



Men's NFHS Timer Guidelines

Game time

- Four 12-minute periods.
- Stop timer when whistle blows to stop play.
- Start timer when whistle blows to start play.

End of period

- Do not come on field; move down sideline.
- 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

- Ten minutes.
- Notify officials when 4:20 remains.

Signaling of penalties

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

Horn

- If the coach calls for a horn during a dead ball and the officials have both arms raised, sound the horn once.
- 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.

Overtime

- Overtime periods are 4:00.
- 2:00 between periods.

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.
- 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.
- Nonreleasable penalties always serve the full penalty time no matter how many goals are scored.
- If a player has multiple penalties, nonreleasable penalty time is always served first, regardless of the order of the fouls.
- Penalty time carries into the next period.
- 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 faceoff, do not release the player until possession is called (unless wing area was left vacant for faceoff).

Clock malfunctions

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

Mercy Rule

- If one team leads by 12 or more in the second half, the clock does not stop except for timeouts and injuries.
- Penalties during this time are running time, but don't start until whistle restarts play.
- If the lead shrinks to 11 or fewer goals, the clock reverts to stop time.