



MATCH: 3342    DATE: 10/28/2018    TIME: 11:00 AM    PITCH: SCD01    AGE: 13

FINAL SCORE:					FINAL SCORE:					FORFEIT: { }		
CSA MATTHEWS/MH BLUE					BSA BURKE BLAST					Reason: _____		
Team Contact PRINT NAME					Team Contact 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.