



# AFL MASTERS VIC METRO - TIMEKEEPERS REPORT

MATCH: \_\_\_\_\_ vs \_\_\_\_\_ at \_\_\_\_\_

GRADE: \_\_\_\_\_

ROUND: \_\_\_\_\_ DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

TIME KEEPING			
1 <sup>st</sup> QUARTER		3 <sup>rd</sup> QUARTER	
START		START	
FINISH		FINISH	
TIME OFF:		TIME OFF:	
2 <sup>nd</sup> QUARTER		4 <sup>th</sup> QUARTER	
START		START	
FINISH		FINISH	
TIME OFF:		TIME OFF:	

MATCH SCORECARD							
HOME TEAM:				AWAY TEAM:			
QUARTER	GOALS	BEHINDS	TOTAL	QUARTER	GOALS	BEHINDS	TOTAL
1 <sup>st</sup>				1 <sup>st</sup>			
2 <sup>nd</sup>				2 <sup>nd</sup>			
3 <sup>rd</sup>				3 <sup>rd</sup>			
4 <sup>th</sup>				4 <sup>th</sup>			
Total				Total			

SEND OFFS					
HOME TEAM:			AWAY TEAM:		
PLAYER #	QUARTER	CARD COLOUR	PLAYER #	QUARTER	CARD COLOUR

ADDITIONAL COMMENTS

TIMEKEEPERS' SIGNATURES	
SIGNATURE	SIGNATURE
CLUB	CLUB

## TIME KEEPING GUIDLINES

### MATCH DURATIONS

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

#### Women's Competition

<b>Quarters</b>	Eighteen (18) minute quarters (no time on)
<b>¼ Time</b>	Shall not exceed four (4) minutes
<b>½ Time</b>	Shall not exceed twelve (12) minutes
<b>¾ Time</b>	Shall not exceed five (4) minutes

#### Men's Competitions

<b>Quarters</b>	Twenty (20) minute quarters (no time on)
<b>¼ Time</b>	Shall not exceed five (5) minutes
<b>½ Time</b>	Shall not exceed fifteen (15) minutes
<b>¾ Time</b>	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 / TIME OFF

### *In all competitions:*

The clock is only stopped when the field umpire stops the game after the stretcher has been called onto the field. Maximum stoppage in a match is 30 minutes, after 30-minute the match will be abandoned.

## RECORDING SEND OFFS / CARDS

### *Record details of the send-off:*

- Player team
- Player Number
- Quarter incident took place
- Card colour

### BLUE CARD

- A Blue Card penalty results in an automatic 10-minute send-off. If there is insufficient time remaining in the current quarter, the penalty will carry over into the next quarter.
- The player may be replaced immediately.
- A player who receives two (2) Blue Cards in the same match will be issued a Yellow Card.

### YELLOW CARD

- Yellow Card Penalty shall be automatic send-off for the duration of the current match and the remainder of the current game day.
- Player may be replaced immediately

### RED CARD

- Red Card Penalty shall be automatic send off for the remainder of the match and the remainder of the current game day.
- This is an automatic minimum 2 (two) game suspension.
- Player **cannot** be replaced