

# CTGHSL - Girls' Lacrosse Timer Instructions

FIRST HALF		HALFTIME	SECOND HALF	
25 MINUTES TOTAL (JV IS 20 MINUTES)		10 min.	25 MINUTES TOTAL (JV IS 20 MINUTES)	
First 23 minutes (18 JV)	Last 2 min.	10 min.	First 23 minutes (18 JV)	Last 2 min.
Start clock on center draws on whistle.	Stop clock on <b>EVERY</b> whistle – (except 10 goal diff).	Notify ump when 2 min remain.  <i>Note: Halftime may be less than 10 min if agreed upon by both teams in pre-game meeting.</i>	Start clock on center draws on whistle.	Stop clock on <b>EVERY</b> whistle – (except 10 goal diff).
Stop clock after goals on long whistle & arm signal.	Re-start on whistle/arm signal.		Stop clock after goals on long whistle & arm signal.	Re-start on whistle/arm signal.
Stop clock on timeouts or umpire's signal (arms crossed above head).	Notify ump of time remaining at <b>2 min</b> and again at <b>30 sec</b> .		Stop clock on timeouts or umpire's signal (arms crossed above head).	Notify ump of time remaining at <b>2 min</b> and again <b>30 sec</b> .
Start clock after timeouts at whistle.	Countdown to ump last <b>10 sec</b> (optional).		Start clock after timeouts at whistle.	Countdown to ump last <b>10 sec</b> (optional).
If <b>10 goal differential</b> exists, then <u>let clock continuously run.</u>	Sound end of half with horn/buzzer.		If <b>10 goal differential</b> exists, then <u>let clock continuously run.</u>	Sound end of half with horn/buzzer.
<p><b>Timeouts</b> – Two per team per game in regulation, one in Overtime. After goals or when requesting team has clear possession of ball. 2 min long. No back-to-back TO's permitted.</p> <p><b>Yellow Cards</b> - Record time on game clock for <b>2 min</b> penalty. If timing penalty with a separate clock, then start &amp; stop penalty clock simultaneously with the game clock. On a player's <b>2<sup>nd</sup> yellow card</b>, she is ejected for remainder of game.</p> <p><b>Red Cards</b> – Record time on game clock. Player is ejected for remainder of game and her next game. <b>Team is man-down for 4 mins</b></p> <p><b>The 4<sup>th</sup> card for a team</b> (be it Yellow or Red) results is the offending team playing man-down for the remainder of the game. Subsequent yellow or red cards result in 2-man-down, 3-man-down, etc.</p> <p><b>Green/Red Card Combo</b> (Delay of game) – Note time on clock for <b>2 minute</b> penalty. Time penalty.</p>				

## Most common errors in operating the clock:

- Do not stop the clock after a goal until you see the official signal a successful goal. Quite often goals are called back due to a "Shooting-space" penalty in which case the clock should not be stopped. (for scoring purposes, no shot-on-goal is recorded when there is a "shooting space" or "3 second arc" penalty)
- The Clock is stopped after an invalid draw. (The official should have put their hands in an "X" over their head but this is often missed). This is usually because the ball did not go higher than the player's head during the draw or there was not a successful possession prior to the ball going out-of-bounds. In either case the clock is stopped, the draw is reset and the clock is restarted on the whistle of the next draw. (The clock does not stop when one team is award possession due to a draw violation by the opposing player)
- Since the clock is normally not stopped after penalties, be aware of penalties that are "carded" (usually a yellow card). The official should have placed their arms over their heads to form an "X" but this is often missed. If you observe an official holding up a card, please insure that the clock has stopped.
- An additional clarification to the 2 minute stop clock at the end of each period: If the last 2 minutes in a half is reached while the clock is running but with play stopped (i.e. out of bounds. etc.) the clock is to continue to run until the next whistle stops the clock.