



OSAA / OnPOINT COMMUNITY CREDIT UNION
SOCCER STATE CHAMPIONSHIPS



CLOCK OPERATOR INSTRUCTIONS

The home school may use a “visible timing device,” also known as the stadium clock, to keep the time in soccer. The clock operator is the official timer. The clock operator should note the following information:

- High school soccer games have two halves of 40 minutes each. Halftime is 10 minutes. The clock should be set to count down. Many schools will run the clock during warm-ups before the game, counting down to either kickoff or the introduction of the teams and anthem. The pre-game count down is strictly at the discretion of the home school, however.
- If overtime is to be played in case of a tie, there is five minutes allowed between the end of regulation and the start of overtime. Overtime is two 10-minute periods, with two minutes between overtime periods. Once overtime begins, the entire 20 minutes will be played, i.e. there is no “sudden death,” “golden goal,” or “silver goal.”
- The clock starts when the ball is first kicked, not when the referee whistles for the start. The clock is stopped for goals, yellow or red cards, penalty kicks, injuries and any other time that the referees signal for the clock to be stopped.
- The referee should signal for the time to be stopped with a whistle and crossing his/her wrists over their head. Therefore, any time you hear the referee blow the whistle, you should look at the referee to see if they are also signaling to stop the time. Sometimes, referees forget to do this. If you see that a goal has clearly been scored, the referee is giving a yellow or red card, the referee is signaling for a penalty kick or that play has been stopped for an injury, please stop the clock. Restart the clock when the ball is kicked or thrown back into play.
- It is very important that you stop and start the clock at the correct times. The time you keep is the official time for the contest. The referee is also running a back up watch. If the referee feels that the clock was not stopped or started properly, he or she may ask you to reset the clock. In the event of a power failure, get the correct time from the referee after power is restored, during a stoppage in play.
- If you have a public address system available, the clock operator or announcer should use the public address system to count down the last 10 seconds of each half.
- Most clocks have a horn, buzzer or siren that sounds at zero. If yours does not, you should use an air horn to indicate zero at the end of the verbal countdown.