



MLS ALCOHOL POLICY



NO ALCOHOL



Possession or consumption of alcohol within park premises is **STRICTLY PROHIBITED / NEVER ALLOWED**. This includes all areas within the park boundaries (dugouts, stands, walkways, restrooms, park benches, grass areas, etc.). This applies to **PLAYERS AND SPECTATORS!** If your team or your fans are seen in possession of and/or consuming alcohol, you will **FORFEIT** the game **AND THE NEXT SCHEDULED GAME**. There will be **NO WARNINGS AND NO EXCEPTIONS WILL BE MADE!**

Please see below for the rule as it is shown online in your city program's ruleset:

ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN ANY CITY PARK. In the event that any program participant (or any spectator who is associated with a team) is discovered to be in possession of an alcoholic beverage(s) either on or around the park facilities, the following action will result:

- ◆ the team whose player(s) and/or spectator(s) is/are found to be in violation of this rule will automatically forfeit the game that is scheduled on the day of the infraction.
- ◆ the team whose player(s) and/or spectator(s) is/are found to be in violation of this rule will automatically forfeit its next scheduled game as well.
- ◆ be aware that violations may be discovered by either City Staff or MLS game officials (including the score keepers or league director). There will be no exceptions granted for any failure to comply with this rule.

COOLERS – If someone brings a cooler up to the field, you **WILL BE ASKED TO SHOW THAT THERE IS NO ALCOHOL INSIDE IT**. If there is alcohol inside, or you refuse to open it, you will be asked to remove it from the park immediately or risk forfeiture of the game as well as the next scheduled game.

Should your team forfeit a game due to alcohol possession/consumption, your team will be responsible to pay the **FORFEIT FEES** for both the current game **AND FEES FOR THE NEXT SCHEDULED GAME**. **TWO FULL FORFEIT FEES \$\$\$\$**. Your team will not be allowed to play again until all fees are paid in full.