



Scorer/Table Person (Home Team @ Table or in direct communication with Table)


- 1) Record starting players in scorebook – 10 minutes prior to game start
- 2) Have roster with names and numbers for both teams prior to game start
 - a) Make sure numbers correspond with players on field
- 3) Record the player's # that scored the goal
- 4) Display visible score
- 5) Notify officials and timer of 10-goal differential
- 6) Record substitutions for any player that has received a penalty card
 - a) Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
 - b) Sound the horn on next stoppage of play to inform officials of illegal substitution
- 7) Record Cards and time of each [Ex: player #; time received 19:52; time may return 17:52]
 - a) Player must sit out 2 minutes (no cards are released by a goal at this level)
 - i) No substitution for that player. Substitutions for other players are OK.
 - ii) Team plays short in both their offensive and defensive ends for 2 mins per each carded player
 - iii) Do not allow offending player to re-enter the game prior to end of warning [yellow card]
 - (a) Sub or offending player may enter after 2 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
 - iv) Do not allow offending player to re-enter the game after a suspension [2 yellow cards]
 - (a) Sub may enter after 2 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
 - v) Do not allow offending player to re-enter the game after an ejection [Red Card]
 - (a) Sub may enter after 2 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
 - 8) Notify officials of 2nd card on any player - the player must be suspended for remainder of game.
 - 9) Sound horn twice to indicate Time Out request by a Coach during a stoppage of play or for a possession time out when that Coach's team is in possession of the ball.

Timer (Home Team @ Table or in direct communication with Table)

****If announcements will be made and the National Anthem will be played - clock timer must count down to **zero** at **TEN MINUTES** prior to game start. Ex: If game time is 6:15PM, the clock must hit zero at 6:05PM to allow time for announcements and National Anthem, and still start the game on-time.****

- 1) Start clock on official's whistle and/or arm signal:
 - a) On draws
 - b) During restarts in last 2 minutes of each half
 - c) On restarts after an official's time out
- 2) Stop clock on official's whistle and/or arm signal:
 - a) After goals – unless there is a 10-goal differential
 - b) During last 2 minutes of each half, if there is not a 10-goal differential.
 - c) On official's signal for time out
- 3) Time all player suspension periods - Use time recorded in book --- Begin time=19:52/
End time=17:52
- 4) Notify coach and/or player when player 2 minute penalty is over
- 5) Notify official of coach's requests for time out (during dead ball or possession time out)
 - i) Time team time outs on stopwatch – at Youth Level, timing of the time out may be managed by officials on field
 - ii) Blow horn at 1 minute 45 seconds and again at 2 minutes
- 6) Sound horn
 - 1) To indicate end of 1st half and end of game
 - 2) Substitution after goals
 - 3) Clock malfunction
 - 4) Notify of illegal sub (when there is a stoppage of play)
- 7) Notify of 10-goal differential (during stoppage of play after goal)
- 8) Notify officials of 2 mins remaining and last 30 seconds of each half, count down from 10 seconds loud enough for the officials to hear.

Varsity – 25-minute halves – stopped clock after goals. Stop clock every whistle in last 2 minutes of each half unless 10-goal differential.
Varsity Halftime: 10-minutes unless Captains agree to less prior to game.
JV – 20-minute halves – running clock after goals. Stop clock every whistle in last 2 minutes of each half unless 10-goal differential.
JV Halftime: Same as Varsity (see above)



It is recommended that the Visiting Team have a Scorekeeper and their own book at the Table

MS & Youth: 20 minute running halves, until the last 2 minutes of each half when the clock stops on every whistle (except when there is a 10-goal differential).
College club: 30-minute running halves, until the last 2 minutes of each half when the clock stops on every whistle (except when there is a 10-goal differential).