



ALL SKILLS

OFFICIAL SCORER (HOME team)

- The scoresheet/position tracking sheet is to list the COMPLETE names (both given and surname) of all players intending to take the court.
- The scoresheet/position tracking sheet must be filled out/checked by both teams **prior** to the commencement of play. Names **CANNOT** not be added once play has started.
- The *scoresheet* indicates the first quarter starting position, the centre passes, goals scored / goal attempts and the progressive score.
- Starting positions for Q1 must be on BOTH the position tracking sheet and scoresheet.
- Starting positions/changes/substitutions for each quarter must be shown on the *position tracking sheet*.
- HOME TEAM scorer is responsible for HOME TEAM Position tracking
- ALL squares opposite a players' name on the position tracking sheet are to be completed.
 - If the player is **on** the court, insert the playing position.
 - If the player is **off** the court, insert a dash (-).

BROWN, Matilda	GK	GD	-	GK/-
JONES, Olivia ©	WA	-	C	WD
KELLY, Georgia	GS	GA	GS	-/GK

- ATTEMPTS at goal are to be recorded as a dot (·). They need to be tallied at the end of each quarter.
- Each QUARTER must show the total number of goals/attempts scored in that quarter only.
- The OVERALL SCORE is to be calculated at the end of the game.
- When marking off the individual goals scored, you are to insert a bracket after each quarter and circle the final score at the end of the game. i.e 23 24] 25 26 27 (28)
- Scorers should take note of any warnings, suspensions and send offs on the supplied match management logs, noting the player, the sanction and the quarter in which it occurred.
- On completion of the game, you must PRINT and SIGN your name where indicated.



TIME KEEPER & Check Scorer (AWAY team)

900 988 1105

The timekeeper must NOTIFY the umpires when **30 seconds & 10 seconds** remain prior to

- 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:

- **Injury / illness/ Blood** – up to **30 sec** duration
- **Blood** – player with active bleeding must be substituted

**AWAY TEAM timekeeper is responsible for
AWAY TEAM position tracking**

MATCH DURATION

A & B Grade matches –

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

C 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

ALL JUNIOR,

D & E Grade 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