

BALTIMORE BROOMBALL CLUB SCOREKEEPERS/CLOCKRUNNERS

Look for the instructions on how to set the clock on next to the keypad on the device. BV will go over this with you pre-game.

GAME CLOCK

4:00 - Warm up to start promptly at 8:30 or immediately following the previous game.

20:00 – First Half

In the first half only stop clock if:

- Instructed to by a Ref
- A penalty is called where the player is going to sit in the penalty box for the allotted time
- A goal is scored

3:00 – Half Time

20:00 – Second Half

In the first 14 MINUTES of the second half only stop clock if:

- Instructed to by a Ref
- A penalty is called where the player is going to sit in the penalty box for the allotted time
- A goal is scored

Stop the clock in the second half IN THE LAST 6 MINUTES ON EVERY WHISTLE

If you are keeping time for the first and second games, please set the clock to 4 minutes for warm up and start running it before you leave the box.

SCOREKEEPING RESPONSIBILITIES

- Record all items noted on the provided score sheet – BV to provide score sheet
- To determine a shot on goal – the ball would have gone in if the goalie was not there. If a defender stops the ball, this is not a shot on goal. If it goes wide/high, this is not a shot on goal.
- Collect the balls with 1:00 remaining in warm up. Yell BALLS IN and put them in the ball bag.
- ***IMPORTANT: At half time, go to each of the benches and talk to the captain to take attendance. All the players' names/numbers will be listed on the score sheet. Circle those who are absent.

REMEMBER:

COLLECT BALLS WITH 1:00 LEFT IN WARM –UP (scorekeeper)

TAKE ATTENDANCE AT HALF TIME (scorekeeper)

STOP TIME IN LAST 6 MINUTES OF SECOND HALF (clockrunner)

START 4:00 WARM-UP TIME FOR THE NEXT GAME BEFORE YOU LEAVE THE BOX (clockrunner)