



NFHS Timer Directions

Game Time

- Four quarters of 12 minutes
- 10 minute half time (wait for officials to start the time or for both teams to leave the field area)
- Overtime is 4 minute periods
- Stop time when whistle blows to stop play
- Start time when whistle blows to restart play
- On Face-Offs – Clock starts on whistle not on “Possession” call even though the wind mechanic is the same

End of Quarter

- With visible scoreboard clock – sound a horn at zero.
- With Non-Visible scoreboard clock
 - Notify officials when there are 20 seconds left in each quarter.
 - Count down loudly from 10 and sound horn at “zero”
 - 4th Quarter only: Notify officials at 2:10 and 2:00
 - Be Prepared to assist officials with a goal/ no goal on last second shots

Clock Malfunctions

- Try to inform the official nearest you while still keeping count in your head
- Notify officials at next dead ball using a double horn

Horn

- Sound the horn if a coach calls for a horn during a dead ball and both officials are holding both their arms up.
- Sound the horn twice at the next dead ball if you need help from the officials, if a player leaves early from a penalty or if a coach requests it.

Penalties

- Official will signal: Color of offending team, number of player, and the penalty.
- A technical foul is 30 seconds
- A personal foul is 1-3 minutes and will be relayed to you by the official
- Keep players close to the table while serving their penalty until 5 seconds remain on their penalty
- At 5 seconds he may be substituted for by another player.
- Count down from 5 loudly and yell “released” when penalty time reaches “zero”
- **While alternate stopwatches should be available – the stadium or game clock should be used for timing penalties**
- Penalty time carries over into the next quarter and overtime
- If the penalty is on Team A and Team B scores, Team A’s penalties are released.
- If the penalty is on Team A and Team A scores, Team A’s penalties are not released.
- Non-releasable penalties always serve the entire time

Mercy Rule

- There will be a running clock if one team leads by 12 or more goals in the second half only.
- If the lead shrinks to 11 or less the clock returns to normal stop time.
- Penalty time under a running clock will be running but will not start until the whistle to restart play.