



Timing & Scoring Guide

Game Structure

Q1: 15 minutes
Break: 3 minutes
Q2: 15 minutes
Break: 5 minutes
Q3: 15 minutes
Break: 3 minutes
Q4: 15 minutes

Timing Process Overview (step-by-step)

Start of Each Quarter

- Start timer on umpire's whistle

During Play

- Stop timer when umpire blows time (injury, stoppage, etc.)
- Restart on whistle

Break Timing

- Start break timer immediately
- At 30 seconds remaining → advise umpire
- At 10 seconds remaining → advise umpire
- Only give 30s and 10s warnings during breaks



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Timing Process Overview (step-by-step)

Positioning & Movement

- At 15 seconds remaining, stand up ready
- At 10 seconds, move closer behind/away from umpire
- Stay where the umpire can hear the timer

Important Rules

- Do not call or yell out countdowns to umpires
- Do not say "10 seconds left" to umpires
- During quarters, no warnings – only signal at the end if needed
- If the umpire does not hear the timer → clearly call "TIME"

Game Day Roles & Requirements

NSG & Year 6

- Games are centrally timed by the association
- Required: 1 x scorer + 1 x observer
- All player positions must be completed each quarter

13s, 15s, 17s & Seniors

- Games are independently timed by teams
- Required: 1 x scorer + 1 x timer
- All player positions must be completed each quarter

Scorecard Responsibility (All Grades)

- All scorecards are collected by the first named team on fixtures
- Winning team returns scorecard to the admin office window

Scorer & Timer Setup

- Timer and scorer must sit together
- Home team (first named) → scoring
- Away team (second named) → timing
- Look for H & A markings on court beside boxes
- Sit on your correct team bench side



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Scoring Duties

Before the Game

- Ensure all players are listed on the scorecard
- If a player is missing → go to match day office before the game
- If a player is absent → do NOT cross out name, place a dash in all boxes
- Fill-in players must be added to the front of the scorecard (or back if needed)

During the Game

- Record centre passes only after the umpire's whistle
- Ensure centre passes are clear and correct each quarter
- You may respectfully alert umpires if a wrong centre pass is indicated
- Record any incidents on the back of the scorecard, including:
 - Injury (Inj)
 - Caution (C)
 - Suspension
 - Ordered off
- Goal attempts are not required
- Keep a progressive score throughout the game
- Mark a clear line at the end of each quarter
- Calculate quarter running totals

End of Game

- Ensure final score matches progressive score
- Complete "Match Won By" section
- Scorecard must be signed by:
 - Scorer
 - Timer
 - Both captains
 - Umpires



Timing & Scoring

Rolling Substitutions (Managers)

- Managers to keep track of all rolling subs during play
- Record changes on the rolling subs sheet at each break (if time allows)
- Otherwise, ensure it is completed at the end of the game
- Scorers are not required to record every rolling substitution on the scorecard
- Only record the position a player first takes the court in each quarter
- Do not track every on/off movement on the scorecard
- Rolling subs recording only applies to 13s and above