

Timekeeping Guidelines

Important: you should confirm these rules/times with the umpire BEFORE the start of the game.

Running Clock

The game is two, 25 minute halves. It is a running clock (i.e., does not stop) except:

- **The clock stops after every goal** (UNLESS there is a 10 goal difference is achieved, then clock RUNS until difference is below 10.) The clock stops at umpires signal (for injury, lost ball, card)
- **The clock is always stopped on every whistle in the last two minutes of each half.** It is within the framework of the rules to amend the stop clock rule (i.e. allow the clock to run after every goal) if both coaches and umpires agree. The clock must still be stopped on every whistle in the last two minutes of each half, INCLUDING goals even if difference is 10+.

The umpire should explain to you the signal to start the clock at the beginning of the game and after a stopped clock.

There is an air horn, to signal the end of each period of play.

Overtime (Overtime is up to the coaches/umpire to decide prior to the match)

If applicable, and a tie still exists after regulation, two (2) three (3) minute over-time periods will be played. Clock stops on every whistle in overtime. If, after two (2) overtime periods the score is still tied, additional sudden victory overtime periods will be played until a winner is determined. "

Time Outs

Each team may take two time outs per game (**time out is 2 minutes in length**), which may carry over to an overtime period. Time outs may only be taken after goals, may not be taken consecutively, and must be requested by the coach or a player on the field.

Check with the umpire to see if they will track and control length of time outs.

Half Time

Half time is 10 minutes.

Hand Clock Operation (Stadium Clock will be explained)

Use Timer 1 for the game clock:

To set the clock to 25 minutes, slide the switch to TIMER 1, push the MEMORY button. These steps should display 0:25:00 for TIMER 1. To start the clock, press the START/STOP. To pause, press START/STOP. To continue, press START/STOP.

If you switch to Timer 2 for a timeout, be sure to slide the switch to TIMER 1.

Use Timer 2 for Timeouts or Halftime:

To set the clock to 10 minutes, slide the switch to TIMER 2, press CLEAR, slide to SET mode on the back, press the MIN button until desired number of minutes is displayed, slide to LOCK mode. To start the clock, press the START/STOP.