



TIME KEEPER

ROLE DESCRIPTION

This description is to be shown to any new boundary umpire prior to the start of a match

MT MARTHA JUNIOR FOOTBALL CLUB

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Firstly, a big thanks for taking on the role of time keeper for this team today. Without the support of many volunteers, our teams would never make it onto the field each week, and believe us we are very grateful for your wonderful support.

The role of time keeper is a very important one when it comes to ensuring that our game times are managed correctly.

Please take a couple of minutes to read through the points below and if you have questions or concerns about any of them please speak to your team manager:

- The timekeeper shall keep time and record scores (excluding Under 9s and 10s) for each quarter, and sound the siren for the commencement and conclusion of each quarter.
- The Goal Umpires scores will determine the winner of the match.

- If the field umpire raises the game ball above their head as they enter the ground please sound the siren once.
- When the quarter starts please do not sound the siren to commence the quarter until the signal from the umpire is received. Generally this is done by the umpire raising the ball over their head.
- Please print your name on the card, no signatures allowed.
- The length of time for each quarter and breaks is printed on the back of the time keepers card.
- No time-on is added in any junior competition matches.

Below is an example of the time keeper card and how to enter the scores.

MPJFL				Time Card			
Date:						Grade: Under 13	
Match: MT MARTHA						v OPPOSITION	
Qtr.	Goals	Behinds	Points	Qtr.	Goals	Behinds	Points
1st	11	3	23	1st			
2nd	1	11	8	2nd			
3rd	11	2	13	3rd			
4th	16	11	38	4th			
Total	12	10	82	Total			
PRINT NAME Time Keeper				Time Keeper			

If you have any concerns or questions about an opposition player or official during the game please report it to your team manager. Please don't take the matter into your own hands.

