

## PRE-GAME

1. Arrive at field 30 minutes prior to game time.  
If unable, call/text partner to tell them ETA!
  - Decide on shirt color. All 3 colors should be in your bag along with other equipment: rule book, whistles, cards, pen/pencil, paper.
  
2. Walk the field **together** unless partner is running late.
  - Ensure table and benches are 5 yards from sideline - benches outside sub area, 2 chairs for carded players, one either side of table.
  - Sub area is marked - painted or with cones.
  - **As you walk the field, discuss areas of responsibilities along with what each of you want help with & how to give it.**
  - Ensure field is relatively clear of garbage.
  - Proper placement of goals - front edge of goal touching back edge of goal line.  
Security of nets - no gaps that ball can fit thru using pressure.
  - Field markings - striking circle, 5 & 10 yd marks on end lines outside of goal, 16 yd mark on sideline.
  - Spectators 5 yards back from far sideline.

- Look at players uniform/equip., esp. GK wrap around throat protector & mouth guard!

3. Identify scorer & timer from home team.

- If timer is up in the booth at stadium, brief them. Make sure they understand when clock is to be stopped. Ask about horn on scoreboard! If there isn't one, ensure air horn at table.
- Score keeper needs to have both lineups in book prior to start of game. At a minimum, players' numbers.
- Brief on carding procedures - recording, timing.
- **1 Scorer & 1 Timer (2 people) required for H.S. Definitely for Varsity!**

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4. Meet with **HEAD** coaches & captains

- Introductions
- Brief any field issues found.
- **HEAD** coaches verify all of their players uniforms & equipment are legal.
- **Sportsmanship brief.**
- Coin toss - visitors always call it. Possession or Side
- Ask for any questions from coaches or captains.

5. Collect game balls.
  - Suggest a minimum of 3 behind each goal unless they have netting.
  
6. Verify Everyone is Ready to Begin Game.
  - Each umpire verifies number of players on their side and confirm players are ready.
  - Table umpire verifies timer is ready.
  - Eye contact with officiating partner or talk to them if on radios.
  - Table umpire always blows whistle to start each quarter.