Girls' Lacrosse Pre-game Checklist

Officials' Attire and Equipment

- Striped shirt in good condition. Black shorts/kilt/pants, black shoes (in good condition/fit properly)
- Whistle, yellow flag, cards, NFHS Rule Book, tape measure, pen or pencil, watch, golf ball, coin
- Black Accessories: hat/visor, jacket, gloves, turtleneck, etc.
- Be neat/presentable (shirt tucked in, clean uniform, on time, etc.)

Key Rule Changes in 2024

- Be sure the ball rolls freely in all areas of the pocket during a stick check.
- The game will consist of four 12-minute quarters, with up to a 10-minute halftime and 2-minutes between Q1 and Q2, and Q3 and Q4
- When the whistle blows for a foul outside the CSA the ball carrier does not need to come to a stop or settled stance before self-starting.
- Defensive player awarded a free position in the CSA may self-start unless the game clock is stopped.
- A false start foul is no longer a foul unless it is in the Critical scoring area.

Walk the Field Together

- Note the color of all lines
- check the nets for holes; ensure the goal is lined up correctly (back of goal posts on back on goal line)
- check the field for correct markings (pace off 8m Arc and 12m fan)
- Flags at corners of field and cones defining substitution area
- Note any hazards on the field (holes, protruding sprinkler heads, etc.)
- Have a thorough discussion with partner(s) (suggested topics on back)



Table Personnel Discussion

- Confirm table personnel are aware of responsibilities (provide Timer Responsibility sheet) and scorer will record all cards
- Confirm 2-way communication from table when clock administer is located elsewhere (Press box, etc.)
- Make sure all needed equipment is in place/working
- Identify site manager and where they are located
- Identify trainer/health care provider, if available, and where they are located
- Confirm that balls to be used for the contest are NOCSAE-certified
- Identify Alternate Possession indicator. Confirm it is pointing in correct direction after coin toss.

Suggested Pregame Protocol

Real Time	Clock Time	Activity
4:20	30:00	Field Open
4:45	05:00	Captains' Meeting
4:50	00:00	Clear field/stick checks
4:55	00:00	Lineups Announced
4:57	00:00	National Anthem
5:00	00:00	Opening Draw

Coaches' and Captains' Meeting

- Introduce self to coaches and players. Ask players to introduce themselves to other team.
- Coaches must certify that all players are legally equipped, and that equipment is NOCSAE- and ASTM-certified: Goggles ASTM 3077; Headgear ASTM 3137
- Identify all lines/boundaries for visiting team.
- Conduct coin toss. Winning team chooses first Alternate Possession OR end of field they want to defend for first quarter.
- Ask if coaches/players have any questions.

Stick Checks

Bring the stick to eye level to check if the pocket is legal (both front and back.) Do NOT apply pressure to the ball.

Confirm players have goggles and are not wearing jewelry (cannot be covered with tape/band-aids). Non-abrasive head coverings/hair adornments OK, hair ties on wrists OK.

Mouthguards cannot be clear/white or have graphics of (white) teeth

Players' helmets must have properly secured chinstrap

Self Starts: When Not Permitted

False Starts: How to Avoid

Goalie: Check length of stick; must have mouthguard, helmet with separate throat protector; chest protector (jersey worn over pads); thigh pads, gloves. Bottoms are correct color. Shin guards are no longer required for NFHS play. Clear eye shields and tinted or clear glasses are allowed.

Delay of Game Card Progression

1st Green: Change of possession only

2nd Green/Yellow: 2-minute penalty

No substitution

Card not included in team card

count

3rd + Yellow: 2-minute penalty

No substitution

Card included in team card count

Pre-Game Topics

Field Coverage Clearing the Penalty Zone Shared Areas/Double Whistles Eye Contact Goal and RL "confirmation" signals False Starts in 8m, Midfield Boundary Restarts vs. Foul near Clock Issues Boundary Incorrect PA by partner Goal Circle foul set-ups Off ball contact 3 Seconds: Penalty Administration Warnings/Cards Slow Whistle/Flag Minor Fouls in CSA: Indirect Self-Starts: When Permitted **Stick Check Requests**

Offside: Information Needed

Fouls after the shot

Unusual Situations
Alternate Possession
Contentious play

Injuries

Coach decorum
