

# Time Clock

Game Time consists of two 25 minute halves (they can be reduced to 20 min if agreed to by each coach before a half begins and only done so if weather or other delays are causing games to back up).

Halftime can be up to 10 minutes (coaches may shorten – Milton has 5 min halftimes at home games to allow games to go off on time).

Time is continuous with the exceptions shown below. If using stopwatch it will start at 0.00 and continue counting minutes to 25.00.

## **Clock Management: Time Stoppage only occurs during a:**

**TIME OUT** (umpire will blow whistle to stop game) Time outs can be quick 30 sec up to 2 minutes. Whistle restarts clock. Each team is allowed 2 Time Outs per Game of up to 2 minutes per time out. Scores table to advise when 30 seconds remains in the time out to give coaches time to wrap it up and take field.

**Penalty YELLOW or RED Card** given to a player, coach or fan. Referee Whistle will restart game and clock.  
Separately – A Player (yellow card) has separate time clock of 3 minutes that is managed by the scores table – the player is removed from game for 3 minutes – scores table to notify the player when 3 minutes are over so they can go back on to the field). The team that received the yellow card plays a man-down for the duration of the yellow card.

**Half Time** - reset clock (0.00) and run for allotted half time.  
Sometimes players just get out on field and play starts before the official half time is over if all are ready to do so.

## **Last 2 minutes of game: At 23 minutes into 2<sup>nd</sup> half**

Notify teams and referees of 2 minute warning (yell loudly)

STOP/start CLOCK on all Whistles

Notify teams of last 30 seconds and 10 seconds.

Yell “Time” at 25.00 or use horn or whistle if available