

2026 Girls Lacrosse Three-Person Pre-Game Checklist

Key Rule Changes in 2026

- Stick check requests may be made during a quarter break, halftime, a team time-out, prior to the start of overtime, prior to the start of a draw and immediately following goals in regulation or overtime.
- Eye shade (black or any other color) must be one solid stroke with not words, numbers, logos or other symbols.
- Goal circle violations by the defense shall be administered at the closest dot, and the offender shall move 4 meters away.
- Goal circle violations by the attack shall be administered in the goal circle and the offender shall move 4 meters away.

Delay of Game Card Progression

1st Green: Change of possession

2^{nd.} Green/Yellow: 2-minute penalty

No substitution

3rd + Yellow: 2-minute penalty

No substitution Card included in team card count

A B C

2026 Points of Emphasis

- Managing fouls during a scoring play
- Efficient Draw Administration
- Delay of Game

Suggested Pregame Protocol

(Officials arrive 30 minutes before game time)

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

Pre-Game Responsibilities

- Park near each other and walk into game site as a crew
- If a partner is delayed, communicate ETA and discuss next steps
- Only enter the site without your partner if it compromises your ability to be ready by game time
- Walk the field: check the nets for holes, check the field for correct markings; cones/flags at corners
- Meet with the scorer and timer to ensure they understand their responsibilities and that all needed equipment is in place and working
- Confirm presence and location of site manager and healthcare worker
- Confirm that game balls are NOCSAEcertified

Communication

- With coaches during pre-game, halftime, timeouts
- Before draw, after goals, if players are on the ground
- Throughout game with eye contact, signals, direction
- Always supportive, never challenging

Lead (A or B) - Primarily on ball

- Position: Open to receive play
- Transition: Move to stay ahead of play
- In CSA: Whistles all restarts
- CSA Movement: Adjusts to the ball
- Goals: Confirm with partners, whistle/signal
- Top of Mind: On-ball fouls OR 3 Seconds, Illegal Picks, Holding when ball on C side

C - On or off ball, depends on ball location

- Position: Second Lead and Second Trail
- Transition: Escorts play
- In CSA: on/off-ball as ball moves
- CSA Movement: Adjusts relative to ball and DT
- "Releases" new Lead at RL in transition
- Top of mind: Goal Circle fouls, Holding, Illegal Picks, 3 Seconds, offside, Shooting Space, fouls after shot OR on-ball fouls when ball on C side

Deep Trail (A or B) - Primarily off ball

- Position: Follows play
- Transition: Follows play up field
- In CSA: Manages goalie clear
- CSA Movement: Adjusts relative to ball and C
- Top of Mind: Shooting Space, off-ball holds/detains, illegal picks, 3 seconds, RL, Shooting Space, fouls after shot

Coaches' And Captains' Meeting

- Coaches must certify players are legally equipped and equipment is NOCSAE- and ASTM-certified: Goggles ASTM 3077, Headgear ASTM 3137
- Coin toss for first Alternate Possession or choice of end to defend. Make sure AP indicator is correctly set after coin toss.
- Conduct stick checks in accordance with most recent procedures and consistently among all partners. Allow time for quick fixes.
- Do a visual check on all players to ensure they have no jewelry (cannot be covered by tape or bandages) and that mouthguards and other protective equipment are visible.

Suggested Pre-Game Topics

Coverage on the Draw Off-Ball Responsibilities

Trail and C support around the arc Goal Circle foul Penalty Administration

3 Seconds Penalty Administration

False Starts: How to Avoid

Setting up RL Fouls

RL as an Offsetting Foul

RL Coverage in Transition

Managing Midfield Play

Managing Restarts Efficiently

Warnings/Cards

Clock Awareness

Stick Check Requests

Fouls After the Shot

Overtime Procedures

Communication/Signals

Alternate Possession

Contentious play

Coach decorum