

2026 MHSAA Soccer Finals at MSU

Game Timing Sheet

Day Clock	Scoreboard	GAME ONE
12:00	55:00	Clock starts, teams can enter field
12:25	30:00	Team photo (in uniform) in front of goal mouth (or earlier, as soon as you enter field)
12:50	5:00	Coin toss (referees, captains, coaches)
12:54	1:00	HORN - teams return to bench area
12:55	0:00	Welcome, national anthem, introduction of players (visitor first), teams take the field
1:00	40:00	Kickoff
HALFTIME		
	10:00	Clock starts when teams have completely left the field (do NOT start right away)
	1:00	HORN
	0:00	Teams take the field, reset clock to 40:00
FIRST OVERTIME		
	5:00	Clock starts when teams return to bench area
	1:00	HORN
	0:00	Teams take the field, reset clock to 10:00
SECOND OVERTIME		
	2:00	Clock starts when teams return to bench area
	1:00	HORN
	0:00	Teams take the field, reset clock to 10:00

Day Clock	Scoreboard	GAME TWO
3:00	55:00	Clock starts, teams can enter field
3:25	30:00	Team photo (in uniform) in front of goal mouth (taken by HWAP)
3:50	5:00	Coin toss (referees, captains, coaches)
3:54	1:00	HORN - teams return to bench area
3:55	0:00	Welcome, national anthem, introduction of players (visitor first), teams take the field
4:00	40:00	Kickoff
HALFTIME / OVERTIMES		
Same as above		

NOTES FOR TIMER

- Start the clock on kickoffs and free kicks when the ball is put into play, NOT when the official blows the whistle.
- Stop the clock when the referee signals to do so: injury, PK, red/yellow card, goal and when otherwise ordered.
- In the last five minutes of the game (and the last five minutes of the second OT period), stop the clock when the leading team substitutes.
- PA Announcer: Count down the last 10 seconds of each period, and announce when there are 2 minutes left in each period