

## Role Description: BISFed Timer and Score Keeper

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### 1. Definition and Function

Timers and Score Keepers are appointed to assist the referee in recording the match information. The competition organiser will appoint one Timer and Score Keeper per court. The Timer and Score Keeper is responsible for working with the match referee to fairly and accurately record the match information.

### 2. Timer

**START** the time when referee shows *you* that side's colour.

**STOP** the time when:

- all balls stop moving
- the ball goes out of bounds and no other balls are moving
- the referee stops the ball

Time allocations are as follows:

- at start of Match, Referee will signal for a two-minute warm up
- **one minute maximum between all ends**
- **PENALTY BALL – 1 minute for each penalty ball**
- with one minute left to play, announce, "One Minute" loud enough for the referee to hear. S/he will repeat it to the players.
- at 30 seconds remaining announce, "30 Seconds"
- at 10 seconds remaining announce, "10 Seconds"
- at zero seconds announce, "Time"

Division	Time
BC1 Individual	5 minutes
BC2 Individual	4 minutes
BC3 Individual	6 minutes
BC4 Individual	4 minutes
BC1/BC2 Teams	6 minutes
BC3 Pairs	7 minutes
BC4 Pairs	5 minutes

### 3. Score Keeper

If this is your first time as scorekeeper, when the 1<sup>st</sup> end is over **DO NOTHING** until the referee comes and shows you exactly what to do

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- At completion of end, note scores and times in the proper columns
- Indicate **BNT – Balls Not thrown**
- At completion of Game write in final score
- PRINT winner's name and Number and Country
- sign the score sheet.
- Hand the score sheet to the referee
- Referee will have athletes sign
- Sign it themselves
- Complete the finish time