

GENERAL INFORMATION

All Football is conducted under the Rules of the VAFA (Victorian Amateur Football Association) unless otherwise informed or stated. Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures.

Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the [AGSV Standard of Behaviour](#).

- (a) The Home school will allocate an **Umpire escort to chaperone all umpires** throughout the match. Spectators **are not** permitted near team huddles or in the centre square. During breaks, anyone on the ground must remain inside the 50m arcs.
- (b) Prior to the match, **a representative from the Home school** will make themselves known to the umpires. **They will remain available** to all Umpires throughout the match and attend to any issues.
- (c) Each game is under the control of the umpire/s whose authority and decisions must be respected. Abuse and intimidatory tactics must not be directed at the central umpire, the goal umpires or the boundary umpires.
- (d) A good spirit should be actively fostered between teams and between schools before, during and particularly after a game.
- (e) The Coach of each team is bound to insist that the players make the ball their object. Such practices as the deliberate annoying or 'niggling' of a player by his opponent, especially when the ball is in another section of the ground, must not be allowed.
- (f) Umpires are authorised to caution and if necessary, order off the field, boys who dispute their decisions, use bad language or are guilty of unduly rough play. The process for this is as follows:
 - The offending player must leave the ground in front of where the coach is positioned.
 - The umpire will inform the player (and the bench, if possible) of his period of time off the ground.
 - **Coaches are responsible for policing the order-off time** (refer 'Order off Rules' below).
 - The runner is to notify the umpire when the order-off time is completed.
 - The umpire is to signal the player back on the field.

At the conclusion of a First XVIII match the umpires should complete the Football Umpires Report, including the number of any player who has been sent off, with a description of the offence.

Order off Rules (all competitions)

A 'zero tolerance' approach will be used in AGSV matches.

Yellow Card is shown by an umpire to player to indicate they have been cited for an offence and must leave the ground.

This player cannot return to the field until **12 minutes** of playing time has elapsed and **can be replaced**. Examples of offences (but not limited to): audible obscenity, disputing a decision, throwing a mouth guard, intentional tripping by hand, wrestling.

Red Card is shown by an umpire to player to say they have been cited for **any** reportable offence. The player must leave the ground and cannot return to the field until **12 minutes** of playing time has elapsed. This player **can be replaced**. Examples of offences (but not limited to): sling tackling; dangerous tackling; striking; charging or dangerous bumping; tripping by foot or leg; avoidable contact with an umpire.

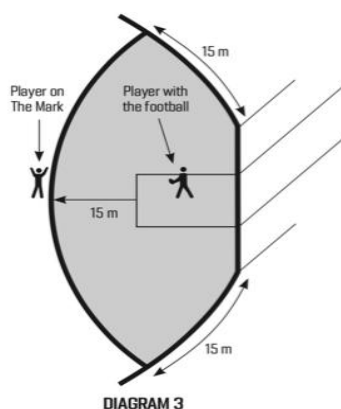
Black Card is shown by an umpire to a player to indicate they have been cited for one major reportable offence or they are receiving a second Red card for a reportable offence. **The player must leave the field for the remainder of the match and cannot be replaced by another player until after 12 minutes of playing time has elapsed**. Examples of offences (but not limited to): intentional striking, head butting, or a second reportable offence in a match - sling tackle, kicking, striking, charging, dangerous bump to the head, tripping by foot or leg, avoidable contact with an umpire. *****Where it is found that the injured party was feigning injury the umpire may change the order-off time from whole game back to a duration of 12 minutes playing time.**

Racial Vilification: If heard by the umpires, the offending player is to be sent off the rest of the game – **cannot be replaced** and a written description must be detailed on the match report or separate sheet of paper, by the umpires. *Where claims of racial vilification are not heard by the umpire/s, the complaint must be referred to both coaches for appropriate follow up, with the AGSV Office to be notified of the outcome following school follow up.

