

## **Scorer (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 who scored goal
- 4) Display visible score
- 5) Notify umpire of 10 goal differential
- 6) Record substitutions
  - a) Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
  - b) Tell official on next stoppage of play of illegal substitution
- 7) Record Cards and time of each [player #; time received --- 19:52; time may return --- 17:52]
  - a) Players 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 umpire of 2nd card on any player

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

- 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 no 10 goal difference.
  - c) On official's signal for time out
- 3) Time player suspension period - Use time recorded in book --- Begin time=19:52/End time=17:52
- 4) Notify coach when player 2 minute penalty is over
- 5) Notify official of requests for timeout (during dead ball)
  - i) Time team timeouts on stopwatch – may be managed by officials on field
  - ii) Blow horn at 1 minute 45 seconds and 2 minutes
- 6) Sound horn
  - i) To indicate end of half and game
  - ii) Substitution after goals
  - iii) Clock malfunction
  - iv) Notify of illegal sub (when there is a stoppage of play)
  - v) Notify of 10 goal differential (during stoppage of play after goal)
- 7) Notify official of 2 mins remaining and last 30 seconds of each half, count down from 10 seconds loud enough for the official to hear.

Varsity - 25-minute halves – stopped clock after goals

Halftime be 10 minutes unless Captains agree to less prior to game

JV – 20 - minute halves – running clock after goals Halftime - 5 minutes



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