


Directions: Blacken circle for team taking KO, write KO direction in middle box (N, S, E, W or towards AR1, AR2).
 For goals and misconduct, write player jersey number in jersey symbol and time in clock. For misconduct, circle code and/or otherwise write in reason (USSF "7 + 7" Memo codes used for convenience – see NFHS Rule 12-8 for correct NFHS wording).
 This form is for games played under NFHS Rules - see other forms for FIFA or NCAA.

Cut on these marks >>>

	Date: _____ Time: _____		NFHS Division: _____						
	Location: _____		Gender: _____ Half: _____						
	Home: _____	CAPTAINS KO ○ →	CAPTAINS ← ○ KO	Visitor: _____					
	Color: _____		Color: _____						
First Half	Player	@HALF		@HALF					
	Time	↓		↓					
Second Half	Player	FINAL		FINAL					
	Time	↓		↓					
Misconduct	NO.	TIME	MISCONDUCT		NO.	TIME	MISCONDUCT		
	1	1	UB DT PI DR FRD E/L		1	1	UB DT PI DR FRD E/L		
	2	2	UB DT PI DR FRD E/L		2	2	UB DT PI DR FRD E/L		
	3	3	UB DT PI DR FRD E/L		3	3	UB DT PI DR FRD E/L		
	4	4	UB DT PI DR FRD E/L		4	4	UB DT PI DR FRD E/L		
	5	5	UB DT PI DR FRD E/L		5	5	UB DT PI DR FRD E/L		
Referees		PAY DUE: Pd: <input type="checkbox"/>		REFEREE: _____		AR1: _____		AR2: _____	

Game Time:
 40⁽¹⁰⁾40⁽¹⁰⁾10⁽²⁾10⁽²⁾5⁽²⁾5⁽²⁾SD
 [CCS: KFTM after 2x10]
 Coin toss picks KO or Dir

Clock Stoppages:
 Goal, Injury, PK,
 YC/RC, Excessive Subs
 Injury restart is IFK or DB

Substitutions:
 At GK, Goal,
 OTI/CK [or if opp subs],
 Injury[1+1+1],
 YC/RC[1+1+1]
 Sub is done when Ref motions

Misconduct:
 Must leave on YC!
 Soft Red for 2YC
 May sub on a soft red!!
 Taunting is RC (disqualified)
 RC at half may be replaced


Kicks from Mark:
 Coin Toss picks 1st/2nd
 5 + 5 kickers (any)
 5 + 5 kickers (SD)
 Caution eliminates kicker
 for one round of 5 kicks
 GK cautioned out 1 kick

Notes:
 TI never enters > Opponent
 Dual system OK
 Padded braces, casts OK
 If coach/trainer enters,
 player (incl. GK) must leave
 Show cards to coaches

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 (Work in progress V4.2)
 Mail suggestions to:
 peterwletcher@comcast.net
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 www.sjsra.org

Note: Under "Substitutions", [1+1+1] means that the team in possession may sub all 11 players, and if they sub anyone, then the other team may sub all 11 players. [1+] means the other team may sub only an equal number of players.

Note: There are "hidden" fields for game ID (lower right of NCAA logo) and Game Notes such as 4th Official and/or Assessor (far left of Misconduct section).

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First Half	Player	@HALF		@HALF					
	Time	↓		↓					
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	Time	↓		↓					
Misconduct	NO.	TIME	MISCONDUCT		NO.	TIME	MISCONDUCT		
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	2	2	UB DT PI DR FRD E/L		2	2	UB DT PI DR FRD E/L		
	3	3	UB DT PI DR FRD E/L		3	3	UB DT PI DR FRD E/L		
	4	4	UB DT PI DR FRD E/L		4	4	UB DT PI DR FRD E/L		
	5	5	UB DT PI DR FRD E/L		5	5	UB DT PI DR FRD E/L		
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This form is intended to produce game cards which are 6" x 4-1/8", sized to fit Official Sports data wallet (#2046). When printing from Adobe Acrobat, be sure that the "Page Scaling" option is set to "None". If a different size is desired, open the PDF with a graphics program and resize, or use a color copier. If you would like the source PowerPoint file for custom modifications, email peterwletcher@comcast.net.