MINNESOTA YOUTH SOCCER ASSOCIATION

Competitive	Match	Report
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District:		Date Played:	Master Game #:
Team Code:		Goals Scored:	Field Code:
Opponent:		Goals Scored:	Total Time Played:
	☐ check BEFORE mate	h if playing under protest, describ	pe protest on back.

COACH Section

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

Rostered Players

	otereu i layers					
	Player's Name	Registration	Jersey	✓	Caution	Send-Of
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
max	kimum playersu9-10					
13						
14						
nax	kimum playersu11-12					
15						
16						
17						
18						
max	kimum playersu13-19					

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	✓	Caution	Send-Off
1						
2						
3						

Adult(s)

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

	Adult's Name	Registration	✓	Warn	Dismiss
1					
2					
I cer	ify all participants listed are eligible to pa	rticipate in this match.			

I understand listing an ineligible participant may result in sanctions.

Adult Signature:	
	(required)

REFEREE Section

Complete and mail within 48 hours of match to: MYSA, 11577 Encore Circle, Minnetonka, MN 55343 Use back to describe protests, cards, injuries or incidents.

Pre-Match Checklist
Match may not start until complete.
Field Safety
goals anchored
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

Record Cautions/Send-Offs

Note at left using codes below, confiscate and attach ejected participant passes.

NO PASS / NO PLAY / NO EXCEPTION

Caution Codes

- c1 Unsporting Behavior
- c2 Dissent
- Persistent Infringement сЗ
- Delaying a Restart of Play
- c5 Fails to Respect Required Distance
- Illegally Enters Field of Play с6
- с7 Illegally Leaves Field of Play

Send-Off Codes

- e1 Serious Foul Play
- Violent Conduct e2
- Spitting At e3
- Denying OGSO Handling e4
- Denying OGSO Foul
- Insulting or Abusive Language e6
- Second Caution

Adult Dismissal Code

d1 Irresponsible Behavior

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	ГНС	EV2	luatio	n

Evaluate this team's sportsmanship. 5 = strongly agree, 1 = strongly disagree **FANS** 5 4 3 created a positive climate for everyone COACHES 5 4 3 treat all players/officials with care and concern PLAYERS 5 4 3 play within the rules and spirit of the game

Match Official Information		
Referee:		
Signature:		
Grade: Phone:		
AR #1:		
AR #2:		