

**10U+** Coaches and Referees, please take a moment to see how game cards are expected to be filled out.

Game cards are used to record the results of matches and to determine which teams earned Referee Points. As such, it is extremely important for coaches and referees to completely, properly, and legibly fill out game cards.

At the conclusion of a match the referee or one of the AR's will bring **BOTH** cards together and hand them in at the tent.

AYSO REGION 37									
REGION#	37	AGE:	10U	GIRLS	BOYS	Home/Visitor			
DATE:	mm/dd/yy	TIME:	9:15	FIELD:	Santana 1				
TEAM#	1001								
TEAM NAME	Team USA								
COLORS	Red, White, and Blue								
COACH NAME	Captain Awesome								
ASST. COACH	Yelly McYells Alot								
#	PLAYERS NAMES PRINT FULL NAME IN JERSEY NO. SEQUENCE	GOAL		SUBSTITUTIONS					
		1 <sup>st</sup>	2 <sup>nd</sup>	1	2	3	4		
1	Allison Richins		III	X					
23	Christen Press						X		
10	Carli Lloyd							X	
18	Ashlyn Harris				G				X
21	Adrianna Franch			X					
7	Abby Dahlkemper				X				G
8	Julie Ertz						X		
12	Alyssa Naehar			G			G		
5	Alex Morgan		I			X			
Halftime Score:		1-2		In Favor Of Team No.:		1011			
Final Score:		4-2							
Winning Team No.:		1001		Losing Team No.:		1011			
Coach Signature		<i>Steve Rogers</i>							

GAME REPORT			
REFEREES - PLEASE PRINT - BE SURE TO SIGN BOOK FOR CREDIT!!			
REF	Name	Certification Level	Team #
	Matt Richins	Adv	1052
AR	Sarah Richins	Reg	1052
AR	Liam Richins	Int	1052
SPORTSMANSHIP REPORT (1 Poor, 2 Good, 3 Excellent)			
Players	Coaches	Spectators	Total
3	1	3	7
CAUTIONS			
NO.	PLAYER'S NAME	TIME	INFRACT.
AC	Yelly Mc Yells Alot	4	1
AC	Yelly Mc Yells Alot	7	1
1) Unsporting behavior; 2) Dissent by word or action; 3) Persistently infringing the Laws; 4) Delays a restart; 5) Fails to respect the distance for a free kick, corner kick, or throw in; 6) *Enters the field of play; or 7) *Exits the field of play. [*Without the referee's permission]			
SEND OFFS			
NO.	PLAYER'S NAME	TIME	INFRACT.
AC	Yelly Mc Yells Alot	7	7
1) Serious foul play; 2) Violent conduct; 3) Spits at anyone; 4) Denies a goal or obvious goal-scoring opportunity by deliberately handling the ball; 5) Denies an obvious goal-scoring opportunity by committing a free kick foul; 6) Uses offensive, insulting or abusive language or gesture; or 7) Receives a second caution in the match.			

**BEFORE the GAME:**

- Coaches will fill out the required team and player information and then hand the card to the referee or their assistant referee.

**DURING the GAME:**

- AR's will use tick marks to denote goals scored by each player. 1 Column for the 1<sup>st</sup> half and another column for the 2<sup>nd</sup> half.
- Write G to denote Goal Keeper.
- Write X to denote a substituted player in the column for each quarter that a player sat out.
- If a player goes out injured, you do not change the X's. i.e. if Julie gets hurt and Alyssa comes in to play for her, Alyssa is now Julie and playing the injured Julie's time.

**HALF TIME:**

- Referee and AR's will meet to fill out the cards.

**End of Game:**

- Referee's and AR's will meet and confirm the score and record any cautions or send off's from the Referee game book.
- Coaches will Sign the cards acknowledging that scores are correct.
- Sportsmanship points start at 3 and are removed only for poor sporting behavior.