

Playing time: All players should have the opportunity to play a minimum of half the game.

If a player arrives after halftime, that player should play the rest of the game.

Playing time starts at the sub line.

If the player is pulled back to the bench, the player's time DOES NOT count -- it counts only if the player enters the field or the quarter runs out.

Passers play 10 minutes, Wings 12 minutes, Striker & Kickers play 15 minute quarters

Responsibilities!

- 1) The Time Keepers/Field Supervisors shall record playing time for each player from each team during each quarter of regulation. Both sheets should match.
- 2) Notify coaches of players who have not fulfilled their ½ game playing requirements at (1) half time and (2) the end of the 3rd quarter. **If there is a problem – the coach will go to HQ/Check-in to get a tourney director.** The referees should pause the game at this point.
- 3) IF the game goes to a Penalty Kick Shootout, the Time Keepers/Field Supervisors will verify that the players kick in the order that the players are listed on the Shootout List – working with the referees. Use the back of the Shoot-out lists to keep track.

Directions: (12 minute quarters as the example) Keep a running total!

All players that start the game start with 12 in the top box.

If they come out enter the time that they leave the field. Let's say #8 started the game and came out at the 9 minute mark: example.

#8	in at	12	8
	out at	9	0
	played	3 / 3	8 / 11

The player #10 went in for #8. She got to the sub line at the 10 minute mark so #10 would look like:

#10	in at	10	12
	out at	0	7
	played	10 / 10	5 / 15

So you log the time the players GO IN and when they come out. In 4 quarters these players (12 minutes/quarter) should be at least 24 minutes of playing time.

If a player goes in and out and back in during the same quarter – the log should look like:

#16	in at	12 4	12 3
	out at	8 0	8 0
	played	8	7 / 15

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