2019 Ohio High School Athletic Association Soccer Timer Clock Management Guidelines

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Please send feedback to speros@speros.net (ver. OhSTGv3-Sept2019)

Start and Stop Clock

Throughout Game

**Start:** Referee blows whistle to start play *and* the ball moves on the field

**Stop:** Referee blows the whistle to stop play *and* crosses both hands above head (goal, injury, penalty, etc.)

<table>
<thead>
<tr>
<th>Level</th>
<th>1st Half</th>
<th>Halftime</th>
<th>2nd Half</th>
</tr>
</thead>
<tbody>
<tr>
<td>Varsity</td>
<td>40 Minutes</td>
<td>10 Minutes</td>
<td>40 Minutes</td>
</tr>
<tr>
<td>Junior Varsity</td>
<td>36 Minutes</td>
<td>2 Minutes</td>
<td>36 Minutes</td>
</tr>
</tbody>
</table>

Announce or Signal Loudly

- **Final 2 minutes of each half and halftime:** “2 minutes”
- **Final 5 minutes of second half:** “5 minutes”
- **Final 10 seconds of each half:** “10, 9, 8 ... 3, 2, 1, **ZERO**”

**“Goal Difference” or “Mercy” Rule: Run Clock After Goals**

When all the following are true
- During game’s 2nd half and
- A team is leading by 6 or more goals

Then the referee **will not stop the clock** after a goal (but may do so for injury, penalty or other deemed necessary)

**“Anti-Time Wasting” Rule: Stop Clock For Particular Substitutions**

When all the following are true
- During game’s final 5 minutes and
- A team leads by 1-5 goals (so “Mercy Rule” is not invoked) and
- Leading team substitutes players (even if trailing team subs, too)

Then the referee **will stop the clock**