

Scorer (Home Team @ Table or in direct communication with Table)

- 1) Record starting players in scorebook – 10 minutes prior to game start
- 2) Have roster with names and numbers for both teams prior to game start/ Exchange Rosters
 - a) Make sure numbers correspond with players on field
- 3) Record who scored goal
- 4) Display visible score if possible
- 5) Notify umpire of 5 goal differential
- 6) Record substitutions
 - a) Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
 - b) Tell official on next stoppage of play of illegal substitution
- 7) Record Cards and time of each [player #; time received --- 19:52; time may return --- 16:52]
 - a) Players must sit out 2 minutes in bench area
 - i) **No** substitution for that player. Substitutions for other players are allowed.
 - ii) Team plays short for 2 minutes of elapsed playing time for each carded player
 - iii) Do not allow offending player to re-enter the game prior to end of **warning** [yellow card]
 - iv) Do not allow offending player to re-enter the game after a **suspension** [2 yellow cards]
 - v) Do not allow offending player to re-enter the game after an **ejection** [Red Card]
- 8) Notify umpire of 2nd card on any player
- 9) Notify umpire of 3rd card given to a team, they must play man down the remainder of that game. For each subsequent card there after (yellow and/or red) they continue to play man down on each card.

Timer (Home Team @ Table or in direct communication with Table)

- 1) Start clock on official's whistle and/or arm signal
 - a) On initial draw
 - c) On restarts after an official's or coaches' time out
- 2) Stop clock on official's whistle and/or arm signal
 - a) On official's signal for time out for carding, injury or any other reason.
- 3) Time player suspension period - Use time recorded in book --- Begin time=19:52/End time=16:52
- 4) Notify coach when player's 2 minute penalty is expired
- 5) Notify official of team requests for timeout (during dead ball situation you may blow the horn)
 - i) Time team timeouts on stopwatch – may be managed by officials on field
- 6) Sound horn
 - i) To indicate end of each half
 - ii) Substitution after goals
 - iii) Clock malfunction
 - iv) Notify of illegal sub (when there is a stoppage of play)
 - v) Notify of 5 goal differential (during stoppage of play after goal)
- 7) Verbally notify official of 2 minutes remaining and last 30 seconds of each half

****It is recommended that the Visiting Team have a Score keeper represented at the table***