

# SFNL TIMEKEEPER INSTRUCTIONS

## Official Timekeeper Duties

1. Each Timekeeper appointed for a Match shall:
2. Remain in the designated Timekeepers box during the Match;
3. Check that the siren and all clocks are in operating order and ensure there is an emergency siren on hand in case of a power failure;
4. Each Club must provide a suitable clock that is to be synchronised with the other Club's timekeeper at the commencement of each match;
5. Synchronise their clock with the other appointed Timekeepers clock at the commencement of each match;
6. Complete the required information on the official Timekeeper card with a biro or non-water based felt tip pen;
7. Keep time for each quarter of the Match;
8. Record on the official timecard the time taken to play each quarter (including start and finishing times);
9. Record the Goals and Behinds scored by each Team during a Match;
10. Check the scores on the official timecard at the end of each quarter and at the end of the match;
11. Sound the siren in accordance with the procedures contained in these instructions and the Football Competition Regulations;
12. Record the card colour, the playing number and club of any Player ordered from the field (such information to be confirmed by the team Runner). The Timekeeper is to record this information on the back of the official timecard;
13. If a head count is called, make note of the time and the scores at the time it is called on the timecard. Do not delete any scores from the timecard and continue as per normal;
14. Upon completion of the match, check all details are correct and sign the timecard;
15. Lodge the completed cards with the Home Club Team Manager or Ground Manager on duty.

## Home and Away Matches – Duration of Quarters and Breaks

Grade	Each quarter duration	¼ time break	½ time break	¾ time break
Seniors	20 mins plus time-on	5 mins	15 mins	5 mins
Reserves	20 mins straight (no time on)	5 mins	15 mins	5 mins
Under 19's	20 mins straight (no time on)	5 mins	15 mins	5 mins
Thirds	18 mins straight (no time on)	5 mins	15 mins	5 mins
Women's	18 mins straight (no time on)	5 mins	15 mins	5 mins

There is no time on for Reserves, U19's, Thirds or Women's during the Home and Away season unless directed by the controlling Field Umpire for an excessive stoppage.

As per Football Competition Regulation 17.4, if early matches (prior to Seniors) are running behind time at half-time, the last two (2) quarters are to be shortened accordingly to allow the matches to finish on time. To be instructed by the controlling Field Umpire only.

## Siren Warnings

Matches shall start at the times decided by the League.

Matches shall be played in accordance with the time intervals set out by the League in these regulations.

Start of Match	Number of Occasions
When the Umpires enter the playing field prior to the start of the match the siren shall sound until the Umpire signals recognition of the siren	1
A warning siren must be sounded five (5) minutes prior to the official start time (only if the Umpires have not entered the playing arena)	1
If both teams have not entered the playing field within five (5) minutes of the commencement of the match, the Timekeeper shall give three (3) short siren warnings.	3
A warning siren must be made two (2) minutes prior to the scheduled start of the match	1
Scheduled starting time (start of Match)	1
When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head	1
<b>Start of Second Quarter</b>	
A warning siren must be made two (2) minutes prior to the scheduled start of the second quarter	1
Scheduled starting time (start of quarter)	1
When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head	1
<b>Start of Third Quarter</b>	
When the Umpires enter the playing field prior to the start of the third quarter the siren shall sound until the Umpire signals recognition of the siren	1
A warning siren must be made five (5) minutes prior to the scheduled start of the third quarter (providing the Umpires have not entered the playing arena)	1
If both teams have not entered the playing field within five (5) minutes of the commencement of the match, the Timekeeper shall give three (3) short siren warnings.	3
A warning siren must be made two (2) minutes prior to the scheduled start of the third quarter	1
Scheduled starting time (start of quarter)	1
When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head	1
<b>Start of Final Quarter</b>	
A warning siren must be made two (2) minutes prior to the scheduled start of the fourth quarter	1
Scheduled starting time (start of quarter) Once	1
When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head	1

### **Application of 'Time On'**

The field Umpire indicates 'time on' by blowing the whistle with raised arms. The timekeeper then stops the time clock. When the field Umpire blows his whistle once again, and raises his arm, then the time clock should be re-started.

#### ***After a 'point' is scored the time clock is stopped.***

The goal Umpire signals the score [by waving one flag]; the time clock is re-started once the player who intends kicking the ball out has the ball in his hands and steps into the Goal square.

#### ***After a 'goal' is scored the time clock is stopped.***

The goal Umpire signals the score [by waving two flags]; the time clock is re-started once the football leaves the hands of the field Umpire by either a bounce or throw-up in the centre square.

### **Out of Bounds**

If the Field Umpire fails to signal "Time On" when the ball goes out of bounds the clock is to be stopped when the signal is given by the Boundary Umpire and restarted when the ball is thrown into play.

### **Order Off Rule**

**YELLOW CARD** - Player ordered from the field and must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately.

**RED CARD** - Player ordered from the field must remain off the playing arena for the remainder of the match but can be replaced by another Player after fifteen (15) minutes actual playing time has elapsed.

The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers.

Indication that the penalty playing time has ended will be given by the waving of a single flag from the Timekeeper Box:

- a) black flag will be displayed for the offending player from the home team; or
- b) white flag will be displayed for the offending player from the away team.

### **Head Count**

Where a Team has more than the permitted number of players on the Playing Surface, the following shall apply:

- a) The score for the team that infringes will revert to their score at the last break (i.e. if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero).
- b) Play would then resume where it was suspended originally.