



TIMEKEEPER & CHECK SCORER – AWAY Team

The timekeeper must NOTIFY the umpires when **30 SECONDS** & **10 SECONDS** remain before:

- the start of the game.
- the end of an interval.
- the end of a stoppage.

The timekeeper must sound the horn/siren when the timer goes off to signal the end of the quarter/game.

Stoppages for:

Injuries / Illness / Blood – up to **30 SECONDS** duration.

MATCH DURATION

A Grade Matches

- Four quarters of 15 minutes duration
- 2-minute interval at $\frac{1}{4}$ and $\frac{3}{4}$ time
- 4-minute interval at $\frac{1}{2}$ time

B Grade / C Grade / D Grade / E Grade / 19&U Matches

- Four quarters of 12 minutes duration
- 2-minute interval at $\frac{1}{4}$ and $\frac{3}{4}$ time
- 3-minute interval at $\frac{1}{2}$ time

17&U / 15&U / 13&U / 11&U Matches

- Four quarters of 10 minutes duration
- 2-minute interval at $\frac{1}{4}$ and $\frac{3}{4}$ time
- 3-minute interval at $\frac{1}{2}$ time