



AFL SYDNEY TIMEKEEPERS' REPORT

Match vs at

Competition..... Date:/...../.....

TIME KEEPING

1 st Quarter	Time	3 rd Quarter	Time
START	START
FINISH	FINISH
Time Off:min.....sec	Time Off:min.....sec
2 nd Quarter	Time	4 th Quarter	Time
START	START
FINISH	FINISH
Time Off:min.....sec	Time Off:min.....sec

MATCH SCORECARD

Club:				Club:			
Quarter	Goals	Behinds	Total	Quarter	Goals	Behinds	Total
1st				1st			
2nd				2nd			
3rd				3rd			
4th				4th			
Total				Total			

SEND OFFS

Club:				Club:			
Player (No)	Card Colour	Time Off	Time On	Player (No)	Card Colour	Time Off	Time On

ADDITIONAL COMMENTS:

.....

TIMEKEEPERS' SIGNATURES

Signature:.....	Signature:.....
Club:	Club:

TIMEKEEPING GUIDELINES

MATCH DURATIONS

The duration of quarters for all home and away matches will be as follows:

- Premier Division twenty (20) minutes plus time on
- Premier Division Reserves twenty two (22) minutes (no time on)
- Platinum Division twenty two (22) minutes (no time on)
- Platinum Division Reserves twenty (20) minutes (no time on)
- Men's Division One twenty (20) minutes (no time on)
- Men's Division Two eighteen (18) minutes (no time on)
- Men's Division Three eighteen (18) minutes (no time on)
- Women's Premier Division eighteen (18) minutes (no time on)
- Women's Division One eighteen (18) minutes (no time on)
- Women's Division Two eighteen (18) minutes (no time on)
- Under 19's Division One twenty (20) minutes (no time on)
- Under 19's Division Two eighteen (18) minutes (no time on)

Times for quarter, half and three-quarter time breaks are as follows:

- *Premier Division*
 - Quarter Time *Shall not exceed five (5) minutes*
 - Half Time *Shall not exceed fifteen (15) minutes*
 - Three Quarter Time *Shall not exceed five (5) minutes*
- *Platinum Division, Platinum Reserves, Premier Division Reserves, Men's Division One and U19 Division 1*
 - Quarter Time *Shall not exceed five (5) minutes*
 - Half Time *Shall not exceed fifteen (12) minutes*
 - Three Quarter Time *Shall not exceed five (5) minutes*
- *All Other Competitions*
 - Quarter Time *Shall not exceed five (5) minutes*
 - Half Time *Shall not exceed fifteen (10) minutes*
 - Three Quarter Time *Shall not exceed five (5) minutes*

WARNING SIRENS

Timekeepers are to sound the siren as an indicator to players and officials as follows:

- As umpires enter the playing field prior to the start of the game and start of the third quarter Once
- Five minutes prior to scheduled starting time of the match and third quarter Once
- Two minutes prior to scheduled starting time of all quarters Twice
- One minute prior to scheduled starting time of all quarters Once
- Scheduled starting time of all quarters Once

TIME ON

In competition where time on is applicable:

The Timekeepers shall stop the clock which is used for timing when:

- directed to do so by a field umpire by blowing the whistle and raising one arm above his or her head.
- the goal umpire first signals that a goal has been scored
- the goal umpire first signals a behind has been scored
- the field umpire crosses their arms to indicate they are going to throw the football up

The Timekeepers shall recommence the clock when:

- directed to do so by a field umpire by blowing the whistle and raising one arm above his or her head.
- the football is bounced or thrown up by the field umpire
- the football is brought back into play after a behind has been scored.
- the football is obviously in play

In competitions where time on is not applicable:

The clock is only stopped when the field umpire signals the blood rule or when the field umpire stops the game after the stretcher has been taken onto the field. If a stretcher is taken onto the field, the player concerned CAN NOT take the field again until 20 minutes (excluding breaks) has elapsed from the player leaving the field.

RECORDING OF SEND OFFS

When a player is sent from the field timekeepers are required to:

- Acknowledge the send off by showing the appropriate yellow or red card to the umpire;
- Record details of the send off (i.e player no, card colour, time of send off);
- All send offs are for a flat period of fifteen (15) minutes, excluding breaks;
- Players who receive a yellow card can be replaced immediately;
- Players who receive a red card can take NO further part in the game, but can be replaced after a flat period of fifteen (15) minutes, excluding breaks has elapsed
- Timekeepers are the sole judges for when players sent from the ground can return or be replaced, whichever is applicable;
- It is the offending players club's responsibility to obtain the all clear from the timekeepers for such players to resume playing.