games at an OBSL field. Neither team pays.**

Abuse of referees by coaches or spectators will not be tolerated. Any such behavior will be referred to the CMSSL or OBSL Rules and Disciplinary coordinator for investigation and possible sanctions. All game results will be final, and no game result will be subject to protest.

2. Cancellations

Games may be canceled for inclement weather or dangerous conditions by the home club, the referee (at the field), or the CMSSL Vice President or OBSL League Administrator. Cancellations (other than by the referee at the field) should occur no later than two (2) hours prior to the first scheduled game. The home team coach for the first game will be deemed the club representative and will have the responsibility for notifying all affected coaches (both home and away) scheduled to play at the affected field location, as well as each affected age group coordinator. If a team has not been notified of a cancellation, the coach should assume the game will be played as scheduled.

3. Field Set Up/Take Down

For CMSSL home fields, field set up and take down is the responsibility of the home club. For OBSL home fields, field set up and take down is the responsibility of the designated team. The field is to be properly cut and lined, the goals and flags in good condition and properly positioned, and the field safe for play. The home team is to provide the game ball. The recommended field size is 80 yards by 50 yards or 70 yards by 40 yards and the recommended goal size is 6 feet by 18 feet.

4. League Communications

Teams will receive communications (other than game cancellations) from the league via email. Each team is to provide two (2) points of contact who regularly read their email.

5. Score Reporting

The league operates under an online system. Winning coaches are responsible for logging in their game results no later than 9:00pm on the day of the game. If the game ends in a tie, the home team coach is responsible for logging in the result no later than 9:00pm on the day of the game.

6. Player Passes

Teams will obtain MSYSA approved player passes for each player prior to their first game of the season. Player passes will be available for inspection at each game. For the girls divisions, player passes will be inspected by the referee prior to each game. For the boys divisions, player passes will be available for inspection by the opposing team manager prior to each game, if they so desire. Any irregularities or questions will be reviewed by the referee at the game, who will have final say over the eligibility of the player in question.

7. Scheduling

All age groups will be scheduled for approximately nine (9) league games each season based on the number of teams entered and the alignment of the divisions within the respective age groups. Every effort is made to accommodate schedule relief requests submitted by the deadline. No game rescheduling will occur except for (a) rain-outs/dangerous field condition cancellations, or (b) in exceptional circumstances and with the prior approval of league officials.

8. Game Verification

The home team is to contact the opposing coach no later than Thursday of each week to verify game time, location and team colors.

9. Team Sportsmanship Liaison

Each CMSSL team is to appoint a Team Sportsmanship Liaison (TSL), who is responsible for maintaining a touchline atmosphere appropriate for a youth soccer match. Inappropriate or extreme touchline behavior and/or abuse of a referee will not be tolerated.

10. League Rules Clarifications

- a) **ALL teams are expressly prohibited from recruiting players from other CMSSL or OBSL teams**
- b) **Substitutions - a substitution may be made for a player who receives a caution (yellow card) at the time the caution is issued**
- c) **Minimum players - the minimum number of players required to field a team and avoid a forfeit is five (5)**
- d) **Disciplinary Action - any player or team official who receives a red card (ejection) or two cautions (yellow cards) in the same game is ejected from the current game and is suspended from the following league game**
- e) **Throw-Ins - referees will only allow one opportunity to throw a ball into play correctly**
- f) **Kick-off - no goal may be scored directly from a kick-off**
- g) **Touchlines - both teams are to take position on the same touchline, separated by the mid-field line. Coaches and players may not cross the mid-field line. Spectators are to take position on the opposite touchline. Teams and spectators are to remain between the top of the two penalty areas and behind the spectator lines three (3) to five (5) yards from the touchline**
- h) **Player equipment - Player safety is the responsibility of the referee and shall remain so. Necklaces, earrings and other jewelry must be removed before a player will be allowed to play. Players wearing "soft" arm casts will be allowed to play. It is highly recommended that players wearing eye glasses wear sports glasses for protective measure. Mouthpieces are not required for players having tooth braces.**
- I) **Except as provided above, the league shall operate under FIFA Laws of the Game.**