

IIBHL SCOREKEEPER DUTIES

A. BEFORE THE GAME:

1. Ensure you understand how the stopwatch works or have a stopwatch you can use. You will need to know how to (a) pause the time, (b) resume the time after a pause, and (c) reset the time to zero.

B. DURING THE GAME:

2. You will need to pay attention **at all times** to the game and not be distracted by anyone talking to you while the game is being played. You will also need a whistle. Ask for one if you don't have one. If you are a regular timekeeper, you will be given a whistle which you must bring each week.

3. When the referee drops the ball to start the game, you will start the time.

4. You will give a short whistle blow and stop the time at the 2, 4, 6 and 8-minute marks to indicate a shift change. When the referee drops the ball to resume the game, you will restart the time from where you left off.

5. At the 8-minute mark of each period, let the ref know there's only 2 minutes left.

6. At the 9-minute mark of each period, let the ref know there's only 1 minute left.

7. At the 10-minute mark of each period, you will give a long loud whistle blow to indicate the end of the period. You will then reset the stopwatch to zero for the second period.

When a goal is scored:

8. Stop the time and give the time of the goal to the scorekeeper. Restart the time from where you left off when the referee drops the ball for the faceoff.

When a penalty is assessed:

9. Stop the time and give the time of the penalty to the scorekeeper. The penalty area is the area next to the timer. Note that minor penalties for high-sticking, slap shots, tripping, holding, interference, goalie interference, roughing, and delay of game are 1 minute. Longer penalties will be indicated by the referees after consultation. Restart the time from where you left off when the referee drops the ball for the faceoff.

10. Note the time when the penalty should end and say loudly "**penalty over**" when the penalty ends and send the player back to his bench.

11. If the opposing team scores a goal while the player is serving his penalty, the penalty is immediately over. Send the player back to his bench.

12. If a second penalty is assessed before the first one is over; you will have to note the end time of each penalty and tell each player when his penalty is over. You will need to write these times down.

Overtime:

13. Start the time and let it run for 3 minutes but blow the whistle at the 1 and 2-minute marks to indicate a shift. Do not stop the time during the shift change even though the play has stopped for a faceoff. At the 3-minute mark give a long whistle blow to indicate the end of the overtime.

C. SUMMARY OF WHEN TO STOP THE TIME:

1. At the 2, 4, 6 and 8-minute marks to indicate a shift. Blow short but loud whistle.

2. At the 10-minute mark to indicate the end of a period. Blow long, loud whistle.

3. Whenever a goal is scored.

4. Whenever a penalty is assessed.

5. At the 3-minute mark of overtime to indicate the end of overtime. Blow long, loud whistle.

6. For timeouts.

7. Any other time requested by the referee(s).

NOTE: Do not stop the time for any other reason.

