

**ST. MARY'S COUNTY RECREATION AND PARKS
INDOOR SOCCER FACT SHEET - 2025 SEASON**



TEAM SELECTION

- U-6 Children born in 2018 and 2019
- U-8 Children born in 2016 and 2017
- U-10 Children born in 2014 and 2015
- U-12 Children born in 2012 and 2013
- U-14 children born in 2010 and 2011
- ****Age determination is age by December 31, 2024****
- High School League. Must be enrolled in 9-12th grade
- Players can play up one division age group but can not play down
- Teams must have a minimum of 9 players, but no more than 12 players
- **THERE ARE NO TEAM PRACTICES**

GAME INFORMATION

- You will receive a phone call from a coach no later than Wednesday, December 13, 2024
- Games begin January 3, 2025, and finish in late March for a total of 10 games
- U-6 thru U-12 play on Saturdays – game times will vary
- Highschool and 14U will play Friday evenings between 5:00-10:00pm
- Game times will be between 8:00am-8:00pm for Saturday games
- Game schedules will be posted on the sports website page by Friday, December 13, 2024 at www.stmaryscountymd.gov/recreate/sports
- Games will have one official per game, the Highschool and 14U leagues will have two officials

GAME LOCATIONS

- U-6 games will be played at the Margaret Brent Recreation Center
- ALL OTHER DIVISIONS play at the Leonard Hall Recreation Center

REMINDERS

- No cleats or jewelry are allowed and no black soled shoes
- All players must wear shin guards
- Supervision by R&P of all spectators and players applies only when they are inside the building
- Lost or stolen articles are not the responsibility of Recreation & Parks
- All make-up schedules will be given to the team coach
- In the case of inclement weather call the cancellation line at 301-475-4200 ext. 1840
- In accordance to state law, no smoking is allowed in the gym or surrounding school or county government property
- Schedules will be posted on the county web page www.stmaryscountymd.gov/recreate/sports

For questions, please contact us at 301-475-4200 ext. 1800 or email webtrac@stmaryscountymd.gov