



TIMEKEEPER / SCOREBOARD DETAILS

Be sure to press the siren hard against the wall, for the length of time shown.

Umpire Enters the Ground (one 2-second press)

To be sounded when the umpire enters the ground and raises the ball.

Warning Siren (two 2-second presses)

To be sounded:

2 Minutes before game start time and with 2 minutes to go until end of half time break

1 minute before end of qtr-time and 3-qtr-time breaks

Start Siren (one 3-second press)

Once the umpire has the ball in the air

Age Group	Length of Quarters (4)	Length of Breaks		Footballs	
		¼ & ¾ time	½ time	Size	Type
Under 8	10 Minutes	Max 3 Minutes	Max 6 Minutes	1	Synthetic
Under 9 Girls	10 Minutes	Max 3 Minutes	Max 6 Minutes	1	Synthetic
Under 9/10 Mixed	10 Minutes	Max 3 Minutes	Max 6 Minutes	2	Synthetic
Under 11 Girls	10 Minutes	Max 3 Minutes	Max 6 Minutes	2	Synthetic
Under 11 Boys	13 Minutes	Max 5 Minutes	Max 10 Minutes	3	Leather
Under 13 Boys	15 Minutes	Max 5 Minutes	Max 10 Minutes	4	Leather
Under 13 Girls	15 Minutes	Max 5 Minutes	Max 10 Minutes	3	Leather
Under 15 Boys	15 Minutes	Max 5 Minutes	Max 10 Minutes	5	Leather
Under 15 Girls	15 Minutes	Max 5 Minutes	Max 10 Minutes	4	Leather
Under 17 Boys	20 Minutes	Max 5 Minutes	Max 15 Minutes	5	Leather
Under 17 Girls	15 Minutes	Max 5 Minutes	Max 10 Minutes	4	Leather

Managing the Scoreboard

Scan the QR Code to watch the video on how to manage the scoreboard.

Note that scoring should only happen for U11 and above age groups. No scores are managed for U8 to U10s.





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Timekeeper Sheet

Timekeeper is to keep a record of the times of the game as per the Time Card provided for age groups U11 Mixed, U12 and above.

End of Game

Youth / U11 Games Only – Timekeeper Sheets to be handed to the Umpires or Ground Marshall promptly after each match.

Severe injury/hazardous weather

If in the event of serious injury, hazardous weather or any other undue delay, the timekeepers clock **DOES NOT STOP**. The timekeeper is to continue signalling start and end of quarters with the siren. If the match cannot be re-started after 30 minutes real time, the match is to be abandoned. The clock and sirens can then be stopped.

Scoring

(Youth Only) Not a requirement, but is suggested to keep a record of the score in the event there is uncertainty between the two goal umpires.

10-Goal Rule

Note that the 10 Goal Rule exists in Juniors, however the scoreboard does not stop. The full score should be shown on the scoreboard.

Thank you! Your help is very much appreciated!