



Timekeeper Instructions

Season 2019

SOUNDING THE SIREN

Each blast on the siren should last for at least TWO seconds.

Sounding the siren to commence or recommence the game:

- FIVE minutes prior to the scheduled starting time, and/or when the umpires enter the ground, the siren should be sounded ONCE (This is only relevant before the first and third quarters).
- TWO minutes prior to the scheduled starting time, the siren should be sounded TWICE
- ONE minute prior to the schedule starting time, the siren should be sounded ONCE
- To commence or recommence the game, the siren should be sounded ONCE when the umpire raises the ball in the air

Sounding the siren to end any quarter:

- The siren should be continually sounded until a central umpire (or emergency umpire) indicated that he/she has heard it by raising two arms in the air

GAME DURATION – UNDER 18'S

Game commences no later than 10:40am (except Grand Final which commences no later than 10:30am)

4 x **20 minute** quarters – NO time on

Stop the clock when there is an obvious break in play

If there is a break in play due to a serious injury or a lost ball, etc. then the time keepers should use their discretion when stopping and re-starting the clock.

Maximum scheduled breaks:

5 minutes; 15 minutes; 5 minutes

GAME DURATION – RESERVES

Game commences no later than 12:30pm (including Grand Final)

4 x **20 minute** quarters – NO time on

Stop the clock when there is an obvious break in play.

If there is a break in play due to a serious injury or a lost ball, etc. then the time keepers should use their discretion when stopping and re-starting the clock.

Maximum scheduled breaks:

5 minutes; 15 minutes; 5 minutes

GAME DURATION – SENIORS

Game commences no later than 2:15pm (except Grand Final which commences no later than 2:30pm)

4 x **20 minute** quarters – WITH time on

Stop the clock when:

- Directed to do so by the Central Umpire by the action of raising one arm above his or her head and blowing the whistle
- The Goal Umpire indicates with two hands that a goal has been scored
- The Goal Umpire indicates with one hand that a behind has been scored.
- The Boundary Umpire signals that the football is out of bounds or out of bounds on the full
- The Central Umpire crosses his or her arms indicating a ball up is to take place
- There is an obvious break in play

Restart the clock when:

- Directed to do so by the Central Umpire by the action of raising one arm above his or her head and blowing the whistle
- The football has been brought back into play after a behind has been scored
- The ball is thrown back into play by the boundary umpire, or, if the ball was out of bounds on the full, brought back into play by a player
- The football is bounced or thrown up by the Central Umpire
- The ball is obviously back in play

Maximum scheduled breaks

6 minutes; 20 minutes; 6 minutes

STRETCHER BROUGHT ONTO THE GROUND

When a stretcher is called onto the ground the Central Umpire will stop the game and the player will leave by the shortest route available and then be taken to the team's change room (ie – he does not have to exit the field through the interchange area)

However, his replacement must enter the playing field via the interchange area.

A player for whom a stretcher was called must not resume playing for a period of 20 minutes after he was left the playing field (this does not include the intervals between quarters).

After the 20 minute period, the player can be interchanged according to the usual interchange rules.

If a stretcher is called onto the playing arena but the player elects to walk off then the same regulations outlined above still apply (except that he may go straight to the interchange bench and not necessarily directly to the team's change rooms).

REGULATIONS

in relation to a draw in any football finals game (including Grand Final)

In the event of a drawn game during the football finals series, extra time shall be played to achieve a result. Such “extra time” shall be played in accordance with the following rules:

- In the event of scores being level at the elapsed time, the timekeepers are instructed to sound the siren.
- The Field Umpires shall then:

ALL GRADES

Direct the goal umpires to consult each other as to the correct scores and advise the Captains to instruct their respective teams to stay in position.

SENIORS

On receiving confirmation that the scores are level, Field Umpires will instruct both Captains that the match shall recommence with the teams kicking to the same end as in the final quarter and that two five-minute periods with time on shall be played, with teams exchanging ends after the first five-minute period immediately the siren sounds.

If scores are still level, then another two five-minute halves with time on shall be played, with teams exchanging ends after the first five-minute period immediately the siren sounds.

If scores are still level, then the teams will toss for the end to which to kick and then the team who scores first will be the winner.

RESERVES & UNDER 18's

On receiving confirmation that the scores are level, Field Umpires will instruct both Captains that the match shall recommence with the teams kicking to the same end as in the final quarter and that two five-minute periods (NO TIME ON) shall be played, with teams exchanging ends after the first five-minute period immediately the siren sounds.

If scores are still level, then another two five-minute halves (NO TIME ON) shall be played, with teams exchanging ends after the first five-minute period, immediately the siren sounds.

If scores are still level, then the teams will toss for the end to which to kick and then the team who scores first will be the winner.

ALL GRADES

Coaches are not to address players after the three-quarter time interval.

OTHER DUTIES

- Apart from completing the time card as required, the time keepers must also complete the details on the Time Keepers' report card when any player is sent off under AFL Vic Country rule 10.0
- A player sent off under a **YELLOW** card cannot be replaced, but is **allowed to return** to the game **after 15 minutes** of actual playing time
- A player sent off under a **RED** card cannot return to the playing field but **can be replaced after 20 minutes** of actual playing time
- For the FINALS SERIES, the Time Keepers are also required to keep the official score on the supplied time keepers' card.