

Strathmore Football Club

TIMEKEEPERS GUIDE (JUNIORS)



QUARTER LENGTHS:

GRADE	QUARTER DURATION
Under 16 Boys	20 Minutes
Under 16 Girls	15 Minutes
Under 14 Mixed & Girls	15 Minutes
Under 12 Mixed	15 Minutes
Under 12 Girls	12 Minutes
Under 10 Mixed & Girls	12 Minutes
Under 8's	10 Minutes

BREAK LENGTHS:

Quarter Time	5 Minutes
Half Time	10 Minutes (5 Minutes for Under 8's)
Three-Quarter Time	5 Minutes

IMPORTANT GAME NOTES:

There is NO time on in junior football.

The clock only stops if:

- a stretcher is on the ground, or
- the umpire requests the clock stop for a player count

WHEN TO SOUND THE SIREN:

Start of the Game:

- ✧ Warning siren 3 minutes before start time
- ✧ Siren when umpires enter the ground
- ✧ Siren again when the umpire holds the ball up in the centre to start the game

Quarter Time Break:

- ✧ Warning siren 2 minutes before play restarts

Half Time Break:

- ✧ Warning siren 5 minutes before play restarts
- ✧ Siren when umpires enter the ground holding the ball

Three-Quarter Time Break:

- ✧ Warning siren 2 minutes before play restarts

End of Every Quarter:

- ✧ Keep sounding the siren until the umpire raises BOTH arms in the air. The quarter does not finish until the umpire signals

SCOREBOARD ATTENDANT RESPONSIBILITIES

- Host club provides and operates the siren
- Host club must keep the scoreboard accurate at all times
- Must be at least 12 years old, or approved by the field umpire

TIMEKEEPER RESPONSIBILITIES

The timekeeper must:

- Keep time for each quarter using an electronic clock
- Record start time and length of each quarter
- Record the score at the end of each quarter
- Sound the siren at the correct times
- Stop the clock only when a stretcher is on the ground, or the umpire requests a player count

TIMEKEEPER SCORECARD

- Home team submits the completed scorecard to the Team Manager after the game
- Away team is encouraged to keep their own card to cross check scores each quarter
- All sections of the scorecard must be completed

ORDER OFF RULES – BLUE, YELLOW & RED CARD

- Card details are to be recorded at the bottom of the scorecard
- Record player name if known, jumper number, and time carded
- If the player returns, record the time they re-enter the field
- The Timekeeper shall determine when the 15 minute playing time period has elapsed. The 15 minute penalty is playing time only and does not include breaks.

CARD	OFFENCE	SANCTION
Blue Card	No Report	15 MINUTES PLAYING TIME
Yellow Card	Minor Reportable	15 MINUTES PLAYING TIME
Red Card	Major Reportable	CANNOT RETURN TO PLAY

END OF GAME PROCESS

- At the completion of each game, Timekeepers from each club must sign the Scoresheet and provide to the Home Team's Team Manager for umpire submission.