

### **Time Keeper Instructions**

- Official signals for starting and stopping the clock. Watch the officials carefully for these signals, as the time clock may affect the outcome of the game.



START STOP

- Know how to set the clock, the officials may ask you to set the clock to a certain time during the game.
- Each quarter is 12:00 minutes long for Freshman, JV, and Varsity and is 18:00 minutes (with a continuously running clock) for Instructional games.
- At halftime – reset the clock to 15:00 and start it to count down the halftime period.

### **Announcer Instructions**

- You will receive the rosters of both teams prior to the start of the game. Announce the players prior to the scheduled game start time as the commissioner instructs.
- During the game, announce the key players involved in the play (with help from the spotter). Offense player: ball carrier, receiver, key blocker, punter. Defense player: tackle, interception, fumble recovery, etc.
- At the beginning of the 2<sup>nd</sup> quarter, announce the 50/50 raffle. If the proceeds are going to a specific cause, announce that too.
- During the 3<sup>rd</sup> quarter, draw the 50/50 winner and announce the winnings amount and winning number.

### **Spotter Instructions**

- Use binoculars if they are available.
- For each play, tell the announcer the # of the player carrying the ball, receiving a pass, etc. and the # of the player making the tackle, interception, recovering fumble, etc.

*Our League is Run by Volunteers. Thank You for Volunteering!  
Don't forget to sign in on the clipboard in concessions*