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.

| Date: _____ Time: _____ NFHS Division: _____ Game Time: _____ 40101401210121512582 [CCS: KFTM after 2x10] Coin toss picks KO or Dir Clock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] Colock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] [Colock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] [Colock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] [CCS: KFTM after 2x10] [Colock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] [CCS: KFTM after 2x10] [Colock Stoppages: Goal, Injury, PK, YC/RC, Excessive Substitute 1882 [CCS: KFTM after 2x10] [CCS: KFTM after

		THE DIVISION.	[CCS: KFTM after 2x10]	
	Location: CAPTAINS	Gender:Half:	Coin toss picks KO or Dir Clock Stoppages:	
바바(어	Home:CAPTAINS	CAPTAINS Visitor:	Goal, Injury, PK,	all 1 [1+1
			YC/RC, Excessive Subs Injury restart is IFK or DB	i pla] me
	Color: KO →	Color:	Substitutions:	nder lyers ans
First Player	@HALF	@HALF	At GK, Goal, OTI/CK [or if opp subs],	, and the c
First Player Half			Injury[11+11],	ostiti Liftl ther
Time			YC/RC[11+11] Sub is done when Ref motions	ution hey s tean
C 1			Misconduct:	ıs´, [sub a n ma
Second Player	h dh dh dh dh dh final	▊ <mark>▎</mark> ▗▐▎▗▐▍▗▍▍▗▋▎▗▋ ▗▋ <u>FIŇ</u> AL	Must leave on YC! Soft Red for 2YC	y su
Half Time			May sub on a soft red!! Taunting is RC (disqualified)	he, th
Time			RC at half may be replaced	nean nen t ly ar
Misconduct	NO. TIME MISCONDUCT UB DT PI	NO. TIME MISCONDUCT UB DT PI	Kicks from Mark: Coin Toss picks 1st/2nd	s the or equ
	DR FRD E/L	DR FRD E/L	5 + 5 kickers (<u>any</u>) 5 + 5 kickers (SD)	ther ther al n
	UB DT PI DR FRD E/L	UB DT PI DR FRD E/L	Caution eliminates kicker for one round of 5 kicks	tean tean
	UB DT PI	UB DT PI	GK cautioned out 1 kick	m in
	DR FRD E/L	DR FRD E/L	Notes: TI never enters > Opponent	Note: Under "Substitutions", [11+1] means that the team in possess all 11 players, and if they sub anyone, then the other team may be all 11-1] means the other team may sub only an equal number of players
	UB DT PI DR FRD E/L	UB DT PI DR FRD E/L	Dual system OK Padded braces, casts OK	Note: Under "Substitutions", [11+11] 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+1] means the other team may sub only an equal number of players.
	UB DT PI	UB DT PI	If coach/trainer enters, player (incl. GK) must leave	11 pl
	DR FRD E/L	DR FRD E/L	Show cards to coaches ©2000-12 Peter Fletcher	ay sı layer
Referees			(Work in progress V4.2)	s. p
	REFEREE:	AR1:	Mail suggestions to: peterwfletcher@comcast.net For latest version, visit	
PAY DUE: Pd:	KLI LKLL.	AR2:	www.sjsra.org	
			C T:	
	T	NEWGO	Game Time:	
1	Date: Time:	NFHS Division:	40(10)40(5)10(2)10(2)5(2)55D [CCS: KFTM after 2x10]	
NF	Date:Time: Location:	NFHS Division:	40(10)40(5)10(2)10(2)5(2)5SD [CCS: KFTM after 2x10] Coin toss picks KO or Dir	
	Date:Time: Location: Home:	Gender:Half:	40 10 40 2110 2110 215 21580 [CCS: KFTM after 2x10] Coin toss picks KO or Dir Clock Stoppages: Goal, Injury, PK,	
	Location:CAPTAINS	Gender: Half: CAPTAINS Visitor:	4010140(3101210)215(21550) [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	
NF HS	Location:	Gender:Half:	4010140121021521580 [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:	
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Half	Location: Home: Color: KO	Gender:Half: CAPTAINS Visitor: Color:	40(10)40(2)10(2)10(2)5(2)550 [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[11+11],	
1 iayor	Location: Home: Color: KO	Gender:Half: CAPTAINS Visitor: Color:	4010140121021521580 [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[11+11], YC/RC[11+11] Sub is done when Ref motions	
Half Time	Location: Home: Color: KO WHALF	Gender:Half: CAPTAINS Visitor: Color: @HALF	401014012101210121521550 [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[11+11], YC/RC[11+11] Sub is done when Ref motions Misconduct:	
Half Time Second Player	Location: Home: Color: KO	Gender:Half: CAPTAINS Visitor: Color:	40(10)40(2)10(2)10(2)5(2)550 [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[11+11], YC/RC[11+11] Sub is done when Ref motions Misconduct: Must leave on YC! Soft Red for 2YC	
Half Time	Location: Home: Color: KO WHALF	Gender:Half: CAPTAINS Visitor: Color: @HALF	4010140121021521550 [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[11+11], YC/RC[11+11] 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)	
Half Time Second Player Half Time	Location: Home: Color: KO GHALF FINAL	Gender:Half: CAPTAINS Visitor: Color: @HALF FINAL	4010140121021521550 [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[11+11], YC/RC[11+11] Sub is done when Ref motions Misconduct: Must leave on YC! Soft Red for 2YC May sub on a soft red!!	
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Half Time Second Player Half Time	Location: Home: Color: KO HALF WIND TIME MISCONDUCT UB DT PI DR FRD E/L	Gender: Half: CAPTAINS Visitor: Color: HALF HALF WHALF WHAL	4010140121021521580 [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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)	
Half Time Second Player Half Time	Location: Home: Color: KO GHALF FINAL NO. TIME MISCONDUCT UB DT PI	Gender: Half: CAPTAINS Visitor: Color: Color: NO. TIME MISCONDUCT UB DT PI	40101401210121012521550 [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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	
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Half Time Second Player Half Time	Home: Color: KO WHALF WHAL	Gender:Half:_ CAPTAINS Visitor: Color:	4010140121021521580 [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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	
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Half Time Second Player Half Time	Home: Color: KO WHALF WHAL	Gender: Half: CAPTAINS Visitor: Color: WHALF W	4010140121012101252158D [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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 (inel. GK) must leave	
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Half Time Second Player Half Time	Home: Color: KO WHALF WHAL	Gender: Half: CAPTAINS Visitor: Color: WHALF W	401014012102152155D [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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) 6 - 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 ©2000-12 Peter Fletcher (Work in progress V4.2) Mail suggestions to:	
Half Time Second Player Half Time Misconduct	Home: Color: KO WHALF WHAL	Gender: Half: CAPTAINS Visitor: Color: WHALF W	4010140121021521580 [CCS: KFTM after 2x10] 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[11+11], YC/RC[11+11] 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 ©2000-12 Peter Fletcher (Work in progress V4.2)	

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 peterwfletcher@comcast.net.