APPENDIX 8

TIME KEEPERS			
(Photocopy this page for all your Timekeepers and paste a copy in the Timekeepers Box.)			
UNDER 9 & UNDER 11 (Playing Friday Nights)			
START (as per program) 4 x 12 minute quarters			
3 / 3 / 3 minute changeovers FINISH (as per program) UNDER 13			
START	8.30 am	4 x 12 minute quarters	
		3/3/3 minute changeovers FINISH	9.30 am
UNDER 15			
START	9.45 am	4 x 15 minute quarters	
		3 / 3 / 3 minute changeovers FINISH	10.55 am
		UNDER 17½	
START	11.00 am	4 x 20 minute quarters	
		3/3/3 minute changeovers FINISH	12.30 pm
		RESERVES	
START	12.35 pm	4 x 20 minute quarters	
	•	4 / 6 / 4 minute changeovers FINISH	2.10 pm
A GRADE			
START	2.20 pm	4 x 20 minute quarters plus "TIME ON".	
OTAN	2.20 pm	4 / 15 / 4 minute changeovers FINISH	Approx 4.45pm

NB Starting times for the finals series will commence earlier. (Refer Section 6 of handbook for details)

TIMEKEEPERS FOR ALL GRADES.

Signal time <u>remaining</u> for quarter breaks to Central Umpire and Teams with <u>two short sounds of the siren at 2 minutes</u> and with one short sound at 1 minute before commencement of all guarters.

FOR UNDER 15, UNDER 17 ¹/₂ & RESERVES

If necessary, adjust playing time at Half Time to ensure that the 3rd and 4th quarters are of identical length and so that the game is <u>**DEFINITELY COMPLETED**</u> by the finishing time shown.

IN CASE OF EMERGENCY e.g. Stretcher Case

Use "TIME ON' in the 4th quarter to ensure that the last quarter is of equal playing time to the 3rd quarter. In this case you may need to <u>disregard the game completion time</u>.

BLOOD RULE - "TIME ON" in ALL Grades

'TIME ON is to be applied in ALL Grades whilst sending a player off under the Blood Rule. The Umpire will signal when this period is to start and again when finished by raising his arm and blowing his whistle.

FINALS TIE BREAKER

A tiebreaker will proceed if any game is tied at the end of normal time.

The tiebreaker will proceed as follows:

- At the conclusion of full time or any period of further play there shall be a three (3) minute break.
- Teams shall change ends and play five (5) minutes (time on shall only apply in A-Grade games) followed by a three (3) minute break
- Teams will change ends and play a further five (5) minutes and
- Should the scores still be tied at that time then the same format shall be repeated until a decisive result has been achieved.

NB ONLY Coaches and Trainers are allowed to enter the field of play during the breaks when the Finals Tie Breaker is applied.