

TIME-KEEPER CHEAT SHEET



QUARTER TIMES, BREAKS & SIRENS - Under 13, 15 & 17 Girls Youth Football Competitions (17 Boys on Page 2)

13 Minute Quarters plus time on

Pre-Game

10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal

3 minutes prior to starting time – sound siren three times

2 minutes prior to starting time – sound siren two times

1 minute prior to starting time – sound siren once

During Game

Start of 1st quarter – sound siren once

End of 1st quarter – sound siren until umpire signals

$\frac{1}{4}$ time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 2nd quarter – sound siren once

End of 2nd quarter – sound siren until umpire signals

$\frac{1}{2}$ time break – 10 minutes

After 7 minutes – sound siren three times

After 8 minutes – sound siren two times

After 9 minutes – sound siren once

Start of 3rd quarter – sound siren once

End of 3rd quarter – sound siren until umpire signals

$\frac{3}{4}$ time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 4th quarter – sound siren once

End of 4th quarter – sound siren until umpire signals

8.4.3 Time is stopped when: -

(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head

(ii) the goal umpire signals that a goal has been scored

(iii) the goal umpire signals that a behind has been scored

8.4.4 Time is restarted when: -

(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head

(ii) the football is thrown up in the centre circle after a goal has been scored

(iii) the football has been brought back into play after a behind has been scored

8.4.5 Please note – time continues when the football is out of play over the boundary line unless signalled otherwise by the field umpire.



QUARTER TIMES, BREAKS & SIRENS - Under 17 Boys Youth Football Competitions

17 Minute Quarters plus time on

Pre-Game

10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal

3 minutes prior to starting time – sound siren three times

2 minutes prior to starting time – sound siren two times

1 minute prior to starting time – sound siren once

During Game

Start of 1st quarter – sound siren once

End of 1st quarter – sound siren until umpire signals

¼ time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 2nd quarter – sound siren once

End of 2nd quarter – sound siren until umpire signals

½ time break – 15 minutes

After 12 minutes – sound siren three times

After 13 minutes – sound siren two times

After 14 minutes – sound siren once

Start of 3rd quarter – sound siren once

End of 3rd quarter – sound siren until umpire signals

¾ time break – 5 minutes

After 3 minutes – sound siren two times

After 4 minutes – sound siren once

Start of 4th quarter – sound siren once

End of 4th quarter – sound siren until umpire signal

8.4.3 Time is stopped when: -

(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head

(ii) the goal umpire signals that a goal has been scored

(iii) the goal umpire signals that a behind has been scored

8.4.4 Time is restarted when: -

(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head

(ii) the football is thrown up in the centre circle after a goal has been scored

(iii) the football has been brought back into play after a behind has been scored

8.4.5 Please note – time continues when the football is out of play over the boundary line unless signalled otherwise by the field umpire.