



MATCH: 1614    DATE: 10/28/2018    TIME: 1:30 PM    PITCH: MZP 05B    AGE: 11

|   |      |      |      |       |                                     |      |      |      |      |                             |     |   |
|---|------|------|------|-------|-------------------------------------|------|------|------|------|-----------------------------|-----|---|
| FINAL SCORE:                                    |      |      |      |       | FINAL SCORE:                        |      |      |      |      | FORFEIT: { }                |     |   |
| LNSC GALAXY                                     |      |      |      |       | HCSA AVALANCHE NAVY                 |      |      |      |      | Reason: _____               |     |   |
| Team Contact<br>PRINT NAME                      |      |      |      |       | Team Contact<br>PRINT NAME          |      |      |      |      | Corner Flags: Y { } N { }   |     |   |
| SIGNATURE                                       |      |      |      |       | SIGNATURE                           |      |      |      |      | Passes checked: Y { } N { } |     |   |
| Name  | Jer# | Code | Time | P/C/S | Y/R                                 | Name | Jer# | Code | Time | P/C/S                       | Y/R | Goals must be anchored: Initials: _____ |
|   |      |      |      |       |                                     |      |      |      |      |                             |     | Sit out Fulfillment (Player.Jer#/HT/VT) |
|   |      |      |      |       |                                     |      |      |      |      |                             |     |   |
|   |      |      |      |       |                                     |      |      |      |      |                             |     |   |
|   |      |      |      |       |                                     |      |      |      |      |                             |     |   |
| P = Player C = Coach or Assistant S = Spectator |      |      |      |       |                                     |      |      |      |      |                             |     |   |
| 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                       |     |   |

**REFEREE FEES: [to be paid at NCYSA Classic Program Matches]**

| 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  |

Halftime usually consists of a five (5) minute break, but can be as long as fifteen (15) minutes. Referees may also use their discretion to allow for water breaks in unusually hot conditions.

**TWO JERSEY OPTIONS**

Teams **MUST** have an alternate colored jersey in case of conflicts. Generally accepted 'light' color jersey options include: white, yellow/gold, orange, neon, and similar colors.

*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.

**BALL SIZES:**

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).

**DURATION OF HALVES:**

|        |                       |
|--------|-----------------------|
| 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. |

**FORFEITS:**

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.