



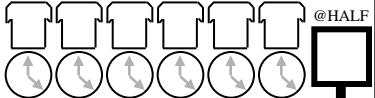
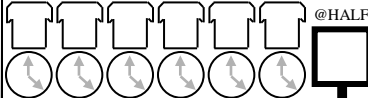




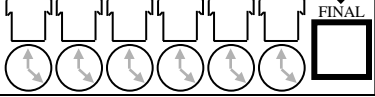
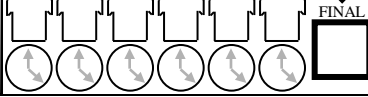


































Print on greyscale printer to reproduce  symbols correctly!

Cut on these marks ^ ^ ^ ^

Direct	Date: _____ Time: _____	League: _____
Kick Trip Jump Strike Charge Push Tackle Holds Handles Spit	Location: _____	Age: _____ Time: 25 30 35 40 45 MIN MIN MIN MIN MIN
	Home: _____	Visitor: _____
	Color: _____	Color: _____
	CAPTAINS KO   KO	CAPTAINS   KO
1st Player	 @HALF	 @HALF
Time	 	 
2nd Player	 FINAL	 FINAL
Time	 	 
Misconduct	NO. TIME MISCONDUCT	NO. TIME MISCONDUCT
USB -Unsporting DT - Dissent PI - Persistent L - Leaves E - Enters DR - Delays FRD - Distance	  USB Diss	  USB Diss
	  USB Diss	  USB Diss
	  USB Diss	  USB Diss
	  USB Diss	  USB Diss
	  USB Diss	  USB Diss
Referees	REFEREE: _____	AR1: _____ AR2: _____

Time per Half

- U8: 4x12m 
- U10: 25 min 
- U11-12: 30 min 
- U13-14: 35 min 
- U15-16: 40 min 
- U17-19: 45 min 
- HS JV: 36 min 
- HS Var: 40 min 

HS Clock Stop

Goal, PK, YC, Inj

Substitutions:

HS: OTI/CK,GK Inj

Cautions:

HS: Must Leave

High School NF

Coin T: Dir or KO

No retake on TI

2nd YC: Can Sub





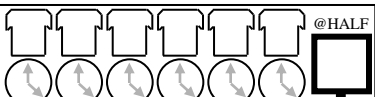
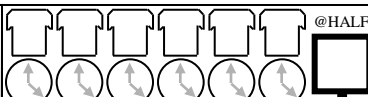




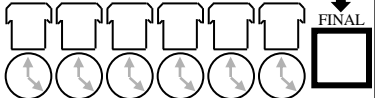
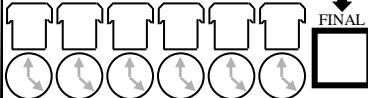
























Injury: if Coach enters,

player must leave,









Unlimited Subs

Are Players Legally
& Properly Equipped?

Protect the Keeper
No Late Tackles

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No Late Tackles

Directions: Blacken circle for team taking KO, write KO direction in middle box (N, S, E, W). For goals and misconduct, write player jersey number in jersey symbol and time in clock. For misconduct, circle USB (Unsporting Behavior) or Diss (Dissent), otherwise write in reason.

Print on greyscale printer to reproduce  symbols correctly!

Cut on these marks >>>

<p>Guilty of Unsporting Behavior (USB) Dissent by Word or Action (DT) Persistent Infringement of the Laws (PI) Delays the Restart of play (DR) Fails to Respect required Distance (FRD) Enters field without Permission (E)</p>	<p>7. Deliberately Leaves the Field (L)</p> <p>If play is stopped to caution a player, the referee will give an indirect free kick to the opposing team unless the offense including a foul calling for a direct free kick</p>	CAUTION
<p>Guilty of Serious Foul Play (SFP) Guilty of Violent Conduct (VC) Spits at an Opponent or others (S) Denies a Goal by Handling the Ball (DGH) Denies a Goal by Foul (DGF) Offensive, Insulting or Abusive Language (AL)</p>	<p>7. Receives a Second Caution (SCT)</p> <p>If play is stopped to send off a player, the referee will give an indirect free kick to the opposing team unless the offense included a foul calling for a direct free kick</p>	SEND-OFF
<p>1. Plays in a Dangerous Manner 2. Impedes the progress of an opponent 3. Prevent the goalkeeper from releasing the ball 4. Goalkeeper takes more than 6 sec. to release the ball 5. Keeper touches the ball again a second time</p>	<p>6. Keeper touches ball after it has been deliberately kicked to him by a team-mate 7. Keeper touches ball from throw-in 8. Commits any other offence 9. Misconduct Restart</p>	INDIRECT
<p>1. Kicking or attempting to kick 2. Tripping or attempting to trip 3. Jumping at opponent 4. Charging an opponent 5. Strikes or attempts to strike opponent</p>	<p>6. Pushes an opponent 7. Tackles opponent before the ball 8. Holds an opponent 9. Spits at an opponent 10. Handles the ball deliberately</p>	DIRECT
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