

Partner Talk

1. Cards - recording, re-group for count
2. Table Side/Far Side - rotating or not
3. Coach speaking Official
4. Communication - hand signals
5. CSA - shtg space, follow thru, blind picks
6. Sidelines, Transition change over
7. Extraordinary Items
 - a. Tied game scenario, end of half count down
8. Coaches Meeting (10 minutes prior to start)
 - a. Legally equipped
 - b. Half time
 - c. New Helmets
 - d. Rule Changes
 - e. Captains - Coin toss – starting sides

TABLE (either before or after coaches meeting)

1. Stop clock b/w goals, last 2 min stop clock both halves
 2. Cards - 2 min YW; 4 min RD
 3. Substitutions - Table needs to notify of early entry
 4. Time Outs - Who is timing, table needs to track per team
 5. Extra NOCSEA balls
-