Competitive Match Report

❶ Match Info

District: _____ **Master Game #:** _____

Team Code: _____ Opponent Code: _____

Scheduled Date: _____ Field Code: _____

❑ *check BEFORE match if playing under protest (must explain on back)*

COACH'S Section, ❶-❺

Failure to submit a completed line-up prior to the start of the match will result in a forfeit.

❷ Rostered Players

	Player's Name	Registration	Jersey
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
maximum players...u9-10			
13			
14			
maximum players...u11-12			
15			
16			
17			
18			
maximum players...u13-19			

✓	Caution	Send-Off

❸ Play-Up(s)

- *up to 3 play-ups from the same club per game, not to exceed roster max.*
- *play-ups must be from a younger age-level, or lower competitive division at the same age*
- *Premier players may not play on Classic teams*

	Player's Name	Registration	Jersey
1			
2			
3			

✓	Caution	Send-Off

❹ Adult(s)

- *at least one adult with a valid pass from the club must be present during the entire match*

	Adult's Name	Registration
1		
2		

✓	Caution	Send-Off

❺ I certify all participants listed are eligible to participate in this match. I understand listing an ineligible participant may result in sanctions.

Adult Signature: _____

REFEREE'S Section, ❻-❿

Complete & mail to District Director or designee within 48 hours of match. Attach illegal and confiscated passes.

❻ Pre-Match Checklist

match may not start until complete

Field Safety
- •goals anchored
- •corner flags
- •field surface safe

Participant Check-In
- •check each participant with valid pass
- •all passes from same club
- •all passes for current season
- •passes signed/picture/laminated
- •adult with pass present
- •Confiscate and attach illegal passes
- •NO PASS/NO PLAY/NO EXCEPTION!

❼ Record Cautions/Send-Offs

note at left using codes below

Caution Codes

c1	Unsporting Behavior
c2	Dissent
c3	Persistent Infringement
c4	Delaying a Restart of Play
c5	Fails to Respect Required Distance
c6	Illegally Enters Field of Play
c7	Illegally Leaves Field of Play

Send-Off Codes

e1	Serious Foul Play
e2	Violent Conduct
e3	Spitting At
e4	Denying OGSO - Handling*
e5	Denying OGSO - Foul
e6	Language
e7	Second Caution

**1 game suspension, rest are minimum 2 game suspension*

- •Confiscate and attach ejected participant passes

❽ OATHS Evaluation

evaluate this team's sportsmanship
5=strongly agree, 1=strongly disagree

FANS 5 4 3 2 1
supported all players, referees, coaches

COACHES 5 4 3 2 1
treated all players/officials with respect

PLAYERS 5 4 3 2 1
played within rules and spirit of game

❾ Game Result

- **•HOME team goals** _____
- **•AWAY team goals** _____
- **•total time played** _____
- *•describe protests, cards or incidents on reverse of this match report*

❿ Referee: _____ Phone: _____

AR #1: _____ AR #2 _____

Referee Signature: _____ Grade:_____