

## Score/Timekeeper Resource

### Scorekeeper

- ❖ You must look for the head referee's signals at ALL times during the game as they may change their signal for a goal
- ❖ Only update the score when you have seen the head referee give the good goal signal
- ❖ You must record the player number and name and the foul for any card given during the game. Sometimes the player will remain on the pitch so looking and listening to the head referee is key
- ❖ Announce the score at regular intervals and upon request
- ❖ **Ensure both captains, all referees and the snitch sign the sheet at the end of the game and pass the sheet to the pitch manager**

### Timekeeper

- ❖ Start your stopwatch on the B of brooms up at the start of the game
- ❖ You only stop your stopwatch when the paired whistle blasts are sounded by head or snitch referee
- ❖ If the game is stopped, you should restart your stopwatch when the head referee blows their whistle
- ❖ Keep track of penalty time and release players from the penalty box after their penalty time is served
- ❖ You should call the snitch referee and snitch at 16 mins. They should then come to the table and then call seekers
- ❖ At 17 minutes, announce that the snitch and snitch referee should enter the pitch
- ❖ At 17:50, a countdown from 10 begins for seekers release. If the seekers leave the box before the countdown is finished, you should notify the nearest on-pitch referee
- ❖ At 23, 28 and 33 minutes (5, 5, 5) call snitch handicaps. No further handicaps may apply
- ❖ In the case of overtime:
  - Overtime is limited to 5 minutes in-game time
  - Seekers are released after 30 seconds of game time and receive a 10-second countdown to that point
  - The timekeeper must announce the time at the following intervals: 4, 3, 2, 1 minute(s), 30 & 15 seconds remaining and provide a countdown for the last 10 seconds.
  - If the head referee raises their hand to signal an advantage or throws their advantage marker then you must stop the clock
- ❖ In the case of second overtime
  - There is no time limit to second overtime
  - Both seekers start on the pitch, behind their respective keeper zone lines, as there is no seeker floor
  - If the head referee raises their hand to signal an advantage or throws their advantage marker then you must stop the clock