

Timekeepers' Report/Scorecard

Date: _____		Grade: _____		Home Team: _____			Visitors: _____							
1st QUARTER		TIME		3rd QUARTER		TIME		Goals	Behinds	Points	Goals	Behinds	Points	
Home team enters field				Home team enters field				1 st Qtr			1 st Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
2nd QUARTER		TIME		4th QUARTER		TIME		2 nd Qtr			2 nd Qtr			
Home team enters field				Home team enters field				3 rd Qtr			3 rd Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
.....							4 Qtr			4 Qtr			
Timekeeper				Club				Total			Total			
.....													
Timekeeper				Club										
Date: _____		Grade: _____		Home Team: _____			Visitors: _____							
1st QUARTER		TIME		3rd QUARTER		TIME		Goals	Behinds	Points	Goals	Behinds	Points	
Home team enters field				Home team enters field				1 st Qtr			1 st Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
2nd QUARTER		TIME		4th QUARTER		TIME		2 nd Qtr			2 nd Qtr			
Home team enters field				Home team enters field				3 rd Qtr			3 rd Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
.....							4 Qtr			4 Qtr			
Timekeeper				Club				Total			Total			
.....													
Timekeeper				Club										
Date: _____		Grade: _____		Home Team: _____			Visitors: _____							
1st QUARTER		TIME		3rd QUARTER		TIME		Goals	Behinds	Points	Goals	Behinds	Points	
Home team enters field				Home team enters field				1 st Qtr			1 st Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
2nd QUARTER		TIME		4th QUARTER		TIME		2 nd Qtr			2 nd Qtr			
Home team enters field				Home team enters field				3 rd Qtr			3 rd Qtr			
Visitors team enters field				Visitors team enters field										
Start				Start										
Finish				Finish										
Time off min sec				Time off min sec										
.....							4 Qtr			4 Qtr			
Timekeeper				Club				Total			Total			
.....													
Timekeeper				Club										

Timekeepers' Guidelines

SPECIAL INSTRUCTIONS

- This card is to be completed in order of game being played, i.e. first game played on top.
- Same card to be used for all games. At the conclusion of the LAST GAME played on the day, the card is to be handed to the umpires.
- This card does not have to be completed for under 9s and under 10s.

STARTING TIMES			LENGTH OF QUARTERS
SENIORS	Warning Siren	2.07 pm	SENIORS 20 minute quarters plus time on in all quarters
	Start	2.10 pm	
RESERVES	Warning Siren	11.52 am	RESERVES, UNDER 19s 20 minute quarters plus time on in 3 rd and 4 th quarters only
	Start	11.55 am	
UNDER 19s	Finish - COMPULSORY	2.05 pm	VETS 20 minute quarters plus time on in 3 rd and 4 th quarters in FINALS MATCHES ONLY
	Warning Siren	9.35 am	
	Start	9.40 am	
VETS	Warning Siren	2.25 pm	Under 15/17s 20 minute quarters NO TIME ON
	Start	2.30 pm	
UNDER15/17s	Warning Siren	2.25 pm	Under 13/14s 20 minute quarters NO TIME ON
	Start	2.30 pm	
UNDER 13/14s	Warning Siren	12.25 pm	UNDER 11/12s 15 minute quarters NO TIME ON
	Start	12.30 pm	
	Finish - COMPULSORY	2.23 pm	
UNDER 11/12s	Warning Siren	10.50 am	UNDER 9/10s 12 minute quarters NO TIME ON
	Start	10.55 am	
	Finish - COMPULSORY	12.23 pm	
UNDER 9/10s	Warning Siren	9.25 am	
	Start	9.30 am	
	Finish - COMPULSORY	10.48 am	
DUTIES OF THE TIMEKEEPER			WHEN TO SOUND THE SIREN
<p>A. To complete the card in order of game being played e.g. Saturdays, under 19, reserve grade, senior grade</p> <p>B. To keep a record of each quarter, fill in the timecard and lodge with the field umpire at the conclusion of the last game played on the day.</p> <p>C. To keep a record of scores for use by the controlling body in the event of the goal umpires cards not agreeing.</p> <p>D. To sound a bell or siren at the start and finish of each quarter.</p> <p>WHEN TO ADD TIME ON Timekeepers shall add "time on" as follows:</p> <ul style="list-style-type: none"> • When directed by the field umpire when there is any undue delay in play • When the goal umpire signals that a goal has been scored • When the goal umpire signals that a behind has been scored • When a boundary umpire signals that the ball is out of bounds 			<p>A. As indicated above: the warning siren is to alert players to enter the ground</p> <p>B. When the umpires enter the ground prior to the commencement holding the ball in the air and walking towards the centre of the ground</p> <p>C. QUARTER TIME & THREE QUARTER TIME INTERVALS – Three (3) minutes after the end of the first quarter to indicate that the teams are to resume playing positions. Five (5) minutes start.</p> <p>D. HALF TIME INTERVAL – In seniors, reserves & under 18s. Twelve (12) minutes after the end of the second quarter. When the umpires return to the field. Fifteen (15) minutes start In the under 9/10/11/12/13/14/15/16s. Eight (8) minutes after the end of the second quarter. When the umpires return to the field. Ten (10) minutes start</p>
<p>Timekeepers shall stop adding time on when instructed by the field umpire, when the ball is bounced in the centre after a goal, kicked in after a behind has been scored, thrown in by the boundary umpire, returned to play by the player, or when the ball is obviously in play.</p> <p>Timekeepers shall keep sounding the siren vigorously at the close of each quarter until any officiating umpire notifies them by blowing his whistle and holding up two hands that he has heard the siren.</p> <p>NOTES:</p> <ul style="list-style-type: none"> • Prior to the commencement of the match and during the half time interval, if both teams have not entered the field within one minute of the umpires entrance, the siren should be sounded at one minute intervals. • It is essential that each game finishes at the compulsory finish time as highlighted above. Once these times have been reached, the siren will be rung regardless of the state of play. • Once it becomes apparent that the compulsory finish time may be imposed, timekeepers may reduce the length of the 3, 2 and or : time breaks to ensure equal time periods are played. Once the compulsory finish time it reached, the siren will be rung regardless of the state of play. 			

**ONLY ONE TIMEKEEPERS CARD IS TO BE USED FOR ALL GAMES ON EACH MATCH DAY
TO BE SUPPLIED BY HOME CLUB**