GAME CLOCK RULES

START **THE GAME CLOCK** (note that ejection and shot clock will simultaneously start) as follows:

- Start of each quarter on the sprint when at least one player has touched the ball.

- After a goal has been scored, when the ball leaves the hand of the player of the team not having scored the goal.

- When a free throw (due to an ordinary foul), goal throw, corner (2 meter) throw has been awarded, the game clock shall be started when the ball leaves the hand of the player taking the free throw, goal throw or corner throw - note the following on free throws:

  Only a reasonable amount of time is allowed for a player to put the ball in play - generally 3 seconds.

  A player may put the ball in play from a free throw by dropping the ball from a raised hand on to the surface of the water, or by throwing the ball in the air and then swim with or dribble the ball; in either case, the throw must be taken so the other players are able to observe it.

- On a neutral throw (jump ball) start the game clock when a player touches the ball.

- On a 5 meter penalty throw start the game clock when the ball leaves the player's hand (stop immediately thereafter if a goal is scored).

STOP **THE GAME CLOCK** (note that ejection and shot clock will simultaneously stop) for the following:

On each whistle by a referee when the following occurs:

- After a goal is scored.

- When the ball goes out of bounds.

- When an ordinary or exclusion foul is awarded.

- When a 5 meter penalty is awarded.

- When a time out is called.

- When the referee stops the game for any reason.

POSSESSION – SHOT CLOCK RULES
Shot clock is set up for 30 seconds of possession and runs concurrently with the game clock.

SHOT CLOCK IS **RESET** to 30 seconds under the following conditions:
- After a goal
- After a goal attempt (shot taken at goal); note that if the ball rebounds into the field of play after a goal attempt, **reset the shot clock AGAIN when one team gains possession of the ball.**
- After an exclusion foul is awarded (see ejection clock rules for eject clock).
- After an offensive turnover (note there must be a clear change of possession).
- When a neutral (jump) ball is awarded.
- When a 5 meter penalty is awarded.
- When a corner throw (2 meter) is awarded (due to the ball going out of bounds over the goal line and being last touched by a defensive player).
- When a goalie throw is awarded (due to the ball going out of bounds over the goal line and being last touched by a offensive player).
- If a player throws the ball into a vacant corner (dumps the ball) before or at the expiration of the shot clock
- Both the game and shot clock are stopped and then re-started when the ball is put into play at the site of the free throw.

DO NOT RESET the Shot Clock for the following:
- Time out called - the game, shot clock, and ejection clock freeze in time when the time out is called.
- When the ball goes out of bounds over the side boundaries.
- When an ordinary foul (free throw) is awarded.

SCORING

When a team scores a goal, simply press $\boxed{\text{Score + 1}}$ on the keyboard for the appropriate team. Enter the cap number of the player that scored the goal. Type the number with the keypad on the right side of the keyboard and press $\boxed{\text{Enter}}$.

If you press $\boxed{\text{Score + 1}}$ by mistake, press $\boxed{\text{Score - 1}}$ to remove the erroneous goal from the current score displays.

EJECTION CLOCK RULES

When an ejection (major) foul is awarded, you must do the following:

1. Reset the shot clock to 30 seconds, and

2. Press the $\boxed{\text{Eject A}}$ (blue or white), if this is an ejection with no other player currently ejected, otherwise go to Eject B or Eject C, and the ejection clock will be set to 20 seconds.

3. Enter the ejected player's cap number. Select the number using the keypad on the right side of the keyboard and press $\boxed{\text{Enter}}$.

Note that the shot clock and the ejection clock **MUST** be at 30 seconds and 20 seconds respectively when the game restarts after an ejection foul.

If a second ejection foul is awarded before the expiration of the first ejection foul, press Eject B and reset the shot clock to 30 seconds. The shot clock should then show 30 seconds, the Eject B should show 20 seconds, and the Eject A will be left at its remaining time.

If a goal attempt is made during an ejection, the shot clock is then reset to 30 seconds even if the offensive team recovers the rebound from the goal attempt - the ejection clock(s) remain running until the expiration of the 20 second ejection period when the offensive team recovers.

DO NOT RESET the ejection clock at the end of a quarter or upon the taking of a time out. The ejection carries over in both cases.

TIME OUT CLOCK

When a Team takes a timeout, press the $\boxed{\textbf{Start Time Out}}$ button on the respective Blue or White areas. At this time a 2:00 minute time out will begin to count down and the game clock area of the scoreboard will be replaced with the time out countdown (do not panic as many spectators will think the game clock is running - the game clock is frozen on the console - simply inform them this is a time out countdown).

If you need to *Clear* the time out prior to the expiration of the 2:00 minute time out period, press the $\boxed{\textbf{Clear Time Out}}$ button that is in between the Blue and White areas of the console and the time out will be cleared and the scoreboard will return the game clock.

The number of time outs remaining is displayed on the console display under "Time Outs".

REFEREE WHISTLE AND HAND SIGNALS

Goal scored:
◦ 1 blast of the whistle

◦ Holding one arm out straight in the direction of the offensive team's goal

◦ Then putting up 1 or both hands and signaling the number of the excluded player

Minor (ordinary) foul:
◦ 1 blast of the whistle

◦holding one arm out straight in the direction of the attack

Exclusion foul:
◦ 2 short then 1 long blast of the whistle

◦ Pointing at the excluded player then moving the arm towards the re-entry area

◦ Then putting up 1 or both hands and signaling the number of the excluded player

Brutality foul:
◦ The referee crosses his/her forearms with the hands in a fist

Penalty foul:
◦ 2 or 3 blasts of the whistle

◦ The number 5 (palm spread open) held up with the right arm

◦ Then putting up one or both hands and signaling the number of the offending player

STOP CLOCK
□ Goal
□ Out of bounds
□ Minor (Ordinary) or Exclusion foul
□ 5 meter penalty
□ Time out
□ Referee stops the game

START/RESTART CLOCK
□ Game or period start
□ After goal - when ball leaves player's hand
□ After foul – when ball leaves the player's □ hand
□ Typically game restarts when the ball leaves the player's hand after any stoppage

RESET
□ Shot and Possession
□ Change of Possession
□ Personal Foul
□ Exclusion (Ejection)
□ Penalty (5 meter)
□ End of Period
□ Neutral Throw
□ Ball Under
□ Corner or Goal Throw

FLAGS
White flag – signal white cap player back in after an Exclusion

Blue flag – signal blue cap player back in after an Exclusion

Red flag – signal player has 3 Exclusions, wave until Referee notices
After a player has had 3 exclusions (ejections) they are fouled (rolled) out of the game and cannot return to play.