- (g) Home schools are expected to meet visiting teams on their arrival. A member of staff must be responsible for each team.
- (h) Schools are urged to ensure that all goal and behind posts are padded.
- (i) A centre square is to be used in all First XVIII matches.
- (j) All players must wear the correct school uniform. This includes visible numbers on sleeved or sleeveless football jumpers for all levels. The wearing of gloves is **not permitted**.
- (k) No player who was a member of the First XVIII on the previous day is permitted to play in a Second XVIII or Year Level match on the following day.
- (l) The following times for quarters will be observed:
 - First XVIII: 18 minutes plus 'time-on' (refer Timekeepers sheet, below).
- (m) When a mark or free kick has been awarded:
 - i. No opposing player will interfere with the player taking the kick, by throwing or pretending to throw any object.
 - ii. No opposing player other than the player on the mark will deliberately interfere by talking or making any other noise or by movement directed at the player taking the kick. In the event of breach, umpires are instructed to impose a 25 metre penalty.
- (n) Kick ins: A player from the defending team may kick the ball back into play as soon as the goal umpire has signalled that a behind has been scored (no need to wait for the flag). A player does not have to kick to themselves to play on out of the goal square, however must be within the goal square to kick the ball back into play, or play on. Following a behind, the player on the mark must be positioned at least 15 metres from the top of the goal square (was 10m). Grounds to be marked with a spot to indicate this 15m distance.

17.3 PROTECTED AREA

Other than the Player bringing the football into play, all Players must make every endeavour to immediately vacate the Protected Area described in Diagram 3.



17.4 ATTACKING TEAM DELAYING RECOMMENCEMENT OF PLAY

Where the field Umpire is of the opinion that a Player from the Attacking Team:

- (a) is within the Protected Area described in Law 17.3 at the time when a Player from the Defending Team is bringing the football back into play, and not made every endeavour to immediately vacate the area;
- (b) has prevented or attempted to prevent the Player from the Defending Team from bringing the football back into play; or
- (c) has otherwise delayed play.

The field Umpire shall award a Free Kick to the Defending Team and a Fifty Metre Penalty from The Mark.

- (o) Spectators must remain behind the fence, if one exists. Where no fence exists, a roped off area will be created at least three metres from the boundary line to prevent spectators from standing behind the goal / behind posts.
- (p) Spectators should not only barrack for their own team, but also show appreciation of good play or noteworthy effort by players in the opposing team. They must not barrack against their opponents or direct unpleasant or belittling comments at the opposing team, or any player in that team.
- (q) The Coach of each team, the Sports Coordinator or as a last resort the Heads of the competing schools will draw the attention of spectators or their own players to the points outlined above, if in their opinion these are being disregarded at any time during the game.

