

## 30+ Minutes Before Game Start

Arrive at the field, dressed and ready. (Manual pg 102): Black attire with striped shirt, Whistle, Flag, Cards, Coin, Watch  
Ensure field is open. Teams should already be present.

## 15-30 Minutes Before Game Start

### Check Field and Goals (1.1, 1.2, 3.5.2)

Walk the field and verify field markings and measurements; Note colors of lines

- Pace off the 8m arc, the hashes, the 12m fan, and the restraining lines
- Ensure cones, pylons or flags mark the corners of the field and hash marks or flat cones mark the substitution area
- Restraining lines are distinguishable using Xs or separate line color (no cones)
- Note any hazards on the field (e.g. holes)

Inspect the goals:

- Goal centered within goal circle with back of goal posts aligned with back edge of goal line
- Nets are free of holes/gaps big enough for a ball to fit through and not tight enough for a ball to rebound

### Connect with the Game Day Administrator (GDA)

From the designated home team and responsible for ensuring timekeeper and scorer are on hand with all equipment and playing field is in proper condition for safe play. (3.3)

Address any issues with goals and field markings with the GDA

Your point of contact for any questions or issues not related to players or coaches

If no GDA is available, duties fall to home team coach (3.3)

### Review Responsibilities with Timer

From home team. Must sit at table opposite center circle at field level. (3.7.1)

Manages clock for the game: 12 min quarter, 2 min between quarters, 10 min halftime (teams may agree on less; communicate decision to timer) (3.7.1, 4.1.1)

- For JV games: 10 min quarters (teams to at mtg whether stop clock or running)
- For Youth: information coming soon

Starts the clock on the whistle for each draw (3.7.2)

Stops the clock (3.7.2):

- at whistle+arm signal after each goal (EXCEPTION: 10 goal differential)
- at whistle+arm signal for a time-out (e.g. card, injury, offsides, AP, team time-out, inadvertant whistle, redraw)
- at whistle+time-out signal for all fouls in CSA during last two min of 2nd & 4th Qs (EXCEPTION: 10 goal differential)

Restarts the clock on officials whistle+arm signal (3.7.2)

