CENTRAL MARYLAND SOCCER ASSOCIATION
Standard Game Rules

All games are played under FIFA rules with the following CMSA league modifications:

Substitutions
All substitutions must take place at the mid-field area
All players being substituted in must be in that area prior to stoppage of play to be allowed by the referee to enter the game
Substitutions can be done by either team:
1. After a goal has been scored or at half time
2. Any time either team has a goal kick
3. Due to an injury stoppage (on a one for one basis)
4. A team may substitute on their own throw in; the opposing team can only do so if the team in possession substitutes at that time.
5. A team must substitute on a Yellow Card (cautioned play) for its own player; the opposing team may also substitute on a one for one basis.
6. On a double yellow/red card, a team does play short and cannot substitute for their ejected player; There are no substitutions for any red card offense
8. Players cannot participate unless they are listed on the team's current stamped roster And have a laminated ID card at the field

Game Lengths:
U08 thru 12 (8v8) = Two 25 minute halves;
U12 thru 14 (11v11) = Two 30 minute halves;
U15 thru 18 (11v11) = Two 35 minute halves.

Minimum Players
Teams competing 11v11 must have a minimum of 9 players in order to start the game with a minimum of 7 players to finish. Teams' competition 8V8 must have a minimum of 6 players in order to start the games with a minimum of 5 players to finish.
Games are to start as soon as each team has the minimum amount of players.

Check-In Time Requirements for Team Rosters & Player ID Cards:
Coaches must present their current SAY or US Club CMSA stamped team roster.
Players must have a current valid laminated ID card which matches the team roster.
Players without a valid ID are prohibited to participate in any game and if allowed to play will result in the game being terminated and declared a forfeit as per league policy.
Latecomers must present their ID cards to the referee before they can enter the game.
If either team is without the required roster and ID cards, the game will be declared a forfeit and posted as a 3-0 loss to the team without the required paperwork. The team responsible for the forfeit will be held responsible for all referee fees

Teams should be ready to play at the posted game time. Teams have a 15 minute grace period in which to reach the required number of players needed to participate (see minimum above). Teams without the required number of players after the 15 minute grace period will be assessed a forfeit loss.
The 15 minute grace period also applies in allowing any team to be able to produce their roster and ID Cards. Any team which fails to provide the required check-in paper work (roster & ID cards) twice during the season will be eliminated immediately from further league play

Ejections:
A player or coach who is ejected receives a minimum of one-game suspension to be served the next played league game. Additional penalties may be levied. No appeal may be made from the one-game suspension.

Fields
Home teams must provide fields complete with goal nets, flags and visible lines. All goals should be properly anchored to the ground.
Regulation fields should be a minimum 50 to 60 yards wide and 100 to 120 yards in length.
Intermediate fields should be a minimum 40 to 50 yards wide and 70 to 80 yards in length.
Once a game has begun, the referee shall be the sole judge as to whether the field is playable. It is the responsibility of the home field coordinator to provide the field equipment as mentioned above.

Teams should be on opposite sides of the field from one another. A team and all their respective coaches, management and spectators should be together on the same side of the field. It will be the responsibility of each team's coach to maintain control and attitude of his/her team and supporters. If control is not maintained, the referee has the authority to issue a warning, ejection or termination of game.

Sportsmanship (7 Goal Rule)
We have attempted to modify and evenly bracket the teams participating in the CMSA using both the coaches suggested level of play and the team's previous season record of play where applicable. We have addressed the penalties regarding placing a team in the wrong competition bracket in the policies section of the web site; please review this section regarding elimination of a team from awards competition.
To further prevent teams from running up scores on a mismatched opponent, we have instituted the following slaughter rule;
At any time that a team is beating their opponent by seven (7) goals, that game will be terminated and the final result will be posted as a 3-0 win on the web site. The standings and tie breakers will be based on the actual final result.
If you and your opponent do not want to play under the 7 Goal Rule, you may do so by notifying the referees prior to the start of the game.

Dress Code
All players must be in matching uniforms (jersey, shorts, compression pants & matching socks)
All Jerseys must be numbered differently, no duplicates
All male players are recommended to wear protective cups
All players must wear correctly sized shin guards covered by their socks
No jewelry
No hard casts
No hard hair clips, beads or combs
No metal cleats
The goalie is allowed to wear a soft brim hat only