Timekeeper Instructions

5

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

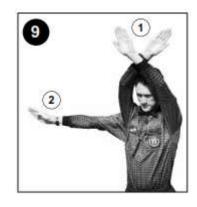
When the **ball is actually put into play** (ball is touched and it moves) after the referee has signaled to re-start the game.

Other signals to know





Penalty Kick point to penalty spot



Goal Score point to center circle

