

## SOUTH EAST JUNIORS TIMEKEEPER INSTRUCTIONS

Age Group	Match Duration	Break Duration (minutes)		
		¼ Time	½ Time	¾ Time
<b>U8, U9, U10</b>	4 x 12 min qrts	3 (1 min warning)	6 (3 min warning)	3 (1 min warning)
<b>U11 – U13</b>	4 x 15 min qrts	5 (2 min warning)	10 (2 min warning)	5 (2 min warning)
<b>Youth Girls</b>	4 x 15 min qrts	5 (2 min warning)	10 (2 min warning)	5 (2 min warning)
<b>U14 – U17</b>	4 x 20 min qrts	5 (2 min warning)	10 (2 min warning)	5 (2 min warning)

- ✓ **Players sent from the field with a yellow card CAN be replaced.**
- ✓ **Players sent from the field with a red card CANNOT be replaced or return to the field for the remainder of the game.**
- ✓ **The runner of a player sent from the field MUST confirm the jumper number and player name with the timekeepers so they can record the details below.**
- ✓ **The runner of a player sent from the field MUST consult with the time keepers before the player is permitted to return to the field of play.**
- ✓ **Keep sounding siren at the end of each quarter until the Coach on the Field acknowledges by blowing his/her whistle and holds both hands above his/her head.**

**Where a stretcher is required time on will be applied in accordance with law 7.3 of the AFL Laws of the Game. For full procedure please refer to the back of this sheet.**

## **7.3 USE OF STRETCHER**

### **7.3.1 Health and Safety of Player**

Any Player who is injured during a Match and who, in the opinion of actor, trainer or Official, requires the assistance of a stretcher, shall be attended by the Team's training staff and a stretcher as soon as possible so as to ensure the health and safety of the Player.

### **7.3.2 Procedure**

Where a stretcher is required, the following procedure shall apply:

- (a) upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player must be removed from the Playing Surface on the stretcher by the shortest possible route and taken direct to their Team's change rooms;
- (b) a Team may replace the injured Player with a Player listed on its Team Sheet, who must enter the Playing Surface via the Interchange Area;
- (c) the Interchange Steward may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface;
- (d) once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:
  - (i) where the football was in dispute at the time play was stopped, by throwing the football;
  - (ii) where the football was out of bounds at the time play was stopped, by directing the boundary Umpire to throw the football in;
  - (iii) where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player;
  - (iv) where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football.
- (e) a Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the 20-minute period has expired, the Player may be interchanged in accordance with the procedure set out under Rule 7.2 provided the Player is able, having due regard to their health and safety, to resume playing in the Match; and
- (f) Where a stretcher enters the Playing Surface but the Player elects to walk off, all provisions of law 7.3.2 apply but the Player may go to the Interchange Bench.