

# Timekeeping



## Duties of the Timekeeper (from Ringette Canada Rulebook 2019, Annex A)

- The timekeeper is responsible for the operation of the game clock, displaying the time remaining in the game. If the scoreboard is capable, the timekeeper shall display the score, period, and time remaining in penalties being served.
- If the rink is not equipped with an automatic buzzer or siren, or if such device fails to function, the timekeeper shall signal the end of each period.
- If the game clock malfunctions, the timekeeper shall track the time remaining in the game using a stopwatch, if available, or an ordinary wristwatch.
- The timekeeper shall time the 30 seconds allocated for team timeouts (Note: if available, a shot clock is often used for this purpose).
- At the end of the game, the timekeeper shall sign the Official Game Report (gamesheet) and return it to the scorekeeper.
- The on-ice officials shall decide any dispute regarding the time remaining in the game. Adjustments to the game time shall be made only with the sanction of the on-ice officials.

## Useful Tips and Hints

- If a remote start/stop switch is used, some clocks require the start-stop switch on the controller to be set to the middle position.
- The warm-up should be timed according to the rules of the league or event. Typically, the warm-up is 2 minutes for tournament games and 3 minutes for game at Provincials.
- For U16AA, U19AA, 18+U and 18+AA games, the format is 4 periods of 10 minutes each.
- Most other games are 2 periods of 15 minutes each.
- For GAARA league games only, the 2<sup>nd</sup> half should be half of the remaining time in the 50 min. ice slot, plus 3 minutes. For GAARA A and BB games, the 1<sup>st</sup> period should be 17 min.
- Watch the clock to ensure that it actually starts and stops as required.
- If able, the Intermission should be timed (one minute). Use the time-out or intermission timer to avoid any penalties running during the intermission.
- A goal spread of larger than 7 goals should be displayed as only a 7 goal spread. For example, if the real score is 10-1, the scoreboard should display 8-1.
- The referees may request the use of running time in the second period if the goal spread is 7 or more. During running time, the clock should still be stopped for an injury, a time out, if a penalty is called or the trailing team scores reducing the goal spread to less than 7.
- Work with the Scorekeeper to ensure that players are informed when their penalty time has expired and are released from the penalty box.
- When multiple penalties are assessed against a player, the total penalty time to be served shall be displayed.
- It is useful to be familiar with rules related to penalty order and cancellation in case the game has simultaneous or fully served penalties. This can get confusing in a busy game.
- The referees will decide any dispute regarding the time remaining in the game. Adjustments to the game time shall be made only with the sanction of the referees
- At the end of the game, sign the Official Game Report.

## References

[Referee Signals](#): Useful to know what's on the way...

[Penalty Rules](#): Useful for order of penalties and which penalty is cancelled by a goal.