

Time Keeping Responsibilities

Playing Days and Starting Times

SATURDAY FOOTBALL

<u>GRADE</u>	<u>START TIME</u>	<u>MATCH DURATION</u>	<u>TIME ON*</u>
Seniors	2:15 pm	20 Minute Quarters	Plus Time On
Reserves	11:45 am	25 Minute Quarters	No Time On
Thirds	11:00 am	20 Minute Quarters	No Time On
Under 19s	9:30 am	25 Minute Quarters	No Time On

SUNDAY FOOTBALL**

<u>GRADE</u>	<u>START TIME</u>	<u>MATCH DURATION</u>	<u>TIME ON*</u>
Under 18YGs	2:20 pm	17 Minute Quarters	No Time On
Under 17s	2:20 pm	20 Minute Quarters	No Time On
Under 15s	12:30 pm	20 Minute Quarters	No Time On
Under 15YGs	12:30 pm	15 Minute Quarters	No Time On
Under 13s	11:00 am	15 Minute Quarters	No Time On
Under 12YGs	11:00 am	12 Minute Quarters	No Time On
Under 11s	9:45 am	12 Minute Quarters	No Time On
Under 9s	8:30 am	10 Minute Quarters	No Time On

*With the exception of Senior Football none of the above grades play time on. In the event of a stretcher entering the field or a player count called by the umpire, TIME ON shall be effected in all grades. (including juniors).

**Juniors & Thirds please note starting times can vary according to ground availability

Interval Times

¼ Time	3 minutes
½ Time	15 minutes
	10 minutes (Under 15YGs, 13, 12YGs 11 & 9 Grades)
¾ Time	5 minutes

TIMEKEEPER – UNDER 11s

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are four **twelve (12) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to re-start)

The half **time break is ten (10) minutes** (blow a warning siren 3 minutes before the game is due to re-start and when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 12 YG's

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are four **twelve (12) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to re-start)

The half **time break is ten (10) minutes** (blow a warning siren 3 minutes before the game is due to re-start and when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 13s

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are four **fifteen (15) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to re-start)

The **half time break is ten (10) minutes** (blow a warning siren 3 minutes before the game is due to re-start and when the umpires enter the field holding the ball up)

The three **quarter time break is five (5) minutes** (blow siren 2 minutes before play is due to re-start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought to the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 15s

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four twenty (20) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren when there are 2 minutes before play is due to start)

The half **time break is fifteen (15) minutes** (blow a warning siren 3 minutes before the game is due to start and when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow the siren two minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 15 YG's

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four fifteen (15) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren when there are 2 minutes before play is due to start)

The half **time break is ten (10) minutes** (blow a warning siren 3 minutes before the game is due to start and when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow the siren two minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 17s

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four twenty (20) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to start)

The **half time break is fifteen (15) minutes** (blow a warning siren 5 minutes before play is due to start as well as when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow a warning siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 18 YG's

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four seventeen (17) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to start)

The **half time break is fifteen (15) minutes** (blow a warning siren 5 minutes before play is due to start as well as when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow a warning siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in all junior games is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

TIMEKEEPER – UNDER 19.5s

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four twenty five (25) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to start)

The **half time break is fifteen (15) minutes** (blow a warning siren 5 minutes before play is due to start as well as when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow a warning siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

Game must be completed by 11:53am.

TIMEKEEPER – RESERVES

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are **four twenty five (25) minute quarters** with a break between each quarter.

The **quarter time break is three (3) minutes** (blow a warning siren 2 minutes before play is due to start)

The **half time break is fifteen (15) minutes** (blow a warning siren 5 minutes before play is due to start as well as when the umpires enter the field holding the ball up)

The **three quarter time break is five (5) minutes** (blow a warning siren 2 minutes before play is due to start)

At the end of each quarter keep blowing the siren until the umpire raises both hands in the air. **The quarter does not end until the umpire raises both hands.**

Time on in the Reserve Grade is only added if a stretcher is brought onto the field or if the umpire calls for a player count. DO NOT BLOW THE SIREN

Note: When the 3rd quarter of a Reserves Match is set to commence beyond 1:05pm the timekeepers of the match must alter the duration of the final two quarters. The timekeepers shall reduce the Reserves 3rd and 4th quarters by equal time, ensuring that the match finishes before 2:03pm, timekeepers must consider a 5 minute $\frac{3}{4}$ time break when reducing the quarters.

TIMEKEEPER – SENIORS

Start of the Game: Blow siren when umpires enter field, 3 minutes before the game is due to start and when the umpire holds the ball up at the centre to start the game.

There are four **twenty minute (20) quarters** with a break between each quarter. Plus time on. (See below)

The **quarter time break is three (3) minutes** (below a warning siren 2 minutes before play is due to start)

The **half time break is fifteen (15) minute** (below a warning siren 5 minutes before play is due to start as well as when the umpire enter the field holding the ball up).

The **three quarter time break is five (5) minutes** (blow a warning siren 2 minutes before play is due to start)

The quarter does not end until the umpire raises both hands above his head. Keep blowing the siren until the umpire raises both hands above his heads.

TIME ON

Time on in the EDFL is added in the same way as it is in the AFL. That is when the umpire raises one arm above his head and blows his whistle. It is signalled off in the same way;

The Timekeepers shall also stop the clock which is used for the timing of a Match when:

- (b) the goal Umpire signals that a Goal has been scored;*
- (c) the goal Umpire signals that a Behind has been scored; or*
- d) the boundary Umpire signals that the football is Out of Bounds or Out of Bounds on the Full; or*
- (e) the field Umpire crosses their arms to indicate they are going to throw the football up.*

Finals:

In the event of a tie in a finals match, extra time will be played comprising of two (2) five (5) minute halves at each end. "Time on" will only be allowed in matches where "time on" is normally recorded. This extra time procedure will be repeated until a result is obtained. Coaches are not to address the Affiliated Clubs at any change of ends or half time in extra time.

Other Points of Note:

8.2 Timekeepers shall keep the correct time and record the starting and finishing of each quarter on cards provided by the League, and ring or sound a device at the conclusion of each quarter.

8.3 The duration of a break in play shall be set by the Board of Management, and timekeepers shall record the length of each break on cards provided by the League.

8.4 The timekeepers shall record the scores at the conclusion of each quarter on cards provided by the League, and check the same between quarters and at the conclusion of the match. These cards must be signed by both timekeepers at the conclusion of the match.

8.5 Timekeepers must remain together during the whole of the match. Time on must be recorded by the timekeeper provided by the home club with a time clock or watch.