

PRE-GAME CHECKLIST

- 1. Check clock/timer when you arrive.**
 - Make sure game clock is counting down correctly.
- 2. Ask Timer or Game Administrator or Head Coach if there will be announcements.**
 - If there will be announcements before the National Anthem, make sure clock is set to run down to 00:00 at 10MIN prior to game start time.
 - If there are no announcements, clock can be set to run down to 00:00 at five minutes before game time.
- 3. Walk the field. Check both goals/nets and all lines (including goal lines)**
 - If there are any discrepancies with lines or nets or field hazards, report them immediately to Game Administrator or Head Coach to have them fixed.
 - Remember, no cones are allowed anywhere in the playing area.
- 4. Speak with Timer. Give Timer one-page sheet that describes duties. Make sure they are comfortable with job.**
- 5. Speak with the Announcer. Make sure the Announcer knows that the National Anthem is played after announcements.**
- 6. Check the Score Keeper & table.**
 - Tell Game Administrator or Head Coach that there must be a Score Keeper at the table when there is 15:00MIN left on the clock.
 - Write name of game administrator in the score book. (New procedure in 2017)
 - Tell both Coaches that line-ups/rosters must be at the table when there is 10:00MIN left on the clock.
- 7. Check that the Substitution Area has been created with cones. Fix the area if necessary.**

COACHES & CAPTAINS MEETING

- 1. Do you certify that all players are legally equipped in accordance with ASTM and NOCSAE standards?**
- 2. Relay any field hazards, line discrepancies, or unusual circumstances.**
- 3. Discuss overtime procedures.**
- 4. Discuss appropriate/applicable inclement weather procedures (if weather will be an issue that day).**
- 5. Discuss time-out procedures. (Only Head Coach or player can request T/O)**
 - Two TOs may be requested.
- 6. Discuss stick check requests.**
 - Two stick checks may be requested.
- 7. Remind Coaches to substitute players through Substitution area. Ask if they have any questions or comments.**
- 8. Coaches may leave meeting at this point.**
- 9. Ask captains the amount of time for half-time.**
- 10. Ask if they have any questions.**
- 11. Coin toss: Visiting team calls coin toss. If they win coin toss, they may request 1st Alternate Possession or select goal to defend.**