

TIMEKEEPER REFERENCE SHEET

GAME TIME

Varsity	JV	Qtr. Break	Half Time Break	Overtime	Start/stop clock
12 Min Quarters	10 Min Quarters	2 Min	10 Min	4 Min Periods 1 Time Out/Sudden Victory Period	On Whistle
		Notify Ref at 30 sec	Notify Ref at 4 Min		

GAME TIME WARNINGS

AT THE END OF EACH QTR			ADDITIONAL FOR 4th QTR
At 20 Seconds :	At 10 Seconds:	At Zero:	At 2:10/2:00/1:00 Mins:
Notify Ref	Countdown Loudly from "10"	Sound Horn	Notify Officials

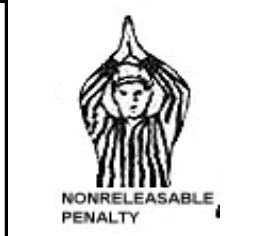
HORN

Horn sounds at	Double Horn at next dead ball If:
end of each quarter	<ol style="list-style-type: none"> 1. Clock Malfunctions 2. Player leaves early from a penalty 3. If you need help from the referees

PENALTIES

Technical	Personal	Releasable	Non-Releasable	To Release
30 Seconds	1-3 Min	Release if other team scores	ALWAYS SERVE ENTIRE TIME!!	<ol style="list-style-type: none"> 1. Count down loudly from 10 seconds 2. Yell "RELEASED" when time = "Zero" *

Multiple Simultaneous
<ol style="list-style-type: none"> 1. Non-releasable time served first. 2. Goal during non-releasable time has no effect.



*On Face-off, do not release until possession is signaled

GENERAL RULES OF PENALTIES:

<ol style="list-style-type: none"> 1. Always start and stop penalty clock with game clock 2. Time carries over into next Period 3. Keep Players Close to the table while serving penalty 4. Player can substitute with another player at the 5 second mark 5. No more than 3 penalties in the box at one time - as one is released, bring in other penalty

MERCY RULE

<p>RUNNING CLOCK: If one team has a 12 or more goal lead in the second half only</p> <p>RETURN TO NORMAL CLOCK: If the lead shrinks to 11 or less</p> <p>PENALTIES: Start on Whistle/ Stop only for time out and End of Quarter</p>
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