REGULATIONS

- (a) Matches played on Saturday morning to start no earlier than 10:00 am **unless by mutual agreement.**
- (b) **Friday matches:** Where no other alternative is available, scheduling of start times for Friday matches must be considerate of academic time before participating schools submit a request for the Heads to approve.
- (c) Each quarter will be played for 18 minutes, plus any time-on.
- (d) No player is permitted to take the field without a visible number on their jumper. **In order to avoid colour clashes,** away teams must wear white shorts **and/or an alternate jumper.**
- (e) Up to four (4) interchange players may be used. Interchange must take place through an interchange gate marked out on the boundary line in front of the coaches area. Both coaches' boxes must be located on the same side of the ground, with the interchange area in front of the coaches' boxes.
* If a defined interchange area is not line marked, cones are to be used to mark out this area.
- (f) The half time interval will be 15 minutes except by alternative arrangement with the coaches and the field umpire/s. The quarter time and three quarter time intervals shall be 5 minutes long. Timekeepers are to sound a warning bell or siren, 2 minutes prior to the scheduled start of the second and final quarter.
- (g) Where possible, two or three Field Umpires will officiate at matches. Field umpires will use the card system for send-offs - refer (f) above. The VAFA 'zero tolerance' policy will be used. Home schools are advised to have a stand-by umpire available before the match is due to commence. This person will only umpire in the match if neither official umpire is present and ready to commence umpiring at the scheduled start time.
- (h) i. If a Field Umpire is satisfied that a player tackles, holds or makes high contact against a player who has disposed of the football, for the purpose of preventing that player from being able to run to the next contest, the Field Umpire will award a free kick and a **25 metre penalty** to that player's team (if it is a greater penalty than would otherwise be provided by VAFA Laws). **Players who tackle an opponent with a lifting, slinging or rotating technique will be penalized with a RED Card on first offence and BLACK Card for second offence. In either instance, the player concerned is to be dealt with according to their school's internal processes.**
ii. A free kick will be awarded against a player from the defending team who **intentionally kicks, handballs or forces the football over the attacking team's goal line or behind line or onto one of the attacking team's goal posts.** In assessing whether a free kick should be awarded under this Regulation, the Field Umpire will give the benefit of the doubt to the defender. A free kick awarded under this Regulation will be taken at the point where the football crossed the goal line or behind line or from the relevant goal post.
iii. Centre Square Infringement: Any infringement will result in another ball-up, not a free kick to the non-offending team (refer section f) in 'Regulations for Umpires', below).
iv. AGSV Football will use a 10 metre centre circle, marked in addition to the existing circle with a line to be marked through the two centre circles (as per VAFA laws).
v. The 'third man up' rule applies to AGSV Football.
vi. Insufficient intent
A free kick shall be awarded against a player who kicks, handballs, or forces the football over the boundary line and does not demonstrate sufficient intent to keep the football in play.
viii. Deliberate rushed behind
A free kick shall be awarded against a player from the defending team who intentionally kicks, handballs or forces the football over the attacking team's goal line or behind line or onto one of the attacking team's goal posts, and the player:
(a) Is greater than 9m from the goal or behind line
(b) Is not under immediate physical pressure
(c) Has had time and space to dispose of the football, or
(d) From a ruck contest, hits the ball over the goal or behind line on the full.

- ix. The following are not used in AGSV matches:
- 6-6-6 starting positions
 - the 'Stand' rule
 - 50 metre penalty (25m penalty in AGSV matches).
- (i) Schools will appoint competent officials, properly instructed in their duties, as follows:
- **Two Boundary Umpires to be provided by the Home School**, in appropriate uniform, equipped with a whistle.
 - **Two 'independent' Goal Umpires to be provided by the Home School** (in appropriate uniform) per match equipped with goal flags and a scorecard to write on. Both goal umpires are to compare their scores at the end of each quarter and in the event of a disagreement, they will refer to the timekeeper/check-scorers, whose score will be deemed to be official.
 - **Two Timekeepers/Check-scorers – one from each school**, equipped with a stopwatch, bell or siren and Timekeeper's card (template provided by AGSV). The timekeepers are to be allocated a special area at matches to ensure that they sit together, and that they are not continually disturbed by spectators.
- (j) Coaches may use two **student** runners, dressed in school tracksuits and a fluoro vest to distinguish themselves. Only one runner may be on the ground at any time. A runner is not to speak to opposition players. Runners may carry water. Interchange players may be used. **Two students** used as water carriers, wearing school tracksuits, are also permitted.
- (k) A minimum of two approved 'Match' size footballs are to be provided by the home school. The umpires will offer the visiting school a choice of balls. * Spare footballs are not to be offered behind the goal; only one 'live' ball is to be used each quarter.
- (l) Before matches commence, it is the responsibility of the **home school** to discuss the special AGSV Regulations (refer First XVIII Football Regulations for Umpires) with the appointed umpires.
- (m) Where possible, AGSV will assist schools by allocating Field umpires to matches. Rates will be **\$220.00** per umpire, per match. Umpires will be paid **by the Home school** (via EFT or cash).
- Umpires appointed by AGSV are required to comply with AGSV Child Safe compliance requirements.**
- (n) Head count process during the match (First XVIII):
- *This may not just be when 19 or more players are on the ground. It could relate to a team that has had a player/s sent off and that team has replaced them.*
- i. Head count requested – where a team is found to have exceeded permitted number of players on field during a period of time during a match, the following will apply:
 - a. Field umpire shall award a free kick to the captain or acting captain of the opposing team, which is to be taken at the centre circle, or where play stopped, whichever is the greater penalty against the offending team. A 50m penalty shall then be imposed from the position this free kick was awarded.
 - b. The umpires (in conjunction with any evidence that can be provided) will make a determination as to how long the offending team was in breach *.
 - ii. Head count requested – where a team is found to have the correct amount of players on field, the following will apply:
 - o Field umpire shall award a free kick to the captain or acting captain of the opposing team, which is to be taken at the centre circle, or where play stopped, whichever is the greater penalty against the offending team. A 50m penalty shall then be imposed from the position this free kick was awarded.
 - iii. Post match process where a team is found to have exceeded the permitted number of players on field for a period of time during a match:
 - The umpires involved in the match concerned will file a specific report via Coordinator of Umpires
 - Scores submitted to remain exactly as kicked at the final siren. This score will remain until the case has been fully investigated by the AGSV office and the schools concerned
 - If any adjustment to scores is to be made, these adjustments will only be made once the case has been fully considered

