

SOWLUA  
Official Timer and Scorer Responsibilities

The home team is responsible for providing the official scorer **and** timer for each contest. If the official timer and scorer are not seated at field level, the home team is responsible for ensuring that the scorer's table at field level is manned and there is two-way communication available with the press box.

**Game Clock Timer Responsibilities**

- Start the game clock on the whistle at each draw or on official's "Time In" signal
- Stop the game clock:
  - \*after the **official signals** each successful goal in the Varsity contest
  - \*in the last 2 minutes of each half unless there is a 10 goal lead
  - \*issuance of a card
  - \*illegal draw unless there is a 10 goal differential
  - \*timeout signal by official
- Timeout
  - \*each timeout is 2 minutes. Horn sounds with 15 and 0 seconds on clock. Separate clock used to time
- Game times
  - \*Varsity is two 25 minute halves with stop clock on every goal and in last 2 minutes of each half unless 10 goal differential
  - \*JV is two 20 minute running halves with stop clock in last 2 minutes of each half unless 10 goal differential
- Overtime (Sudden Victory) VARSITY ONLY
  - \*two 3 minute halves unless goal is scored. If no score in 6 minute overtime, tie game
  - \***clock stops on every whistle in overtime**
  - \*The alternate possession (AP) is continuous through any overtime period (not reestablished at the coin toss that takes place prior to the first overtime period).

**Scorer Responsibilities**

- Record starting lineups 10 minutes prior to start of contest. Verify player's numbers are correct
- Record goals scored
- Display accurate score
- Notify official at first stoppage of play of illegal substitute or early entry on card
- Record player/team cards which includes:
  - \*type of card
  - \*Type of offense
  - \*time for beginning and ending of penalty
- Notify official:
  - \*if player has received 2<sup>nd</sup> yellow card
  - \*if team has received 4<sup>th</sup> card or more
  - \*when 10 goal differential exists
- Record timeouts: 2 per game, 1 per overtime
- Track Alternate Possession (AP)**

# VISUAL SIGNALS



ALTERNATE  
POSSESSION



BLOCKING



CHECK TO THE HEAD



COVER



CROSSES INTO/  
THROUGH SPHERE



DANGEROUS FOLLOW THROUGH  
& DANGEROUS PROPELLING



DANGEROUS CONTACT



DANGEROUS PLAY



DANGEROUS SHOT  
ON GOALKEEPER



DETAINING



EARLY ENTRY OR DRAW



EMPTY CROSSES CHECK



FORCING THROUGH



GOAL



GOAL CIRCLE FOUL



HELD WHISTLE



HOLDING



ILLEGAL BALL OFF  
THE BODY



ILLEGAL CRADLE  
IN SPHERE

# VISUAL SIGNALS



ILLEGAL DRAW



ILLEGAL PICK



ILLEGAL PROCEDURE



ILLEGAL STICK TO BODY CONTACT



MISCONDUCT



NO GOAL



OBSTRUCTION OF FREE SPACE TO GOAL



OFFENSIVE FOUL



OFFSETTING FOULS



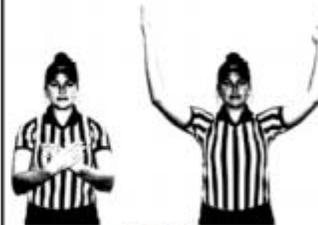
OFFSIDE



POSSESSION



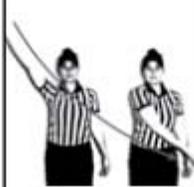
PUSHING OR BODY CONTACT



REDRAW



ROUGH CHECK/  
ILLEGAL CHECK ON BODY



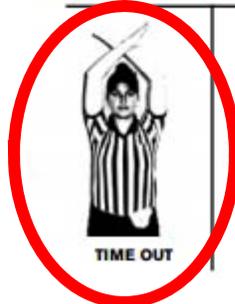
SLASH



THREE SECOND RULE



TIME IN



TIME OUT



TRIP



WARDING



10 SECOND GC COUNT