



Timekeeper Instructions

START the clock

When the **ball is actually put into play** (ball is touched and it moves) after the referee has signaled to start the game.



STOP the clock

- When referee signals to stop for an **Injury**.
- On a **Penalty Kick**.
- When **Yellow Card** or **Red Card** is shown.
- After a **Goal** is scored.
- Anytime the **Referee Signals** to stop clock.
- In **last 5 minutes** of 2nd half **when** leading team subs.



RE-START the clock

When the **ball is actually put into play** (ball is touched and it moves) after the referee has signaled to re-start the game.



Other signals to know



Yellow Card
or Red Card



Penalty Kick
point to penalty spot



Goal Score
point to center circle