



**20 MINUTES PRIOR TO GAME TIME:**

- Line up teams alongside mats; check for jewelry – not allowed.
- Check jerseys and spotter attire.
- Start 15 MINUTE WARM UP, then National anthem.

**COIN TOSS:**

1. **Welcome** – introduce yourself.
2. **Whistle** – blow to start and stop music/for injury.
3. **Spotters** – must be in contrasting color to jersey colors.
4. **Boundaries** – out of bounds will be evaluated, coaches must stay in coaches’ area, call routines from front of mat.
5. **Coaches** – no electronic devices; only 1 coach call routines.
6. **Timeouts** – 2 30-second timeouts, 2 90-second timeouts available during regulation.
7. **Challenges** – 1 per half; do not carry over. Must have 90-second time available to challenge.
8. **Q4** – transitions evaluated; can both teams execute 1 section of 4 different routine levels? No, 2 rounds only.
9. **Coin Toss** – show coin; 1 person to call; home team calls in the air.
10. **Sportsmanship** – remind of good sportsmanship; *teams shake hands & wish good luck.*

**GAME TIME:**

- Watch after “ding ding” to make sure music start is correct.
- Watch for any injury issues.

**HALFTIME:**

- **Mercy Rule** – losing team can inform the Referee they would no longer like to continue the game when it is mathematically impossible to catch up.
- **Coaches Challenge** – college ONLY has 1 available, they do not carry over into overtime.
- **Address anything additional needed.**

**OVERTIME (when applicable):**

- **College** – begin with Routine 3, unless it was the last routine played in Quarter 4. Proceed to Routine 4.
- **Timeouts** – no timeouts in overtime. There will be a 1 minute break between rounds.

**POST GAME:**

- ROUTINE OFFICIALS hand out GAME SUMMARY REPORTS to coaches.
- Report scores immediately after the game.

REF	AWAY		HOME		GAME #	
TEAM						
COIN TOSS	WIN / LOSS		WIN / LOSS		TIME:	
POSSESSION	1 <sup>st</sup> HALF/2 <sup>nd</sup> HALF		1 <sup>st</sup> HALF/2 <sup>nd</sup> HALF			
TIMEOUTS	30	30	90	90	@	
CHALLENGES	1 <sup>st</sup> HALF/2 <sup>nd</sup> HALF		1 <sup>st</sup> HALF/2 <sup>nd</sup> HALF			
QTR	RND	RT #	AWAY	POSS	HOME	SCORE
<b>1</b>	1					
	2					
	3					
	4					
<b>2</b>	1					
	2					
	3					
	4					
QTR	RND	RT #	AWAY	POSS	HOME	SCORE
<b>3</b>	1					
	2					
	3					
	4					
<b>4</b>	1					
	2					
	3					
	4					
	RND	RT #	AWAY	POSS	HOME	SCORE
<b>OT</b>	1					
	2					

**COLLEGE ONLY – CHALLENGES**

**HOME TEAM – 1<sup>st</sup> Half** Q1 or Q2

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

**AWAY TEAM – 1<sup>st</sup> Half** Q1 or Q2

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

**HOME TEAM – 2<sup>nd</sup> Half** Q3 or Q4

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		

**AWAY TEAM – 2<sup>nd</sup> Half** Q3 or Q4

Challenge	Skill	8-count
Modification		
Omission		
Incorrect Count		
Falls/Drop Level		
Out of Bounds		