Any team found to be in breach will have any score kicked during that time frame determined by the umpires (see above *) from their final score. Where a defined time frame cannot be determined the time associated to the indiscretion will revert back to the start of the quarter. Any score kicked during that quarter will be deducted from the final score of that team.

(o) **Premiership**

Points are awarded as follows: Win = 2 points; Draw = 1 point; Loss = 0 points.

SEMI FINALS (Round 10): On the week following the Home & Away season, the top four teams will play off in a semi final (1 v 4, 2 v 3) to decide who will contest the Grand Final. Ladder positions will be separated (i) by premiership points. Where teams are equal on premiership points after Round 9 at the end of home and away rounds, the following criteria will be used to further separate ladder positions: (ii) by who won the home and away match (head to head). Where teams placed first, second or third on the ladder cannot be separated by (i) or (ii), a calculation (iii) will be used to determine who has superior percentage from matches involving these teams. If this fails to separate, the team who is immediately below on the ladder will be included in the calculation. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved. Where teams placed second, third (or below) cannot be separated by (i) or (ii), the third calculation (iii) will include matches played against the team who is immediately above on the ladder. If that fails to separate, the calculation will include the next team above (and so on). Where there are no more teams above, the calculation will include the team immediately below on the ladder (and so on) until a separation is achieved. Where teams have a draw in a semi-final, the team that finished highest on the ladder after Round 9 (and where necessary according to the above criteria) maintains that place for the round of Finals.

The venue and start time will be set by the host teams who finished first and second on the ladder. Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.

NOTE: School's hosting a semi final are to assume usual Home match responsibilities (ie. provision of First aid, match balls and equipment, payment of umpires, after match catering etc.). The 'Away' team will continue to provide Timekeeper, Goal and Boundary umpires, as per the Home & Away season.

In the event of a draw (including washout) in a semi final, no extra time will be played, nor will the game be replayed. The team who finished highest on the ladder at the end of the Home and Away season will be declared the winner.

- (p) **FINAL** (Round 11): On the following week, the two teams who won their Semi Final will contest the Grand Final to decide the Premiership. The venue and start time will be set by the team finishing highest on the ladder (who will be the host school). Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.

NOTE: The school hosting the Grand final will assume usual full Home match responsibilities (ie. provision of First aid, match balls and equipment, payment of umpires, after match catering etc.). The 'Away' team will continue to provide Timekeeper, Goal and Boundary umpires, as per the Home & Away season.

