

## NFHS Timer Instructions

### Game Time

- Four quarters (12-minutes long) with two minute intermissions between the 1<sup>st</sup> and 2<sup>nd</sup> and 3<sup>rd</sup> and 4<sup>th</sup> quarters
- 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 with two minute intermissions
- Stop time when whistle blows to stop play (official may raise one arm into the air)
- Start time when whistle blows to restart play (official will wind arm backwards)
- On Face-Offs – Clock starts on the whistle

### End of Quarter

- With visible scoreboard clock – sound a horn at 0:00
- 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
  - 4<sup>th</sup> quarter only – notify officials at 2:10 and 2:00

### 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 twice during the next dead ball if you need assistance from the officials or:
  - Player leaves early from the penalty box
  - Coach requests a conference with the officials
  - Coach, at dead ball interval, requests officials do equipment check/count number of D-poles

### Penalties

- Official will signal: Color of offending team, number of the player, the penalty, the time
- Technical fouls are always 30 seconds
- Personal fouls may be 1, 2, or 3 minutes and may be releasable or non-releasable.
  - If you are unclear on the penalty ask the official or sound a double horn before the restart
- Loudly inform both teams about the amount of penalty time left:
  - 45 seconds remaining, 30 seconds remaining, etc.
- Keep players in the table area while serving their penalty until 10 seconds remains on their penalty
- At 10 seconds the player may exit into the bench for a substitute who will serve the remaining time
- Count down loudly from 5 and yell “release!” when penalty time reaches zero
- If two players from opposite teams are serving penalty time state the color first:
  - “Red you’ve got – 5, 4, 3, 2, 1, release!”
- Penalty time carries over into the next quarter and overtime
- If the penalty is on Team A and Team B scores, Team A’s releasable penalties are done
- If the penalty is on Team A and Team A scores, Team A’s penalties **ARE NOT** released
- Non-releasable penalties serve the **entire** time
- Non-releasable penalties are served first
- If Team A **and** Team B penalties start on the same whistle the lesser amount of penalty time for each player is non-releasable

### Mercy Rule

- There will be a running clock if one team leads by 12 or more goals in the **second half only**
- Penalty time under a running clock will remain the same (1 min = 1 min, 30 sec = 30 sec), but time will not start until the whistle to restart play

## NFHS Scorer Instructions

### Record Keeping

- The home team keeps the official record for the game
  - Referee has final say in all disputes
- The scorer keeps a record of timeouts, penalties and goals
- A **scorer may** keep additional stats for each team such as assists, ground balls, saves, etc. However, the primary responsibility must be goals, timeouts, and penalties
- All scorekeepers and timekeepers are considered part of the officiating crew and should refrain from cheering for a particular team

### Penalties

- Official will relay: Color of offending team, number of the player, the penalty, the time
- Scorer must keep an accurate record of:
  - The player's number
  - The violation that occurred
  - Time and quarter the penalty occurred
  - Length of the penalty

### Fouling Out

- Any player that receives 5 minutes of personal foul time (1, 2, or 3 minutes fouls; 30 second technical fouls do not count towards the total) is disqualified from the game

### Ejection

- Any player or coach that receives two non-releasable unsportsmanlike conduct penalties is ejected from the game
- Note the player's number and full name for the officials

### Timeouts

- Record the quarter and time each timeout was taken
- Both teams are allowed 2 non-consecutive timeouts per half

### Personal Fouls (1, 2 or 3 minutes)

- |                                    |                           |
|------------------------------------|---------------------------|
| • Checks involving the head/neck   | • Slashing                |
| • Cross-check                      | • Tripping                |
| • Illegal Body Check               | • Unnecessary Roughness   |
| • Illegal Crosse/Illegal Equipment | • Unsportsmanlike Conduct |

### Technical Fouls (30 seconds)

- |                           |                                  |
|---------------------------|----------------------------------|
| • Conduct Foul            | • Interference                   |
| • Crease Violation        | • Offside                        |
| • Goalkeeper Interference | • Pushing                        |
| • Holding                 | • Stalling                       |
| • Illegal Procedure       | • Warding Off                    |
| • Illegal Screen          | • Withholding the ball from play |

### Stats

- **Assist**
  - When a player makes a direct pass to a teammate who then scores without having to dodge or evade an opponent
- **Shot**
  - Whenever the offense propels the ball towards the goal in any manner with intent to score. It does not have to hit the goal or goalie to be a shot
- **Save**
  - When the goalie stops or deflects a shot that otherwise would have entered the goal
- **Face-off Win**
  - The team that is first to gain possession after a face-off
- **Ground ball**
  - Any contested loose ball that is picked up by a player