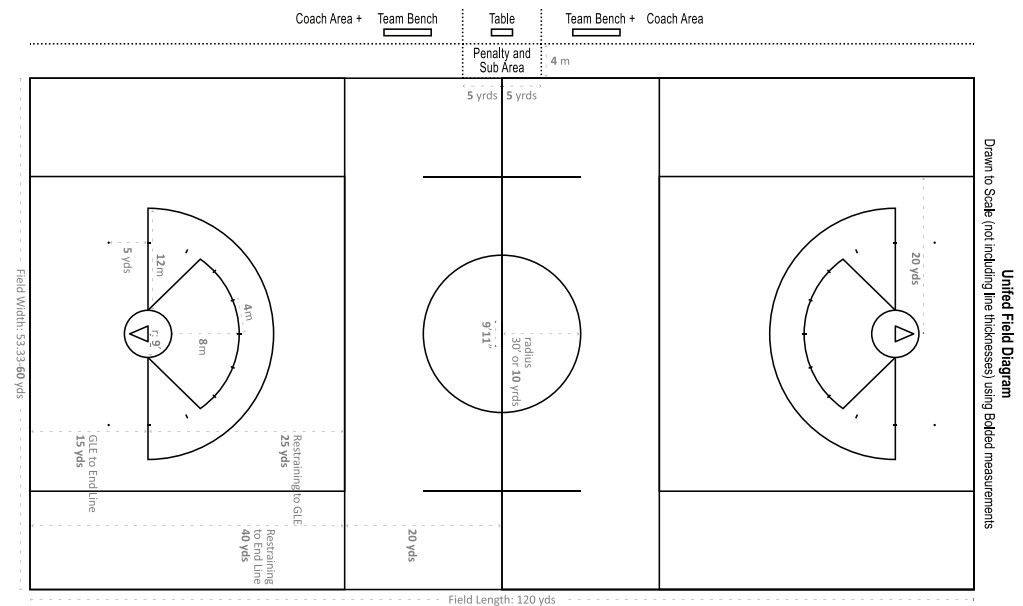
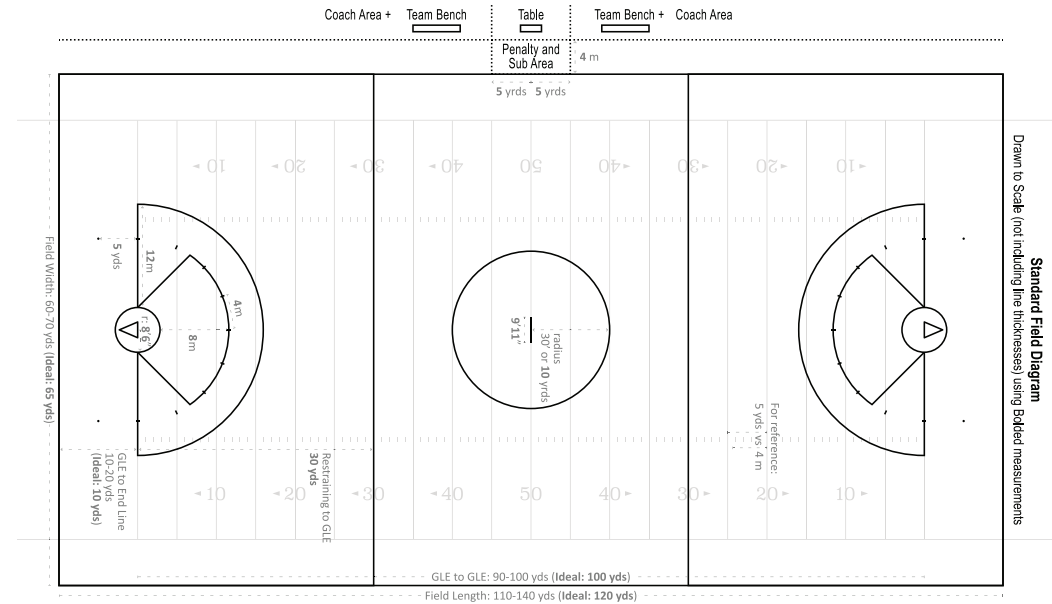
Notifies official when 2 min left in 2nd and 4th quarter. Makes sure official acknowledges

Sounds horn (3.7.2):

- one long: to indicate end of each quarter and game
- twice: to indicate team time-out request, but only if team is in possession or after a goal
- once: at first stoppage of play, to notify official of an illegal substitute or a clock malfunction

Cards:

- Notes time on game clock when card is issued and communicates to scorer.
- Keeps track of penalty time—green/yellow (g/y): 2 min, yellow (y): 2 min, red (r): 4 min—and notifies coach when penalty time has ended:
- Penalty clock stops when game clock stops



## Review Responsibilities with Scorer

From home team. Either the scorer will sit at table opposite center circle at field level, or home team must have someone at table with direct communication to the scorer (walkie talkie). (3.6.1)

Records starting lineups 10 min prior to game (with coaches help); makes sure numbers of all players on the field correspond to numbers in book. (3.2.2, 3.6.2)

Keeps an accurate record of goals scored (3.6.2)

Displays an accurate score for players, coaches and officials (3.6.2)

Cards (3.6.2): Records:

- the player name or number
- the time on the game clock
- the type of card—green (g), green/yellow (g/y), yellow (y), red (r)

Notifies official if: (3.6.2)

- there has been an illegal substitution
- second yellow card given to same player
- team receives a 4th card
- 10 goal differential

Records time-outs of each team (3.6.2)

- each team gets two (2) time-outs per game, 2 minutes in duration, and one additional time out if the game goes into overtime (4.3)

Maintains an accurate record for alternate possession (3.6.2)

If the game is suspended, records time on the game clock (3.6.2)

## Pre-game Meeting/Conversation with Partner(s)

**Discuss:** new rules (if it's early in the season), expected level of play (league game, rivalry, etc.), unusual situations and difficult rule interpretations, personal areas of focus, field coverage, what help does each official want from partner(s) when one is Lead, etc