In the event of a draw (including washout) in the Grand Final, no extra time will be played, nor will the game be replayed. The team finishing with the most premiership points at the end of the Home and Away season will be declared the winner. Where both teams are equal on premiership points, the premiership/position on the ladder will be shared.

Match reports for 1st XVIII FOOTBALL to be submitted at the completion of each match

By UMPIRES

<https://www.jotform.com/build/221798288834877>

By COACH'S to REPORT on 1st XVIII UMPIRES <https://form.jotform.com/210728156832052>

SUBMITTING FIRSTS RESULTS

HOME team to telephone / SMS **First XVIII** to Dyson Baker (AGSV Competitions Lead)
on 0400 556 801 **on a Friday evening or by 3.00pm Saturday**

REGULATIONS FOR UMPIRES

- (a) Coaches may use a student runner dressed in a school track suit, provided the student is wearing an official AGSV armband.
- (b) Umpires are authorised to caution and if necessary, order off the field boys who dispute their decisions, use bad language or are guilty of unduly rough play. The process for this is as follows:
- The offending player must leave the ground in front of where the coach is positioned.
 - The umpire will inform the player (and the bench, if possible) of his period of time off the ground.
 - **Coaches are responsible for policing the order-off time** (refer 'Order off Rules' below).
 - The runner is to notify the umpire when the order-off time is completed.
 - The umpire is to signal the player back on the field.

At the conclusion of the match the umpires should complete the football umpires report, including the number of any player who has been sent off, with a description of the offence.

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A 'zero tolerance' approach will be used in AGSV matches.

Yellow Card is shown by an umpire to player to indicate they have been cited for an offence and must leave the ground. This player cannot return to the field until **12 minutes** of playing time has elapsed and **can be replaced**. Examples of offences (but not limited to): audible obscenity, disputing a decision, throwing a mouth guard, intentional tripping by hand, wrestling.

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Black Card is shown by an umpire to a player to indicate they have been cited for one major reportable offence or they are receiving a second Red card for a reportable offence. **The player must leave the field for the remainder of the match and cannot be replaced by another player until 12 minutes of playing time has elapsed.** Examples of offences (but not limited to): intentional striking, head butting, or a second reportable offence in a match - sling tackle, kicking, striking, charging, dangerous bump to the head, tripping by foot or leg, avoidable contact with an umpire. ****Where it is found that the injured party was feigning injury the umpire may change the order-off time from whole game back to a duration of 12 minutes playing time.*

Racial Vilification: If heard by the umpires, the offending player is to be sent off the rest of the game – **cannot be replaced** and a written description must be detailed on the match report or separate sheet of paper, by the umpires. *Where claims of racial vilification are not heard by the umpire/s, the complaint must be referred to both coaches for appropriate follow up, with the AGSV Office to be notified of the outcome following school follow up.

- (c) When a mark or free kick has been awarded:
- i. No opposing player will interfere with the player taking the kick, by throwing or pretending to throw any object.
 - ii. No opposing player other than the player on the mark, will deliberately interfere with the player taking the kick, by talking or making any other noise or by movement. In the event of breach, a 25 metre penalty will be imposed.
- (d) The twenty-two selected players may be used on an interchange basis. There are no restrictions on the use of this system, save that interchange must take place on the boundary line in front of where the coach is positioned.
- (e) The penalty for time wasting and / or delaying play is 25 metres. A player awarded with a 25m penalty is permitted to "play on" during the advancement of the 25m penalty.

- (f) Centre Square Infringements:
*Any infringement, unless deemed blatant by the Central Umpire who is **NOT** bouncing the ball, will result only in another bounce. (i.e. boundary umpires will not be involved at all, unless there is only one central umpire officiating).*
- (g) In the event of a player sustaining an injury causing bleeding, it is the responsibility of the **central umpire** to stop play immediately and allow the player to be interchanged.
- (h) A kick must travel a minimum of 15 metres for a mark to be awarded.

