



TIME KEEPER

Responsibility:

- To ensure that quarters and breaks run no longer than allocated time
- To sound the siren:
 - Before the commencement of play to notify the umpires and players to enter the field
 - When the field umpire enters the field prior to the commencement of each half and holds the ball in the air Prior to each quarter commencing when the umpire blows the whistle and holds the ball in the air
 - When the playing time has lapsed, keep sounding the siren until the umpire indicates the end of play by blowing the whistle and raising both hands in the air
 - at Quarter, Half and Three Quarter time intervals
- To keep track of and note score in the event of a dispute
- Record details of any Send Offs or Reports

Signalling and Marking Score Cards:


After the goal umpire signals the score by waving the flags, the score must be marked immediately on the score card by the time keeper.

Filling in Score Card:

Do not use simple strokes for each goal (ie 1111), but instead use progressive numbers for each score (ie 12345) – that way you don't have to tally them up after each quarter. A correctly filled goal card might look like:



Example Score Card:

		GOAL UMPIRES' SCORE CARD																
		Date: / / 20__					Team: <u>Woody Yalook</u> Team: <u>Opposition Team Name</u>											
1 st Quarter	GOALS	1	2	3	4	5	6	BEHINDS	1	2	3	GOALS	1	BEHINDS				
		7	8	9	4					3		1					0	
2 nd Quarter	GOALS	1	2	3				BEHINDS	1	2								
					3					2		0					2	
3 rd Quarter	GOALS	1						BEHINDS	1	2	3	4						
					1						4		2				1	
4 th Quarter	GOALS	1	2	3	4			BEHINDS	1									
					4					1		2					5	
Total					17				10			5					7	
Total Points									102								37	
Signed:		<i>Your Signature Here</i>					<i>Other Goal Umpire Signature Here</i>											