

Mid West Football League Inc



Umpires and Timekeepers

Mid West Football League Match Day Details

Minor Round

COLTS	Match start time 11.00am 4 x 20 minutes with no time on unless special circumstance as directed by the Field Umpire. 5 minutes breaks at each of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ time, on the oval.
B GRADE	Match start time 12.45pm 4 x 15 minutes with no time on unless special circumstance as directed by the Field Umpire. Game time may be reduced in agreement between club coaches and captains 5 minute breaks at each of $\frac{1}{4}$, and $\frac{3}{4}$ time, 10 minutes at $\frac{1}{2}$ time, each on the oval.
A GRADE	Match start time 2.30pm 4 x 20 minutes plus time on 5 minutes breaks at $\frac{1}{4}$ and $\frac{3}{4}$ time on the oval. $\frac{1}{2}$ time break is 20 minutes off the oval.

Time Off

Central umpires signal
Boundary umpires whistle

Goal umpires score signal (ie not flag wave)
Siren to end quarter/match

Time On

At ball up at start of play
Central umpires signal
Throw in when ball leaves boundary umpires hand or upon kick in / player restart
At restart of play, either upon kick in, or ball up in middle

Should a tie take place at the final siren the tie stands (ie extra time does not apply in minor round games). Extra time applies in finals games only.

Time keepers are to sound the siren at the start and finish of each quarter and keep sounding it until the field umpire notifies them that he has heard it.

Red and Yellow card send of rule **applies** in all MWFL games. In the event of a send off, time keepers are to record the details on the sheet provided and return to the League in the Match Day Envelope. Specific rules with red and yellow cards appear on the back of the yellow "Red and Yellow Card Procedure" form.

Please return cards and stationery to umpire room at the end of game