## BETHESDA SC.

## High School \& Middle School League Rules

GAME LENGTH: Two twenty-seven (27) minute halves. If score is tied at the end of regulation, score remains tied. No overtime.

FORMAT: $7 \vee 7+$ goalkeeper. A game may start with a minimum of five players. There will be a ten-minute grace period from the scheduled starting time for the first game only. All other games will begin on time or within five minutes of the previous game, whichever comes later. A team must start the game at the scheduled starting time if the minimum number of players is present.

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

ROSTER SIZE: is unlimited. All players must turn in a completed waiver form before they can participate in any league game. Rosters and waiver forms can be turned into the field supervisor or emailed to broos@bethesdasoccer.org. Players can be added at any point during the season.

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

JERSEYS: Teams are required to have both a colored and white shirt available at every league game. We encourage numbers on each shirt if possible. Scrimmage vest are ok, but you must provide your own.

SUBSITUTIONS: are on the fly.
OFFSIDES: There are no offsides.

