



Handball West

PO Box 555, Claremont WA 6910

www.handballwest.org.au

info@handballwest.org.au



**AUSTRALIAN
SENIOR
HANDBALL
CHAMPIONSHIPS**

16th - 18th October

2009

Venue

Venues West Arena Joondalup
Joondalup WA

Time Keeper Guide

Sponsored By



Department of
Sport and Recreation





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Role overview

- 2 people work together
- Run the scoreboard and back-up stop watch for playing time*
- Run additional stop watch for timeouts (whistle to alert the referees at 50 seconds) and half time.
- Monitor suspensions
- Display goals on scoreboard
- At the end of playing times, watch the timer rather than the game and ensure siren or whistle sounds as per the clock.
- Check players names and numbers match the score sheet
- Check that substitution benches are placed so you can see the full court, contact bench official manager, Janina, if you have any problems.

*Only start or stop the clock on direction from the referee, who will give three short whistles. [It is not a requirements to stop the clock for 7m penalty, it is referee's discretion.] The only exemption is when there is a team time-out or when the playing time has ended, then you should whistle without direction from the referee.

Make sure that one person always look at the court. Look after the substitutions on your side of the table, if they are made incorrect and advantage is gained the official on that side of the table should whistle to signal incorrect substitution.



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Before the Game

- Check and set clock and stop watches.
- Set up suspension sheet and ensure enough suspensions cards to display players.
- Have pens and whistle ready.

Starting the Game

- Hold hand in the air to indicate to referee that they are ready to start, then start the scoreboard clock and stop watch when the referee whistles.

Scoring

- Update the goal on the scoreboard
- Communicate verbally to the other official, call the number of the scoring player and the score keeper repeats it. The scorekeeper states the score and you repeat the score back.
- Tell the other official to watch the game when you look away.

7 m penalty throw

- Only stop the clock if the referee indicates
- If they score, update score board

Time outs

- Once the Time Out card is placed on the table by a team, first whistle for the referees, to indicate that a team is requesting a time out and then stop the clock.
- Place the card on the teams side of the table.
- Start the stop-watch, one minute is allowed, after 50 sec, whistle to alert the referees.
- Once play resume remove the Time Out card from view.



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Yellow card/warning

- Only stop the clock if the referee indicates so with three sharp whistles.

Two minute suspension

- Stop the clock on the referee's three whistles and hold your hand up with two fingers raised.
- Enter player number and entry time on the suspension card and place on relevant side of the table.
- Restart the clocks on the referees instructions
- Monitor the time.
- Once time is up, remove card and cross out the suspension card.

Two minutes begins when the referees restart the game. The team may reenter the player once the time is up. They do not need your permission to re-enter. However, watch so they haven't entered too early. Note, in case of an exceptional misconduct the referees may punish a player with 4 min suspension instead of two.

Red Card/Disqualification

Players are disqualified once they get their third 2 min suspension or at the discretion of the referee. The player or official is excluded for the rest of the game. The team plays with one player short for the 2 min suspension, once it's finished they can replace that player. If it is exclusion, the team plays with a player short for the remainder of the game.

- Stop the clock on the three whistles from the referees
- For red card, follow instructions as per 2min suspension, with exemption that the re entering player is not the disqualified player.
- For exclusion, re starts the clock as per the referee's instruction (and the team plays with a player short for the remainder of the game).



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Halftime

- Set the clock for allocated break time (5 minutes for initial games, 10 minutes for finals) and start the clock. Warn referees and teams when it is two minutes left with a sharp whistle.

After the game

- Collect the team official cards and teams Time Out cards
- Assist with the completion of the scoring sheet and sign the match report.
- Reset timing and give next time keeper any instructions regarding the equipment.

NOTE, if any serious expulsions have happened it should be noted in the match report.



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