SCORER AND TIMER RESPONSIBILITIES

Scorer

Home Team at 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
   • 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
   • Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
   • 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]
   • Players must sit out 2 or 4 minutes (no cards are released by a goal at this level)
     • No substitution for that player. Substitutions for other players are OK
     • Team plays short in both their offensive and defensive ends for 2 or 4 mins per each carded player
     • Do not allow offending player to re-enter the game prior to end of warning [yellow card]
       • Sub or offending player may enter after 2 minutes
       • Tell official on next stoppage of play if player enters too soon
     • Do not allow offending player to re-enter the game after a suspension [2 yellow cards]
       • Sub may enter after 2 minutes
       • Tell official on next stoppage of play if player enters too soon
     • Do not allow offending player to re-enter the game after an ejection [Red Card]
       • Sub may enter after 4 minutes
       • Tell official on next stoppage of play if player enters too soon
8) Notify umpire of 2nd card on any player
SCORER AND TIMER RESPONSIBILITIES

Timer
Home Team at Table or in direct communication with Table

1) Start clock on official’s whistle and/or arm signal
   • On draws
   • During restarts in last 2 minutes of each half
   • On restarts after an official’s time out
2) Stop clock on official’s whistle and/or arm signal
   • After goals – unless there is a 10 goal differential
   • During last 2 minutes of each half, if there is no 10 goal difference.
   • 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 or 4 minute penalty is over
5) Notify official of requests for timeout (during dead ball)
   • Time team timeouts on stopwatch – may be managed by officials on field
   • Blow horn at 1 minute 45 seconds and 2 minutes
6) Sound horn
   • To indicate end of half and game
   • Substitution after goals
   • Clock malfunction
   • Notify of illegal sub (when there is a stoppage of play)
7) Notify official of 2 mins remaining of each half, count down from 10 seconds loud enough for the official to hear.
8) Notify umpire of 2nd card on any player

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