

Stop Clock Reminders - High School JV & Varsity

FOR OFFICIALS AND TIMER

THE CLOCK STOPS:

- 1) ANYTIME THERE IS A DRAW OR A REDRAW
- 2) ANYTIME THERE IS AN INJURY, ILLNESS OR ACCIDENT
- 3) ISSUING A CARD (Green, Yellow, Red)
- 4) OFFSIDES (Even if there is a 10-goal lead)
- 5) FOULS IN THE CRITICAL SCORING AREA DURING THE LAST TWO MINUTES OF EACH HALF (Except with a 10-goal running clock)
- 6) AP – ALTERNATE POSSESSION
- 7) INADVERTENT WHISTLE
- 8) TIME OUT

PLEASE NOTE THAT THE CLOCK NO LONGER STOPS ON EVERY WHISTLE WITHIN THE LAST TWO MINUTES OF EACH HALF OR IN OVERTIME. PLEASE SEE ABOVE!!