



Ainslie Junior Football



Supporting your Child's Team – Parent Roles

Fact Sheet 3 – Time Keeper

This Fact Sheet sets out important information that you will need to know if you are performing the role of **Time Keeper** for your child's team. If you have any questions please speak to your Team Manager in the first instance.

Role

Your role as Time Keeper is to maintain accurate timing of all play and all breaks in play during the game. You will also have certain responsibilities in the event that a player is ordered off the field (see *Order Off Rule* below).

You will do this by using a siren/hooter to signal the start and end of play each quarter in accordance with specified times, which you will monitor with the aid of a stopwatch, and other times to mark certain points of the game (see *Sounding the Siren* below). Ideally, you will set up in a position near the interchange area and be visible to the Field Umpire when commencing/ending play – the Field Umpires need to see you at these times.

Equipment

Before the game starts the Team Manager will provide you with a stopwatch and a siren/hooter. You will be responsible for operating the siren/hooter, including ensuring that it has sufficient air to operate effectively during the game. A pump is provided for this purpose. If for some reason the siren/hooter fails to work at any point during the game you will need to call time sufficiently loudly to attract the Field Umpire's attention.

If you have not received your Time Keeper equipment before the start of the game please speak to the Team Manager.

Length of Quarters and Breaks in Play

Games durations and break times are listed at end of this document.

Starting the Clock

The Timekeeper shall commence the clock used for the timing of each quarter when the football is bounced or thrown up by the Field Umpire.

Sounding the Siren

Your role is to sound the siren:

- prior to the game (as a warning)
- at the start of each quarter (when the Field Umpire holds the ball in the air); and
- to signal the end of each quarter (siren sounds until a Field Umpire acknowledges the siren has been heard)

in accordance with the times and number of occasions detailed below:

QUARTER	WHEN TO SOUND SIREN	NO. OF SIREN SOUNDS
Prior to Start	As Field Umpires enter the playing field prior to the start of the game	once
	Five minutes prior to the scheduled starting time (if there is time)	once
	Two minutes prior to the scheduled starting time	twice
	One minute prior to the scheduled starting time	once
First Quarter	Start of Match	once
	QUARTER TIME Interval	once – till acknowledged
¼ time	2 minute before resumption of next quarter	twice
	1 minute before resumption of next quarter	once
Second Quarter	Start of Quarter	once
	HALF TIME Interval	once – till acknowledged
	As umpires enter the playing field prior to the start after half-time	once
Half time	5 minutes before resumption of next quarter (if there is time)	once
	2 minute before resumption of next quarter	twice
	1 minute before resumption of next quarter	once
Third Quarter	Start of Quarter	once
	THREE QUARTER TIME Interval	once – till acknowledged
¾ time	2 minute before resumption of next quarter	twice
	1 minute before resumption of next quarter	once
Fourth Quarter	Start of Quarter	once
	FULL TIME – end of game	once – till acknowledged

Order Off Rule

From time to time a Field Umpire may order a player off the field. When this happens the Umpire will show the appropriate yellow or red card to the Time Keeper.

If this should occur during your game you are required to record the time that the player who is ordered off the field leaves the field. You will be the sole judge as to when such players may resume playing, or be replaced (whichever is applicable), per the times stated below. It is the offending player's club's responsibility to obtain the all clear from you for such players to resume playing.

Yellow Card

A player who is reported by a Field Umpire/s for a breach of the Laws of the Game shall be ordered from the field **for a period of fifteen (15) minutes**. In this instance an Umpire will hold up a yellow card.

A player ordered off with a yellow card is required to leave the playing area immediately through the interchange area. The offending player's club is responsible for obtaining the all clear from the Time Keeper for such player to resume playing.

For the purposes of this rule, a yellow card will result in the player concerned remaining off the field for a flat period of fifteen minutes, excluding breaks between quarters eg a player sent off five minutes before half time would be permitted to resume playing ten minutes after the third quarter commenced. All players who are ordered from the field with a yellow card CAN be replaced immediately – but themselves must remain off the field for the 15 minutes.

Red Card

A player who is reported by a Field Umpire/s for a breach of the Laws of the Game twice in the same match for separate incidents, or who is reported for a serious breach, shall be ordered from the field for the **remainder of the match**. In this instance an umpire will hold up a red card.

A player ordered off with a red card is required to leave the playing area immediately through the interchange area. The offending player is not permitted to sit on the bench, or enter the playing arena at any time (including breaks) for the remainder of the match.

All players who are ordered from the field with a red card can be **replaced after a period of fifteen (15) minutes** has elapsed. The offending player's club is responsible for obtaining the all clear from the Time Keeper for the replacement player to resume playing.

For the purposes of this rule, a red card will result in the player concerned remaining off the field, and his replacement allowed onto the field after a flat period of fifteen minutes, excluding breaks between quarters eg a player sent off five minutes before half time would be permitted to be replaced ten minutes after the third quarter commenced.

All players who are ordered from the field with a red card CANNOT return to the game and CANNOT be replaced for a flat period of fifteen (15) minutes, excluding breaks between quarters.

Finals Football

Each team is required to supply a Time Keeper for finals football.

Drawn Finals

Extra Time of 10 minutes (2 x 5 minute periods) will be provided if a finals match is drawn.

Teams will not change ends for the first period of Extra Time - they will run the same way they did in the final quarter of normal time.

In the event of a drawn final and Extra Time being provided, your role is to sound the siren:

- at the start of Extra Time – once
- at the end of the first period of Extra Time – once till acknowledged

Teams will then change ends and you will sound the siren:

- at the start of the second period of Extra Time – once
- at the end of the second period of Extra Time – once till acknowledged

If scores are equal after the second period of extra time, play will resume until the first score. Teams will not change ends - they will run the same way they did in the second period of Extra Time. You will sound the siren:

- at the start of the additional Extra Time – once

Length of Quarters and Quarter Breaks

Mixed

Under 8's

3 x 15 minute thirds

Breaks 5 minutes between thirds

Under 9's

3 x 15 minute thirds

Breaks 5 minutes between thirds

Under 10's

3 x 15 minute thirds

Breaks 5 minutes between thirds

Under 11's

4 x 15 minute quarters

Breaks 3-8-3 minutes

Under 12's

4 x 15 minute quarters

Breaks 3-8-3 minutes

Under 13's

4 x 15 minute quarters

Breaks 3-8-3 minutes

Under 14

4 x 17 minute quarters

Breaks 4-8-4 minutes

Boys Only

Under 15's

4 x 20 minute quarters

4-10-4 minutes

Under 16's

4 x 20 minute quarters

4-10-4 minutes

Under 17's

4 x 20 minute quarters

4-10-4 minutes

Girls Only

Girls Under 10's

3 x 15 minute thirds

5 minutes between thirds

Girls Under 12's

4 x 15 minute quarters

3-8-3 minutes

Youth Girls Under 15's

4 x 15 minute quarters

3-8-3 minutes

Youth Girls Under 18's

4 x 17 minute quarters

4-8-4 minutes