



PRE-GAME CHECKLIST



- **Walk field to ensure playing surface is free of debris & safe for play.**
- **Place end line balls on either end of playing field.**
- **Set up timer's table with 2-3 chairs for time, penalty & stats.**
- **Place seven (7) cones on playing field as illustrated below.**
- **Supply HORN on table to signal end of quarters & game.**
- **Set up scoreboard as specific to your field and age group playing.**
- **Move all spectators to the opposite side of the field from bench area.**
- **Meet with opposing coach & officials prior to game start.**
- **Assign Sideline Manager for game and ensure both teams are represented at the COIN TOSS.**

FIELD SET UP

SPECTATORS

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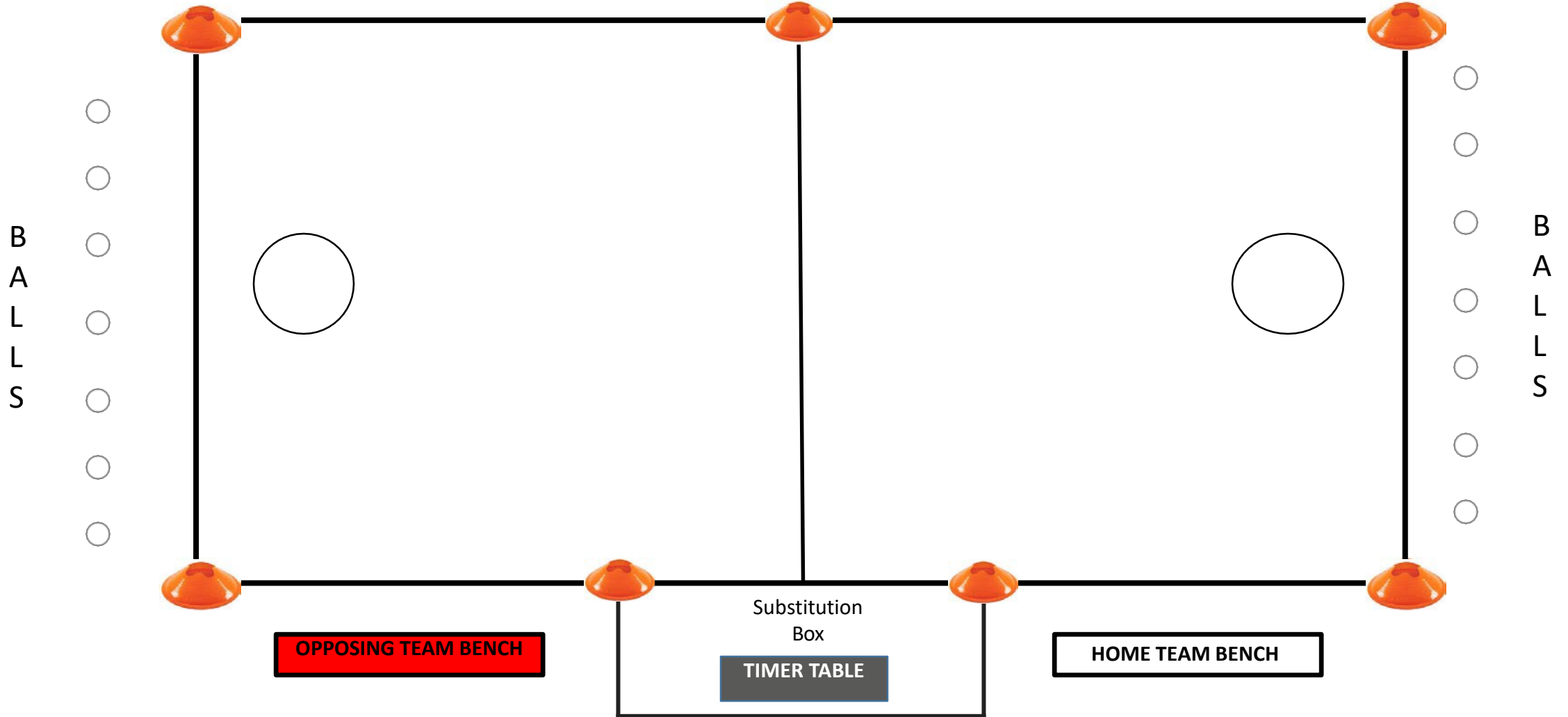




TABLE PROTOCOL



- **You are part of the Officials' team while at the table.**
- **REMAIN NEUTRAL**
- **CHEER SILENTLY**
- **Do your best; ask for help from the officials or confer with Head Coach, if needed.**
- **Double-tap horn during deadball if you MUST speak to official.**



SIGNALING OF PENALTIES



- Official will announce team, player # & foul
- A 'T' is formed with the arms to indicate a 30-second TECHNICAL foul.
- Holding 1, 2 or 3 fingers overhead indicated number of minutes in a PERSONAL foul.
- **FOULING OUT:** Notify officials if any player accumulates either;
 - 5 minutes of PERSONAL foul penalties
 - 2 NR Unsportsmanlike Conduct penalties



Personal Foul



Technical Foul



Non-Releasable Penalty



TIMING OF PENALTIES



- Record player & foul information on paper provided at the table.
- If Team A scores a goal; all releasable penalties being served by Team B are released.
- If Team A scores a goal; penalties for Team A are NOT released.
- Non-Releasable penalties always serve full time regardless of how many goals are scored.
- If a player is serving multiple penalties; NR penalty time is ALWAYS served first, regardless of the order of the penalties.
- Inform officials if period expires with penalty time remaining. Penalty time carries over.
- Serving players must stay in rear of substitution area until 0:05 remains in the penalty time. Then a sub may take his place in the box.
- If a penalty expires during faceoff, player is not released until 'POSSESSION' is called by official.
- If running clock is being used, penalty times are adjusted to time and a half (30 seconds = 45 seconds, etc) and starts running on the next whistle.
- If running clock is in effect due to Mercy Rule, penalty time is NOT adjusted.