



Table Timer & Scoreboard Timer Positions

When the scoreboard clock is utilized as the game clock, the Timer Role is divided between the Scoreboard Timer and Table Timer. When the scoreboard clock is not used as the game clock, the Table Timer has all Timer Role responsibilities below.

SCOREBOARD TIMER:

- Keeps an accurate account of the time for each period.
- Starts and Stops the game clock at the Officials whistle.
- Sets game clock for 12 minute periods and 10 minutes between halves.
- Stop clock games go to running time when there is a 12 goal differential (inform/coordinate with table timer, coaches and officials). Running clock starts on the face off whistle. Clock is only stopped for time outs (team, official, injury). If score margin drops below 12, officials may return to stop clock (again, coordinate).
- 4 minute overtime periods until a winner under sudden victory scores.

TABLE TIMER:

- General Responsibilities
 - Keeps an accurate account of penalty time.
 - Notifies score keeper of time on game clock for penalties, goals, and timeouts.
 - Notifies a penalized player when the penalty time has expired (countdown last 10 seconds, call out "Release" when expired).
 - Notifies nearest official when there is:
 - 1:00 remaining on the game clock in each of the 1st, 2nd and 3rd periods.
 - 2:10 remaining on the game clock in the 4th period & again at 2:00.
 - Notifies nearest official when there is 20 seconds remaining on the game clock in each period (count down last 10 seconds).
 - Keeps record of time between halves.
 - Notifies each team 4 minutes before start of 2nd half.
 - Sounds horn when a horn is requested by either team's coach for a regular substitution (sideline out of bounds). Some officials require that the horn only sound at their request (check with them before game).

TURN OVER

Table personnel are neutral. No comments to players, either coach or officials regarding play. If there is an issue with a coach or player, ask the officials to intervene.

Penalties

- Use a separate clock for each penalty (ideally). See notes below for using game clock.
- Penalty types – Releasable and non-releasable. With a non-releasable penalty, the official will raise hands over his/her head touching palms and saying “Non-Releasable” otherwise the penalty is “Releasable.”
- All clocks (game and penalty) start and stop together.
 - If the game is in stop clock – Penalty time (s) stop/start on the whistle.
 - If the game is in running time – Penalty time(s) starts on the next whistle and runs with the game clock until expired.
 - Penalties under running time stop if there is a timeout (team, official, injury).
- Players with a penalty are to stay in the box until the end of the penalty. They can kneel or sit. They can stand for the last 10 seconds. A player substituting for the penalized player can stand alongside the penalized player for the last 10 seconds and be Released after the penalty expires. **Count out loud the last 10 seconds of the penalty and call “Release” at the end of the penalty.** If the player leaves before the time ends and the time keeper calls “Release,” double tap the horn at the next dead ball (whistle) so the officials can assess an additional penalty to the player.
- If there are simultaneous fouls, the time is un-releasable for the player with the shortest time penalty (official should confirm).
- A penalty can end one of two ways: 1) the full time of the penalty is served, or 2) if it is a releasable penalty and a goal is scored by the opposition.
- If there is a penalty being served at the time of a face off the player cannot be released, even if his penalty has expired, until possession is called by the referee.
- Provide game time or penalty time remaining if asked by coaches or officials.

NOTES:

1. Inform officials prior to the game that the game clock is controlled by the Scoreboard Timer, and the Table Timer will handle all other responsibilities.
2. Some officials require that penalty times be tracked off the game clock (and not the table timers). This can be complicated:
 - Write it all down to help you calculate and track (use Penalty Time Tracker Sheet).
 - Record time of penalty from game clock. Calculate game clock time when penalty is to be Release (remember to count backwards).
 - Calculate when to start 10 second countdown on game clock (note: countdown will not match numbers on the game clock). TIP: Start 10-second countdown based on the “ticks” of the game clock and not the displayed numbers.

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