

AGE: 17

						FINAL SCORE:						FINAL SCORE:															
NRFA SILVER							TUSA 01B Bronze							FORFEIT: { }													
Team Contact PRINT NAME							Team Contact PRINT NAME							Reason: _____													
SIGNATURE							SIGNATURE							Corner Flags: Y { } N { }													
Name Jer# Code Time P/C/S Y/R							Name Jer# Code Time P/C/S Y/R							Passes checked: Y { } N { }													
														Goals must be anchored: Initials:_____													
P = Player C = Coach or Assistant S = Spectator														Sit out Fulfillment (Player.Jer#/HT/VT)													
Referee PRINT (above)							Referee SIGNATURE (above)							Grade													
Sr. Asst. Referee PRINT (above)							Sr. Asst. Referee SIGNATURE (above)							Grade													
Asst. Referee PRINT (above)							Asst. Referee SIGNATURE (above)							Grade													

AGE	REFEREE FEE	LINESMAN FEE	TOTAL PAID	PER TEAM
11/12U	\$40.00	\$22.00	\$84.00	\$42.00
13/14U	\$46.00	\$28.00	\$102.00	\$51.00
15/16U	\$54.00	\$35.00	\$124.00	\$62.00
17U+	\$60.00	\$42.00	\$144.00	\$72.00

TWO JERSEY OPTIONS

If the color of your 'light' jersey option is something other than the above generally accepted 'light' colors, such as red or light blue, then your team MUST have another back-up jersey or training shirt with numbers that would fall into the generally accepted 'light' colors. In addition, if WHITE socks (or another generally accepted 'light' color sock) are not your usual 'light' jersey socks, your team must have the back-up of white (or another generally accepted 'light' color) socks in case of a conflict.

THE HOME TEAM WILL WEAR 'LIGHT' COLORED JERSEYS. THE VISITING TEAM WILL WEAR 'DARK' COLORED JERSEYS. THE TEAM IN THE INCORRECT COLOR WILL HAVE TO CHANGE.

All players, including goalkeepers, must have a number. NCYSA will allow tape to be used for numbers on the jerseys IN LEAGUE PLAY ONLY. Jersey numbers should coincide with jersey numbers on the approved team roster and player pass.

12U and below: Size 4
13U and up: Size 5
It is the HOME TEAM's responsibility to provide an adequate game ball (with approval of the referee).

11/12U	(2) 30 min. = 60 min.
13/14U	(2) 35 min. = 70 min.
15/16U	(2) 40 min. = 80 min.
17U+	(2) 45 min. = 90 min.

There are certain situations that may occur in league play, which will result in a forfeit. In these situations, the score will be recorded as 5-0.

- 1) Teams that fail to have their player's/coaches passes at the scheduled match. NO PASS = NO PARTICIPATION
- 2) If a player plays in a match and is not properly registered, his/her team shall automatically forfeit that match.
- 3) Any teams delaying the start of a scheduled match more than fifteen (15) minutes without the sanction of the proper authority, shall forfeit the match to the opponent.

If a match is terminated – at anytime by the referee due To fault Of a coach, player(s), And spectator(s) – the opposing team will be awarded the win As a forfeited Match (If the opposing team has a winning score at the time the Match is terminated, it will be awarded the win And the score will stand.