



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 music and blow to 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** – 3 during regular game; 1 for overtime
7. **Q4** – transitions evaluated; can both teams execute 1 section of 3 different routine levels? No, 2 rounds only.
8. **Coin Toss** – *show coin; 1 person to call; home team calls in the air*
9. **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 (when applicable):

- **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.
- **Overtime** – process for overtime.
- **Address anything additional needed.**

OVERTIME (when applicable):

- **High School** – begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.
- **Club 14U, 18U & 18+** – begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.

POST GAME:

- **High School** – Hand out GAME SUMMARY REPORTS to coaches.
- Enter scores immediately into Arbiter.

REF	AWAY				HOME				GAME #
TEAM									
COIN TOSS	WIN / LOSS				WIN / LOSS				TIME:
POSSESSION	Q1		Q3		Q1		Q3		
TIMEOUTS	1	2	3	OT	1	2	3	OT	@
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
1	1								
	2								
	3								
	4								
2	1								
	2								
	3								
	4								
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
3	1								
	2								
	3								
	4								
4	1								
	2								
	3								
		RND	RT #	AWAY	POSS	HOME	SCORE		
OT	1								
	2								
	3								

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TEAM									
COIN TOSS	WIN / LOSS				WIN / LOSS				TIME:
POSSESSION	Q1		Q3		Q1		Q3		
TIMEOUTS	1	2	3	OT	1	2	3	OT	@
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
1	1								
	2								
	3								
	4								
2	1								
	2								
	3								
	4								
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
3	1								
	2								
	3								
	4								
4	1								
	2								
	3								
		RND	RT #	AWAY	POSS	HOME	SCORE		
OT	1								
	2								
	3								