

Appendix 3.0

Match day schedule for Time-Keepers

The match day timekeeper has the responsibility to ensure all games are kept to allotted times. Quarters and matches must start and finish at scheduled times. No quarters or intervals shall be allowed to over-run their allocated times. No 'time-on' applies to W&DJFL games. All scorecards must be lodged with the home club Secretary after match completion.

Under 10's Match time to commence at precisely **8:30 am**.
1st siren to sound at **8:20 am** indicating teams must be ready to enter the playing arena.
2nd siren to sound at **8:25 am** indicating players must take their positions.
3rd siren to sound at **8:30 am** precisely to indicate match commencement.
Match will consist of Four (4) x 10 minute quarters

Intervals

Quarter time..... 2 Minute break
Half time..... 5 Minute break
Three Quarter time 3 Minute break

Under 12's Match time to commence at precisely **9:30 am**.
Quarters to consist of 4 x 12 minutes duration with no time on.
Intervals
Quarter time..... 2 Minute break (Warning siren at half way of breaks)
Half time..... 5 Minute break
Three Quarter time 3 Minute break

Under 14's Match time to commence at precisely **10:30 am**.
Quarters to consist of 4 x 15 minutes duration with no time on.
Intervals
Quarter time..... 3 Minute break (Warning siren at half way of breaks)
Half time..... 8 Minute break
Three Quarter time 5 Minute break