

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 & 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 10 goal differential exists, then <u>let clock run after goals</u>.</p>	<p>Stop clock on EVERY whistle – no exception.</p> <p>Re-start on whistle/arm signal.</p> <p>Notify ump of time remaining at 2 min & 30 sec.</p> <p>Countdown to ump last 10 sec (optional).</p> <p>Sound end of half with horn/buzzer.</p>	<p>Notify ump when 2 min remain.</p> <p><i>Note: halftime may be less than 10 min if agreed upon by both teams in pre-game meeting.</i></p>	<p>Start clock on center draws at whistle.</p> <p>Stop clock after goals (long whistle & 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 10 goal differential exists, then <u>let clock run after goals</u>.</p>	<p>Stop clock on EVERY whistle – no exception.</p> <p>Re-start on whistle/arm signal.</p> <p>Notify ump of time remaining at 2 min & 30 sec.</p> <p>Countdown to ump last 10 sec (optional).</p> <p>Sound end of half with horn/buzzer.</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 of game clock for **3 min** non-releasable penalty. If timing penalty w/ separate clock, then start & stop penalty clock simultaneously w/ game clock. On a player's **2nd** yellow card, she is ejected for remainder of game.

Red Cards – Record time of game clock. Player is ejected for remainder of game and next game.

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