



IO/26/2019         FINAL SCORE:       FINAL SCORE:       FORFEIT: { }         O7 WFC BLUE       O7 NCFC WHITE SOUTH       Reason:	MATCH REPORT				0			YOUTH SOCCER					
07 WFC BLUE       07 NCFC WHITE SOUTH       Reason:	MATCH: 13811		)19	TIME	: <b>1:00</b>	РМ	PITCH: Ting Pa	rk 01					AGE: <b>13</b>
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         SIGNATURE       Name       Jer#       Code       Time       P/C/S       Y/R         Goals must be anchored: Initials:       Sit out Fulfillment (Player.Jer#/HT/VT)       Sit out Fulfillment (Player.Jer#/HT/VT)       Sit out Fulfillment (Player.Jer#/HT/VT)         P       Player C = Coach or Assistant S = Spectator       Referee SIGNATURE (above)       Grad				F	INAL SC	CORE:	:			F	INAL SO	CORE:	FORFEIT: { }
PRINT NAME     PRINT NAME     Colline Plags. f { } 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:	07 WFC BLUE						07 NCFC WHI	LE SOUTH	ı				Reason:
SIGNATORE       SIGNATORE       SIGNATORE       Goals must be anchored: Initials:       Goals must be anchored: Initials:       Sit out Fulfillment (Player.Jer#/HT/VT)         Name       Jer#       Code       Time       P/C/S       Y/R       Goals must be anchored: Initials:       Sit out Fulfillment (Player.Jer#/HT/VT)         Image: Site of the second s	Team Contact PRINT NAME						Team Contact PRINT NAME						Corner Flags: Y { } N { }
Referee PRINT (above)       Referee SIGNATURE (above)       Grad	SIGNATURE						SIGNATURE						Passes checked: Y { } N { }
P = Player C = Coach or Assistant S = Spectator         Referee PRINT (above)         Referee SIGNATURE (above)   Grad	Name	Jer#	Code	Time	P/C/S	Y/R	Name	Jer#	Code	Time	P/C/S	Y/R	Goals must be anchored: Initials:
Referee PRINT (above) Referee SIGNATURE (above) Grad													Sit out Fulfillment (Player.Jer#/HT/VT)
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	P = Player C =	Coach or A	ssistarii	<b>3</b> = 3	specialo	)[							
Sr. Asst. Referee PRINT (above)     Sr. Asst. Referee SIGNATURE (above)     Grad	Referee PRINT (above	)					Referee SIGNATURE (	above)					Grade
Sr. Asst. Kereree Signa Luke (above) Grad	Or Aret Deferre DDIN	<b>IT</b> (altance)					On Annt Datama Close						
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Asst. Referee PRINT (above) Asst. Referee SIGNATURE (above) Grad	Asst. Referee PRINT (a	above)					Asst. Referee SIGNATU	JRE (above)					Grade

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

AGE	REFEREE	LINESMAN	TOTAL	PER
	FEE	FEE	PAID	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' into the your team much have the pack up of white (or another generally accepted by the pack up of white (or another gener '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:

# DURATION OF HALVES:

12U and below: Size 4	11/12U	(2) 30 min. = 60 min.
13U and up: Size 5	13/14U	(2) 35 min. = 70 min.
It is the HOME TEAM's	15/16U	(2) 40 min. = 80 min.
responsibilty to provide an	17U+	(2) 45 min. = 90 min.
adequate game ball (with		
approval of the referee).		

### 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.

- Teams that fail to have their player's/coaches passes at the scheduled match. NO PASS = NO PARTICIPATION 1)
- If a player plays in a match and is not properly registered, 2) his/her team shall automatically forfeit that match.
- Any teams delaying the start of a scheduled match more 3) that 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.