

Time keeping guidelines 2016 - boys

Be at the field 25 minutes before the start of the game.

1. Check to make sure the clocks work and there are extra batteries for clocks. There are some good lacrosse clock apps for smart phones. For iPhones: [Lax Game Clock](#), [Lax Time & Score](#). For android phones [LTS LAX clock](#). For iPad – [iScore Lacrosse app](#). Get out the air horn, pump it up and test it. Pump up the horn between quarters.

2. Time format

Make sure you know the time format for the game.

For CIF and club HS, use NFHS time format - Varsity and JV 12 min stop clock quarters
Seniors (U15) 10 minute stop clock quarters; See NCJLA rules - [Boys U15 Rules](#)
Juniors (U13) 10 minute stop time quarters; See NCJLA rules - [Boys U13 Rules](#)
Lightning (U11) four 12 minute run time quarters; See NCJLA rules - [Boys U11 Rules](#)
Lightning (U117) four 12 minute run time quarters; See NCJLA rules – [Boys U117 Rules](#)
Bantam (U9) four 12 minute run time quarters; See NCJLA rules – [Boys U9 Rules](#)

Time counts down to 0.

Stop clock games go to running time if 10 goal differential (NCJLA) and 12 goal differential (HS/CIF). Inform/coordinate with coaches and officials. Running clock starts on the face off whistle.

Overtime – check with officials; CIF 4 minute stop clock sudden victory overtime periods until there is a winner ; U15's up to two 4 minute stop clock sudden victory overtime periods; U13's, one 4 minute stop clock sudden victory overtime; U11's and U117's one 5 minute running clock sudden victory overtime. No overtime for U9's. Regular seasonal games can end in a tie.

Boys' timekeepers should read time factor portions on the NCJLA rules cards.

3. Starting and stopping the game clock

Clock starts and stops on the referees' whistle if the game is in stop clock mode.
Clock stops for time outs. Referees will keep time on time outs (2 minutes in total).
Clock stops for injuries

Timekeepers provide the **game time** to the scorekeeper for each goal scored, penalty and time out.

All clocks stop for time outs (team or official).

The officials will keep time on time outs (2 minutes).

4. Informing officials and coaches about time and use of the horn for time

Count down **OUT LOUD** the last 10 seconds from 10 to 0 for end of each period and for penalties.

Sound the horn at the end of each period.

Announce 1 minute before the end of the 1st, 2nd and 3rd quarters; In last quarter give a 2:10 and 2:00 minute warning.

Half time is 10 minutes for HS, U15 & U13; 8 minutes for U11 and U9. Blow the horn when 4 minutes remain.

Provide time remaining if asked by coaches or referees.

5. Penalty clock and player penalty management

Use a separate clock for each penalty (ideally).

All clocks (game and penalty) start and stop together.

If the game is in stop clock mode - penalties times stop/start on the whistle

If the game is in running clock mode, the penalty starts on the next whistle and runs with the game clock until done.

Penalties under a run clock stop if there is a team timeout or an official's timeout.

Penalty types – Releasable and non-releasable. If a non-releasable penalty the official will raise hands over his/her head, touching palms and say “Non-releasable” otherwise the penalty is “releasable.”

Penalty times are 30 seconds, 1 minute, 2 minutes and 3 minutes depending on the type of penalty.

Players with a penalty are to stay in the box until the end of the penalty. They can kneel or sit. They can stand for the last 10 seconds. A player substituting for them can stand along side of them for the last 10 seconds and be released after the penalty expires. Count out loud the next to last 5 seconds of the penalty (10, 9, 8, 7, 6) and then silent count the last 5 seconds. At the end of the penalty time call “Release”. (The silent count of the last 5 seconds tends to keep the player's attention so they do not release early) If the player leaves before the time ends and the time keeper calls “release,” double tap the horn at the next dead ball (whistle) so the officials can assess the situation.

If there are simultaneous fouls, the time is un-releasable for both players for the shortest time penalty. The official should confirm this with the timekeeper.

The end of the penalty can transpire two ways - the full time of the penalty is served or if it is a releasable penalty and a goal is scored by the opposition (referee will blow the whistle when the goal is scored and players serving releasable penalties are free to return to play).

If there is a penalty being served at the time of a face off the player cannot be released, even if his penalty has expired, until possession is called by the referee.

No more than 3 players from the same team may be in the penalty box at one time. The penalty time of and additional player(s) shall not start until the penalty time of one of the three players in the penalty box expires.

Provide game time or penalty time remaining if asked by coaches or officials.

6. **Horn**

Count the last 10 seconds of each quarter out loud. Blow the horn at the end of regulation periods.

Blow a double horn at a dead ball:

If the wrong player or a player enters the field before the penalty is served and you call "release"

Head coach requests a count of long sticks

NO HORNS if a coach for HS, U15 or U13 calls for a horn when the ball goes out on the sideline (not end line). A call for a horn is permissible for U11's and U9's if the ball goes out on the sideline (not end line).

Table decorum

Table personnel are neutral. No comments to players, either coach or officials regarding play. If there is an issue with a coach or player, ask the officials to intervene.