



Time Keeper

Objectives

- To act as the official keeper of time for the duration of the match.

Responsibilities

- Keep time for each quarter of the match.
 - **Year 3 – 8** (4 x 15 minute quarters)
 - **Year 9 – 12** (4 x 20 minute quarters)
- **Quarter 1:**
 - Sound siren (short blast) 5 minutes before scheduled play
 - Sound siren (short blast) 1 minute before scheduled play
 - Youth Teams, as Umpires walk onto field prior to first and third quarter, they will hold ball up and a short blast signifies them entering the field.
 - Once players on field, look for Field Umpire(s) holding up ball, signifying ready to start
 - TIME: Sound siren (long blast) to start play
 - TIME Sound siren (long blast) to end play
- Quarter Time break: allow **5 minutes**
 - Sound siren (short blast) 1 minute before scheduled play
- **Quarter 2:**
 - TIME: Once players on field, look for Field Umpire(s) holding up ball, signifying ready to start Sound siren (long blast) to start play
 - TIME Sound siren (long blast) to end play
- Half Time break: allow **10 minutes**
 - Sound siren (short blast) 1 minute before scheduled play
- **Quarter 3:**
 - TIME: Once players on field, look for Field Umpire(s) holding up ball, signifying ready to start Sound siren (long blast) to start play
 - TIME Sound siren (long blast) to end play
- 3 Quarter Time break: allow **5 minutes**
 - Sound siren (short blast) 1 minute before scheduled play
- **Quarter 4:**
 - TIME: Once players on field, look for Field Umpire(s) holding up ball, signifying ready to start Sound siren (long blast) to start play
 - TIME Sound siren (long blast) to end play

Relationships

- Reports to the Team Manager
- Liaises with the umpires if requested

Accountability

- The Timekeeper is accountable to the Field Umpires officiating the game and the Team Manager
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