TIME-KEEPER CHEAT SHEET

QUARTER TIMES, BREAKS & SIRENS – All Youth Football Competitions (Except U17 Boys)

13 Minute Quarters plus time on
Time is only stopped for:

- **Goal or behind**
- **Umpire signals time to be stopped (major game delay such as an injury)**

Pre-Game
10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal
2 minutes prior to starting time – sound siren two times
1 minute prior to starting time – sound siren once

During Game
Start of 1st quarter – sound siren once
End of 1st quarter – sound siren until umpire signals

¼ time break – 5 minutes

After 3 minutes – sound siren two times
After 4 minutes – sound siren once

Start of 2nd quarter – sound siren once
End of 2nd quarter – sound siren until umpire signals

½ time break – 10 minutes

After 8 minutes – sound siren two times
After 9 minutes – sound siren once

Start of 3rd quarter – sound siren once
End of 3rd quarter – sound siren until umpire signals

¾ time break – 5 minutes

After 3 minutes – sound siren two times
After 4 minutes – sound siren once

Start of 4th quarter – sound siren once
End of 4th quarter – sound siren until umpire signals

Time is stopped when:
(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
(ii) the goal umpire signals that a goal has been scored
(iii) the goal umpire signals that a behind has been scored

Time is restarted when:
(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
(ii) the football is thrown up in the centre circle after a goal has been scored
(iii) the football has been bought back into play after a behind has been scored

Please note – time continues when the football is out of play over the boundary line unless signaled otherwise by the field umpire.

QUARTER TIMES, BREAKS & SIRENS - Under 17 Boys Youth Football Competitions

17 Minute Quarters plus time on
Time is only stopped for:

- **Goal or behind**
- **Umpire signals time to be stopped (major game delay such as an injury)**

Pre-Game
10 minutes prior to the starting time the umpires will enter the ground, sound siren when they signal
2 minutes prior to starting time – sound siren two times
1 minute prior to starting time – sound siren once

During Game
Start of 1st quarter – sound siren once
End of 1st quarter – sound siren until umpire signals

¼ time break – 5 minutes

After 3 minutes – sound siren two times
After 4 minutes – sound siren once

Start of 2nd quarter – sound siren once
End of 2nd quarter – sound siren until umpire signals

½ time break – 15 minutes

After 13 minutes – sound siren two times
After 14 minutes – sound siren once

Start of 3rd quarter – sound siren once
End of 3rd quarter – sound siren until umpire signals

¾ time break – 5 minutes
After 3 minutes – sound siren two times
After 4 minutes – sound siren once
Start of 4th quarter – sound siren once
End of 4th quarter – sound siren until umpire signal

Time is stopped when:
(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
(ii) the goal umpire signals that a goal has been scored
(iii) the goal umpire signals that a behind has been scored

Time is restarted when:
(i) the field umpire signals to the timekeeper by blowing their whistle and raising one arm above their head
(ii) the football is thrown up in the centre circle after a goal has been scored
(iii) the football has been bought back into play after a behind has been scored

Please note – time continues when the football is out of play over the boundary line unless signaled otherwise by the field umpire.