



## College Park High School Girls Water Polo

### Game Clock and Shot Clock Instructions

The clock is a very important part of water polo. Games are divided into quarters; league quarters are seven minutes long for varsity and six minutes for JV; often tournaments will have shorter quarters to allow for more games.

There are two clocks running simultaneously during a game: the *game clock* and the *shot clock*. At College Park, one person is responsible for *starting and stopping* the game clock and shot clock and another is responsible for *resetting* the shot clock.

#### Starting and stopping the game clock and shot clock

- The *game clock* counts down the time left in the quarter. The *shot clock* counts down the time the team in possession of the ball has to take a shot on goal. If you are running the game clock you are in charge of starting and stopping *both* clocks simultaneously at the appropriate times based on the action taking place in the game.
  - *You stop the clocks:*
    - When a goal is scored
    - When the ball goes out of bounds
    - When any foul is called
    - When a timeout is called
  - *You start (or restart) the clocks:*
    - At the start of a quarter when the ball is first touched by a player
    - After a goal has been scored when the players are lined up and the referee blows the whistle to restart
    - As soon as the ball is put in play (or the ref lowers his arm) after a foul is called
    - When a penalty throw is taken
  - A general rule of thumb is that the game and shot clocks stop every time the whistle is blown and start up again when the referee lowers his or her arm.

#### Resetting the shot clock

- The *shot clock* counts down the seconds left for the team in possession of the ball to make a shot on goal; if the shot clock expires before a shot is made, a turnover is awarded. In high school, a team has 30 seconds to take a shot.
  - The shot clock is *reset* to 30:
    - When a shot on goal is taken (watch for the potential ensuing turnover)
    - After a major foul (also known as an exclusion or kickout) is called
    - After a turnover
    - When a penalty throw (also known as a five-meter) is awarded
    - When a jump ball is awarded
    - When a corner throw (also known as a two-meter) is awarded
  - Do not reset the shot clock when the game clock is under 30 seconds; instead of a reset, shut the shot clock display off.
  - The shot clock must start and stop in unison with the game clock. At College Park, because we have a non-integrated timing system, the person starting and stopping the game clock should also run the start-stop function of the shot clock (see above).

### **Working the flags**

- Three flags are used in water polo: one white, one dark, and one red. These flags are used to provide information to the referees and benches regarding player exclusions. It is the desk's responsibility to manage the flags, so it sometimes becomes an extra duty of the clock workers.
- If you are working the flags, do the following:
  - When a player receives a kickout, note the time on the game clock (this time is recorded in the scorebook) and mentally subtract 20 seconds from that time.
  - If the player is still out by the time those 20 seconds have run off the clock, raise either the white or dark flag (depending on whether the player is a white or dark cap) to signal that the player may re-enter the game; lower the flag when he or she re-enters.
  - Avoid the temptation to use the shot clock to count off the 20 seconds. If it resets, you're in trouble!
  - If a player receives his or her third kickout, raise the red flag to indicate that the player is no longer eligible to re-enter the game. Keep the flag up until the referee acknowledges it. It is the scorekeeper's responsibility to notify you of a third kickout.

### **A note on running halves**

- In running halves, the game clock keeps running regardless of what's happening in the pool, unless directed otherwise by the referee. However, the shot clock must still start and stop appropriately. Therefore, with running halves, typically the person who would be running the game clock instead starts and stops *just* the shot clock while the other person *resets* the shot clock.
- Occasionally, usually in a very one-sided game, the referee will instruct the timekeepers to start a running clock. This is treated just like a running half.