



## NFHS Boys Lacrosse Official Timer Guidelines

Often the timing duties are split between a person working in a press box (a clock operator) and one at the table on the sideline (timer). Duties are combined when the clock is run on the sideline.

### Clock Operator

- A regulation game is four 12-minute stop-time quarters.
- If an automatic horn is available, it should sound at end of each quarter at 0:00.00 on the clock.
- Halftime (between quarters 2 and 3) is 10:00 unless specified otherwise. A visible clock is not needed between quarters 1 & 2 or 3 & 4 or between overtime periods.
- Overtime periods are 4:00 each.
- The clock stops/starts on the whistle. Officials wind their arm to start the clock and raise their arm vertically to stop it while simultaneously sounding their whistle.
- Exceptions: on a faceoff the clock starts on the whistle, officials wind their arm later when possession is gained. Also, officials will raise their arm vertically in many situations where the clock does not stop – the whistle is what stops the clock.
- Mercy Rule: in the second half, if the goal differential becomes 12 goals, running time begins with the next faceoff. Once started, running time will continue until the end of the game regardless of the goal differential. The clock will stop for team and officials' timeouts and for injuries.
- Some scoreboards display penalty time. It is important that it be posted quickly so as not to slow down the game. Often it is difficult to display penalty time if the game is in running time. If that is case, it may be easier to have the timer at the table on the sideline keep penalty time.

### Timer

**Penalties-** The timer is responsible for timing penalties and releasing players at the appropriate time. The Scorer should record the penalty information in the official scorebook.

- Officials will signal the table (timer and scorer) when there is a time serving penalty.
- Officials should signal in order: team (color), number of the player, the offense, the length of the penalty, and if the penalty is non-releasable (we denote this as C-NOTE).
- When a visible clock is present, it is recommended to use it for penalty time and not a separate timing device (in running time, using a separate timing device may be easier however).
- The official will signal penalty length using one, two or three fingers for 1, 2, or 3 minutes or by making a "T" with their arms to indicate a 30 second penalty.
- The officials signals a non-releasable penalty by putting both palms together over their head.
- It is recommended that the timer keep a separate accounting of penalties and not rely on the scorer.
- Releasable penalties end if the opposing team scores a goal or when penalty time is complete.

- Non-releasable penalties only release when penalty time is complete.
- Penalties do not release during a faceoff even if the penalty time expires. The player(s) may only enter the field after the faceoff is over (possession called, ball crosses the restraining line, or a time serving penalty is reported).
- When there are multiple penalties on a single player, any non-releasable time is served first no matter the order of the penalties.
- A substitute may replace the player serving a penalty when there is around 5 seconds remaining the penalty time.

### **End of Period**

- Notify officials with 20 seconds remaining in each period including overtime. If there is no visible clock, count down the last 10 seconds.
- If there is no automatic horn (or it is not very loud), sound a horn at 0:00.00.
- In the fourth period, notify the officials with 2:10 and 2:00 remaining.

**Double Horn:** A double horn is used to get the attention of the officials during a deadball.

- Sound a double horn if there is any confusion at the table.
- Sound a double horn if a player releases early from a penalty.
- Sound a double horn if a coach requests it.
- Always wait for a deadball. Never sound a double horn during live play.

### **Clock Malfunction**

- If the clock (scoreboard, penalty, game clock on the sideline) malfunctions, do your best to keep track of the elapsed time (there should always be a timing device on the sideline as noted below).
- Sound a double horn at the next dead ball to inform the officials even if the malfunction has been resolved.

### **Unusual Penalty Situations**

- Fouling Out: If a player is assessed 5 or more minutes of personal fouls (those with 1, 2, or 3 minutes of penalty time – excluding 30 second penalties), the player has fouled out. Notify both the officials and the team. This is NOT an ejection. The scorer should help keep track of this information.
- Automatic Ejection: If a player or coach receives 2 unsportsmanlike conduct penalties, the player or coach is automatically ejected. The second USC penalty on a player with automatically be 3 minutes, on a coach 1 minute regardless of how long the first USC was. Notify the officials and the team.
- Stacking Penalties (1): A team may have up to 3 players serving penalties at one time. The fourth and subsequent player is “stacked”. Those players must wait in their team’s bench area until one of the penalties being served is over. Stacked penalties are served in the order assessed but if the order is not known then the non-releasable penalties are served first, followed by the longest penalties.
- Stacking Penalties (2): If the opposing team scores a goal, only those players whose penalty time has started can be released (and only if releasable). Players who are “stacked” are not released.
- Stacking Penalties (3): Be careful when releasing stacked penalties because often the team is still short players and the player being released must go to the bench area and not onto the field.
- Running Time: During running time, penalty time is also running time (does not stop for whistles). The penalty time starts on the whistle resuming play. Even during running time a player may not release during a faceoff.

## **Equipment**

- The table must have a horn. A horn on the scoreboard is not sufficient.
- The horn at the table needs to be loud – typically a marine-style air horn. Electronic whistles and other such noise makers are not sufficient.
- The table should have one or more timing devices. Even with a scoreboard clock, a backup is often needed. Also, a separate timing device makes timing penalties easier during running time.