



Youth Game Timer Responsibilities

Timer Duties:

1. Time of quarters is determined by age and/or league

Middle School	Four, 10-minute running quarters
U14	Four, 12-minute running quarters
U12	Four, 12-minute running quarters
U10	Four, 10-minute running quarters
U8	Four, 10-minute running quarters

2. **Stop** the clock on the **official's whistle plus arm signal** for timeout.



TIME OUT

3. **Start** the clock on the whistle for the first draw of each quarter and any overtime period.
4. **Start** the clock on the whistle after a timeout.
5. **(Middle School Games)** Notify the table-side official when there are 2 minutes remaining in each half of the game (Quarter 2 and Quarter 4).
6. Indicate to the table-side official when there are 30 seconds remaining in each half.
7. Count the last 10 seconds of each half out loud to the official – including “zero”.
8. Keep track of time for cards Issued during game:

Yellow cards 2 minutes of **elapsed playing time** (time outs, halftime doesn't count)

Red cards 4 minutes of **elapsed playing time**