



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. **8-round Format (when applicable)** – only 2 rounds will be played per quarter.
7. **Timeouts** – 3 during regular game.
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** – 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 and through the Game Results Form.

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

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