



**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** – 3 during regular game.
7. **Q4** – transitions evaluated; can both teams execute 1 section of 4 different routine levels? No, 2 rounds only. (High School, Club 18U, Club 18+)
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	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						