DUTIES OF THE 10 SECOND TIMER

There should be two 10 second timers, one for each end of the court. Each timer will select a side (team) to monitor the time under this rule.

The 10 second clock starts upon the first contact that the ball has with a defending player on the court when attempting to block the ball and ends when the player/teammate “releases” the ball when it is thrown to the other team.
If the 10 seconds expires prior to the release of the ball, the timer will signal for a penalty.

Around the perimeter of the court, an additional line, parallel to the sidelines extends out, one and a half meters (1.5) from the sideline.
Anytime a player makes contact with the ball “on the court” the 10 second clock starts. If the ball is blocked out of bounds over the sideline and remains within the sideline and the 1.5 meter line area, the 10-second clock continues to run.
The referee will call “blocked out” and either the referee or the goal judge will retrieve the ball and pass the ball back into play. All during this time the 10-second clock continues to run. If the 10 seconds expires prior to the release of the ball, the timer will signal for a penalty.

Anytime a player makes contact with the ball on the court, the 10 second clock starts. If the ball is blocked out of bounds over the sideline and goes beyond the 1.5 meter line, the referee will call “blocked out” blow his whistle 1-time and call “line out.”
The 10-second clock will STOP at the whistle in addition to the game clock.
When the goal judge retrieves the ball he will pass the ball back into play.
The referee will blow his whistle and call “play.”
At this time, the 10-second clock will resume at the whistle from where it was stopped and the game clock will resume.
If the 10-second clock expires prior to the release of the ball, the timer will signal for a penalty.

Anytime a player makes contact first with the ball outside of the sidelines, the referee will call “out.”
The 10-second clock does not start because the ball was thrown out of bounds.
The ball will be put back into play by the referee or goal judge.
The referee will call “play” and the 10-second clock will start.

Anytime the 10 second clock has started and the referee blows his whistle and calls “official’s time out” for any reason, the 10 second clock stops and will recycle back to zero seconds.
When the “official’s time out” has concluded, the referee or goal judge will put the ball into play.
When the referee blows his whistle and calls “play,” a new 10-second clock will start.
If the 10-second clock expires prior to the release of the ball, the timer will signal for a penalty.
continues to run, unless the referee stops the clock by blowing his whistle. The ball may only be passed into play by the goal judge to the closest player who is on the court if the player is at or near the 1.5 meter line. If the player is not there and the referee signals the goal judge to put the ball into play, then drop the ball at the side line 1.5 metres in front of the goal post closest to the side of the court. The ball cannot be passed to player by the goal judge who has stepped off of the court for whatever reason.

A goal judge may not interfere with a player who is attempting to retrieve a ball along the sideline.

On occasion, the referee may blow his whistle and call for an “official’s time-out” which is different from a “time out.” Whenever an “official’s time-out” is called, the referee will signal to the goal judge if the ball is to be taken by the goal judge off to the sideline. When the “official’s time-out” has concluded, the referee will signal to the goal judge to put the ball back into play by dropping the ball at the side line 1.5 metres in front of the goal post closest to the side of the court.

When a team request a “time out” or a “substitution,” the team may keep possession of the ball.

The proper position and only position for a goal judge is at the side of the net just behind the goal line. Any other position could be unsafe because at times a player may slide out of bounds and the goal judge could become part of the slide or interfere with play.

A goal judge is responsible for keeping the goal nets in their proper position during the game. The goalpost should be as close as possible to the outside corner where the goal line and the side line meet. Players frequently bang into the goal post knocking them out of position.

A goal judge may not give aid of any nature, physical or verbal to a player during the game that may give him an advantage over the other team.

If a player on the court becomes lost and wanders off the court or behind the goal line, do not give him any aid. The referee will determine what action to take.

A goal judge is responsible for mopping up any liquids off the court, but only during an official break in play and at the referee’s request.