

2015 Men's NFHS Timer Guidelines

Game time

- Four 12-minute periods (JV:10-min).
- Start/stop timer on the whistle.
- Overtime periods are 4:00.

End of period

- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only: notify at 2:10 and 2:00.

Halftime

- 10:00 (or less if both teams are ready)
- Notify officials when 4:20 remains.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head: penalty is non-releasable (NR).

Horn

- Double horn at next dead ball: coach request; early penalty release; help needed.
- Never sound horn when ball is in play except at the end of a period.

Timing of penalties

- Write player's team color and number, penalty length, period and time remaining when the penalty reported, and an "NR" if applicable.
- If Team A scores a goal, all releasable penalties being served by Team B are released.
- If Team A scores a goal, penalties for Team A are not released.
- NR penalties always serve the full penalty time no matter how many goals are scored.

- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Inform officials if period expires with a penalty being served (penalty time carries over).
- Penalized players stay at rear of sub area until 0:05 remains. Then a sub may take the place of the penalized player.
- If a penalty expires during a face-off, do not release the player until possession is called.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.
- Fouling out is not same as expulsion.

Mercy Rule

- If a team leads by 12 or more in the 2nd half, the clock does not stop except for time-outs and injuries. Running clock begins with whistle resuming play after the goal that takes the lead to 12.
- Penalty time under a running clock will be running but new penalties will not start until the whistle to restart play.
- If lead drops to 11, revert to stop time.