

HELPFUL TIPS FOR HIGH SCHOOL TIMERS

- **There are 4 quarters—12 minutes each.** Must sound horn when clock reads 0:00 at the end of each quarter & overtime period.
- The **clock starts/restarts** on an official's whistle and arm dropping.
- The **clock runs** until an official...
 - **Signals a goal**—arms will go up and forward.
 - **Signals a time out**—arms crossed in an “X” over his head.
 - **Do not stop the time if there is a 10-goal differential.**

OFFICIAL TIME OUTS TO STOP THE CLOCK

• Issuance of a Card	• Re- Draws**
• Accident – (Injury)	• Offside & Alternate Possession**
• Administrative Purposes	• Inadvertent Whistle**
• Team Timeout	• Foul in CSA under 1:00 in EVERY QUARTER!**
Unless 10 goal differential	

Team Timeouts

- Time out- **2:00 in length (KEPT BY OFFICIAL ONLY)** – at 1:45 – warning horn or whistle.
- Team timeouts are 2 minutes long.

Break Between Quarters 1&2 and 3&4

- This a **2-minute break in between quarters.** Time will be kept by an official. Please press the “horn” button after you hear our whistle to help get teams out sooner.

Half Time

- The length is determined before the game and the official will let you know. Otherwise, it is **10 minutes.** Sound horn at the end of halftime.

OVERTIME RULES

PUT 5 MINUTES ON THE CLOCK AT THE END OF REGULATION & START IT!!
Overtime is <u>Sudden Victory</u> played in two 3-minute halves—no break between halves. 1 time out
<u>CLOCK RUNS—1.</u> There is a foul in Critical Scoring Area—official will signal timeout. 2. Official's timeout.
**DO NOT SHUT DOWN CLOCK RIGHT AFTER WINNING GOAL IS SCORED INCASE GOAL IS CHALLENGED. **