## 10 Minutes Before (15 if doing lineups & Anthem)

### Coaches and Captains Meeting (3.5.3)

Conduct introductions;

Coaches to verbally certify that all team equipment (crosses, eye protection, balls, goalkeeper helmet, etc.) is legal under NFHS rules and meets NOCSEA and SEI certifications. (3.2.2)

Conduct coin toss (called by visiting captain) to decide AP or choice of end (3.4)

Review ground conditions; have coaches agree to move forward with any field anomalies that could not be fixed

Review questions regarding new rules or rule interpretations;

Agree upon the length of halftime;

[JV: agree on stop clock or running clock, including last two minutes of 2nd and 4th quarters]

Communicate length of halftime to timer. 3.5.4

## 5 Minutes Before (10 if doing lineups & Anthem)

### Player Stick Checks (2.2, 2.4)

Hold stick horizontally. Drop ball into the pocket. Ensure that top off ball stays above sidewall and the ball moves freely, including when tilted 90 degrees.

Flip stick over. Place ball in upper third (widest point). Ensure ball rolls out when titled 90 degrees.

Check that head is secured to handle (screw) in such a way that they are in the same plane

Check that pockets and shooting strings (no more than 2) are secured to the sidewalls

Check that each player has a legal mouth guard, has SEI certified eyewear and has removed all illegal jewelry (no tape covering bracelets or earrings) (2.7)

- Mouthguards must cover teeth front and back and have no protruding tabs
- SEI certified Headgear may be worn: must have chinstrap secured
- If in doubt about whether eyewear or headgear is SEI certified: eyewear should be marked with ASTM F3077; headgear with ASTM F3137; a list of all certified eyewear and headgear legal for play is listed on the SEI website

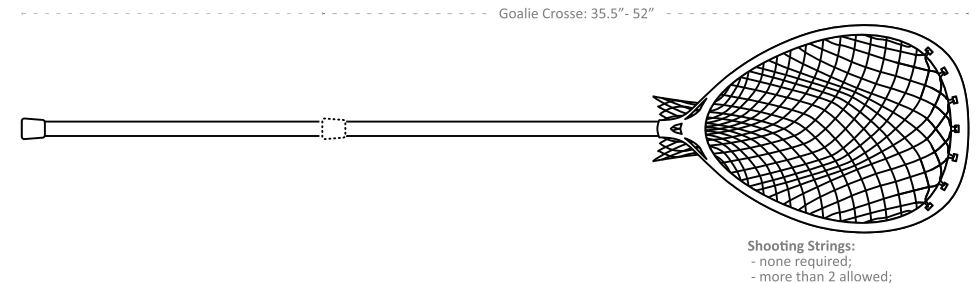
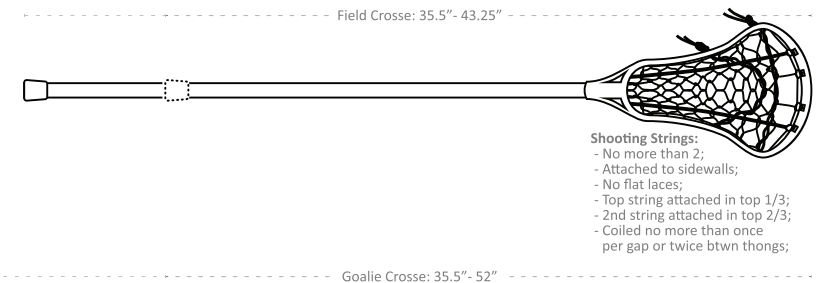
Check eye black is limited to one solid stroke no wider than the eye socket (2.7.6)

### Goalie Stick Check: (2.3, 2.6)

Check for helmet with face mask, properly secured chinstrap, separate throat protector, padded gloves, mouth guard, chest protector and padding on the thighs

Check ball moves freely within the head of the goalie crosse and head is secured to handle

Check that jersey is over the chest protector



## 1 Minute Before

Ask teams to take the field

## Game Starts