

# Girls' Lacrosse Timer Instructions

FIRST HALF		HALFTIME	SECOND HALF	
25 MINUTES TOTAL		10 min.	25 MINUTES TOTAL	
First 23 minutes	Last 2 min.	10 min.	First 23 minutes	Last 2 min.
<p>Start clock on center draws at whistle.</p> <p>Stop clock after goals (long whistle &amp; arm signal).</p> <p>Stop clock on timeouts or umpire's signal (arms crossed above head).</p> <p>Start clock after timeouts at whistle.</p> <p>If <b>10 goal differential</b> exists, then <u>let clock run after goals.</u></p>	<p>Stop clock on <b>EVERY</b> whistle – <b>no exception.</b></p> <p>Re-start on whistle/arm signal.</p> <p>Notify ump of time remaining at <b>2 min</b> and again at <b>30 sec.</b></p> <p>Countdown to ump last <b>10 sec</b> (optional).</p> <p><b>Sound end of half with horn/buzzer .</b></p>	<p>Notify ump when 2 min remain.</p> <p><i>Note: <b>halftime may be less than 10 min if agreed upon by both teams in pre-game meeting.</b></i></p>	<p>Start clock on center draws at whistle.</p> <p>Stop clock after goals (long whistle &amp; arm signal).</p> <p>Stop clock on timeouts or umpire's signal (arms crossed above head).</p> <p>Start clock after timeouts at whistle.</p> <p>If <b>10 goal differential</b> exists, then <u>let clock run after goals.</u></p>	<p>Stop clock on <b>EVERY</b> whistle – <b>no exception.</b></p> <p>Re-start on whistle/arm signal.</p> <p>Notify ump of time remaining at <b>2 min</b> and again <b>30 sec.</b></p> <p>Countdown to ump last <b>10 sec</b> (optional).</p> <p><b>Sound end of half with horn/buzzer .</b></p>

**Timeouts** – Two per team per game (OT included). Only after goals. 2 min long. No back-to-back TO's permitted.

**Yellow Cards** - Record time on game clock for **3 min** non-releasable penalty. If timing penalty with a separate clock, then start & stop penalty clock simultaneously with the game clock. On a player's **2<sup>nd</sup>** yellow card, she is ejected for remainder of game and her next game.

**Red Cards** – Record time on game clock. Player is ejected for remainder of game and her next 2 games. Any combination of 3 yellow and/or red cards 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.

**Green/ Red Card Combo** (Delay of game) – Note time on clock for **3** minute non-releasable penalty. Time penalty.