Competitive Match Report

MINNESOTA YOUTH SOCCER ASSOCIATION

District: _____ Date Played: _____ **Master Game #:** _____

Team Code: _____ Goals Scored: _____ Field Code: _____

Opponent: _____ Goals Scored: _____ Total Time Played: _____

❑ *check BEFORE match if playing under protest, describe 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

	Player's Name	Registration	Jersey	✓	Caution	Send-Off
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						

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	✓	Caution	Send-Off
1					
2					

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 Section

Complete and mail to the MYSA office (11577 Encore Circle, Minnetonka, MN 55343) within 48 hours of match. 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

NO PASS / NO PLAY / NO EXCEPTION

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 Insulting or Abusive Language
e7 Second Caution*

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

• Confiscate and attach ejected participant passes

OATHS Evaluation

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

FANS 5 4 3 2 1
created a positive climate for everyone
COACHES 5 4 3 2 1
treat all players/officials with care and concern
PLAYERS 5 4 3 2 1
play within rules and spirit of game

Match Official Information

Referee: _____
Signature: _____
Grade: ____ Phone: _____
AR #1: _____
AR #2: _____

revised 1.19.07