



NCSL-Rec Referee Game-Day “Cheat Sheet”

- **Check-in is required!** Referees must check team rosters, including birth dates and corresponding jersey numbers, before all NCSL games. Teams are required to present a printed official OttoSport roster.
- **OttoSport Official Roster Required.** Teams must use the official OttoSport roster. ([Example of an Official OttoSport Roster](#)) Only players listed with their birthdates and jersey numbers are eligible to play. (Player ID numbers are for internal tracking in OttoSport and are not required for a player to be valid) **Handwritten player names are not permitted.**
- **Travel players/cards are NOT allowed.** Only NCSL-REC players listed on the official OttoSport roster may play in NCSL-REC games.
- **Coaches report game scores directly to NCSL.** Coaches report scores directly to the league. [Click here](#) for instructions on how to report a game score.
- **Referees must enter game reports.** Referees must enter game reports on the NCSL website. [Click here](#) for instructions on how to enter game reports.
- **Referees Communication Devices.** Referees are permitted to use communication devices during NCSL games.
- **Captain badges are NOT required.** Teams are not required to designate a captain, and if they do, the captain is not required to wear an identifying armband.
- **Game Length & Ball Size (unlimited substitutions)**
 - U11-U12 | 30min halves, 1 referee | Size 4 ball
 - U13-U14| 35min halves, 3 referees | Size 5 ball
 - U16 | 40min halves, 3 referees | Size 5 ball
 - U19 | 40-45min halves, 3 referees | Size 5 ball