

# Minnesota Boys Youth Lacrosse Timer Guidelines

## Game time

- Four 12-minute periods.
- Start timer at scheduled game time or when official blows whistle to start quarter, whichever comes first.
- Stop timer at end of quarter or when official signals timeout.
- Overtime for playoffs/tournaments only; check with tournament rules.

## End of period

- Do not come on field.
- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at zero.
- Fourth period only: Also notify officials at 2:10 and 2:00 left.

## Halftime

- Five minutes, but can be shorter if both teams are ready to play.

## Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

## Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 45-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates a 1:30, 3:00, or 4:30 personal foul.
- Hands clapped over head means penalty is nonreleasable.

## Horn

- Horns are not permitted on any out-of-bounds ball.
- Sound the horn twice at the next dead ball if a coach makes a request for a double horn, if a player leaves early from a penalty, or if you need help from the officials.
- Never sound horn when ball is in play except at the end of a period.

## Timing of penalties

- Write down the player's team color and number, the length of the penalty, the game time the player should be released, and an "NR" if the penalty is nonreleasable.
- Penalty time begins when the whistle blows to restart play.
- If a player's penalty expires during a dead ball, player is not released until the whistle.
- If team A scores a goal, *all* releasable penalties for team B are released.
- If team A scores a goal, penalties for team A are not released.
- NR penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period. Let officials know if the period expires with a player still serving a penalty.
- Keep players serving penalties at the rear of penalty area until about 5 seconds remain. At that time, a substitute may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.

## Fouling out

- Notify officials if any player is assessed 5 minutes of personal foul penalties (7:30 of running-time penalties), regardless of the number of fouls.
- Notify officials if any player accumulates 3 separate personal fouls, regardless of penalty time.
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

## Mercy Rule

- None