

## **Timekeeper Code of Conduct**

All timekeepers must be at the pitch at least 5 minutes before the brooms up time for the match (where possible) in case the Head Referee wishes to brief them.

### Timekeepers **MUST:**

- Keep the time for the game accurately, ensuring they understand the head referee calls and signals
- Give the time to the head referee when requested at a timeout
- Time the one minute for the timeouts
- Call the snitch referee at 16 minutes (or another time if specifically requested)
- Call seekers during the 16-17 minutes mark
- Count down the snitch on pitch from a 10 count starting at 16 minute 50 second mark
- Send the snitch on pitch at 17 minutes
- Count down the seekers on pitch from a 10 count starting at 17 minute 50 second mark
- Send the seekers on pitch at the 18 minute mark
- Inform a referee if a seeker enters the pitch before the 18 minute mark
- Understand the overtime regulations

### Timekeepers **MUST NOT:**

- Dedicate any attention to distractions during the match to ensure the game time is accurate
- Purposefully give an incorrect time to a team during the match
- Leave without good reason during the game