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| Timekeeper |
| *Role Descriptor* In many sports, the game clock marks the beginning and end of halves (e.g., soccer, field hockey). In other sports the game clock influences play more directly (e.g., basketball; American football). As Timekeeper, you are in charge of a) marking the start of the game/match; b) if time-outs are allowed they should be marked by time; and c) the end of halves and the game. Especially when multiple games are played simultaneously, they typically all should start and end at the same time. |
| *Good Timekeepers . . .*   * Start game clock at the designated start time for halves/games. * IF APPLICABLE (!), stop game clock for time-outs, and the end of a half. * Stop game clock to mark the end of a game/match. * Start and stop the game clock at any time when directed to do so by the teacher. |
| *Your Teacher Will Look For You To . . .*  * Focus on the game’s action. * Know how to use a stopwatch. * Know the rules pertaining to the use and role of the game clock. * Communicate clearly with the other game officials regarding game time remaining. * Keep up-to-date to any changes in rules pertaining to use of the game clock. |

***From Complete Guide to Sport Education (3rd ed.); Siedentop, Hastie,***

***& van der Mars, 2020, Champaign, IL: Human Kinetics.***