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Girls' Timekeepers:

1. The first rule is that all games start and finish on time.
2. All games are running time. The Clock only stops for time outs or when indicated by the referee for an injury.
3. All penalties are stop time. The penalty clock starts and stops on the whistle. Unexpired penalties will carry over to the next quarter/half. Penalties may be released upon a goal being scored – check with the referee before releasing any penalty.
4. There are 2 minutes between quarters (GK2) and five minutes between halves.
5. Two minute rule. For divisions in which this rule applies (all but U9 games), the game clock will stop and start on the whistle in the last two minutes of the final quarter and any overtime period. For example: if the ball goes out of bounds at the 1:59 mark and the whistle is blown, the clock stops and restarts on the whistle, however, if the ball goes out of bounds at the 2:01 mark and the whistle is blown, the clock continues to run. If the slaughter rule is in effect (Ten goals for girls), the non-winning coach may opt to play running time for the final two minutes of the game.
6. Sudden Victory. If there is overtime, the first goal ends the game. If no goal is scored during the period, the game is a tie.
7. Time Out. Time outs are two minutes.

Division	Game Time	Time Outs	Two Minute Rule Applies	Overtime
G7/8 FC A	25 Minute halves	2 per team Allowed Anytime	2 <sup>nd</sup> Half & Overtime	Two 3 Minute Running Clock sudden victory period, May end in tie. One time out
G7/8 B&C	25 Minute halves	2 per team Allowed Anytime	2 <sup>nd</sup> Half & Overtime	Two 3 Minute Running Clock sudden victory period, May end in tie. One time out
G5/6 A,B &C	25 Minute halves	2 per team Allowed Anytime	2 <sup>nd</sup> Half & Overtime	Two 3 Minute Running Clock sudden victory period, May end in tie. One time out
G34 A,B &C	20 Minute halves	2 per team Allowed Anytime	2 <sup>nd</sup> Half	None
GK2	10 Minute Quarters	2 per team Allowed Anytime	No	None