

UNREPORTED
IN THE APPELLATE COURT
OF MARYLAND

No. 1471

September Term, 2025

ADOLPHUS WILLIAMS

v.

ELIZABETH VONZIAH, *et al.*

Zic,
Tang,
Zarnoch, Robert A.
(Senior Judge, Specially Assigned),

JJ.

PER CURIAM

Filed: July 6, 2026

*This is a per curiam opinion. Under Rule 1-104, the opinion is not precedent within the rule of stare decisis nor may it be cited as persuasive authority.

Adolphus Williams, appellant, appeals from a final judgment of the Circuit Court for Baltimore County establishing his child support obligation for his minor child. He raises three issues on appeal: (1) whether the court correctly applied the “multifamily adjustment” as provided under Section 12-201 of the Family Law Article; (2) whether the magistrate judge improperly excluded evidence at the child support hearing; and (3) whether he received adequate notice of the exceptions hearing. The Baltimore County Child Support Administration, appellee, disagrees and has also filed a motion to dismiss the appeal as having been untimely filed. For the reasons that follow, we shall grant the motion to dismiss the appeal.

Maryland Rule 8-202(a) provides that a party must file his or her notice of appeal “within 30 days after entry of the judgment or order from which the appeal is taken.” Although not jurisdictional, this requirement is a “binding rule on appellants” unless “waiver or forfeiture applies to a belated challenge to an untimely appeal.” *Rosales v. State*, 463 Md. 552, 568 (2019). Here, the circuit court’s child support order was entered on the docket on August 11, 2025. However, appellant did not file his notice of appeal until September 11, 2025, 31 days later. Moreover, appellee has not waived or forfeited its challenge to the timeliness of appellant’s appeal because Md. Rule 8-603(c) provides that a motion to dismiss pursuant to Md. Rule 8-602(b) “may be included in the appellee’s brief.” Consequently, we shall grant the motion to dismiss.

**APPELLEE’S MOTION TO DISMISS
GRANTED. COSTS TO BE PAID BY
APPELLANT.**