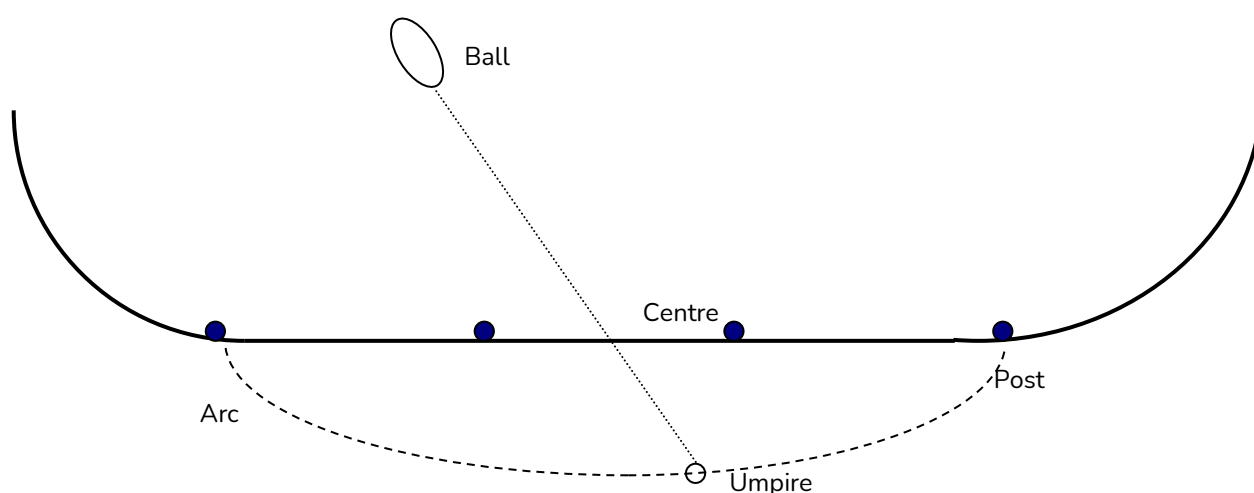
GOAL UMPIRES DUTIES

1. **HOME school to provide two independent Goal Umpires per match.**
2. Goal Umpires will keep a record of all goals and behinds scored in a match and submit their completed scorecards to the coaches at the conclusion of the match.
3. Goal umpires are instructed to check their scorecards at the end of every quarter. If a scoreboard is in use and its score is correct, a goal umpire is to acknowledge this by waving two flags. If the scoreboard is wrong, both goal umpires are to walk to the scorers and rectify the mistake and then acknowledge the correct score by waving two flags.
4. A score will be registered when the ball crosses the goal or behind line, or hits the goal post.
5. A score cannot be registered until the goal umpire receives the 'All Clear' or 'Touched, All Clear' from the field umpire.
6. In the event that the ball passes the goal or behind line, or hits a goal post, and the goal umpire does not receive an 'All Clear' from the field umpire, he/she will run after him/her and notify him/her at once.
7. Subject to the 'All Clear' signal, a goal will be scored when the ball is kicked over the goal line by a player of the attacking team without touching a player or a goal post. A behind will be scored in any other case when the ball passes over the goal line, or touches or passes over a goal post or passes over a behind line without touching or passing over a behind post. Kick ins can be taken once a behind has been signaled by the goal umpire.
8. If a defending player kicks or takes the ball over the goal or behind line, a behind will be scored.
9. The goal umpire will not concern himself/herself with the question as to whether the siren has or has not sounded at any period of the match, but upon receiving the 'All Clear' or 'Touched, All Clear' from the field umpire, will signal and record a goal or behind.
10. The ball must be **completely over** the goal or behind line for a score to register.
11. Goal umpires must watch the play closely at all times, but if he/she is unable to decide who kicked the ball over the goal line, s/he may consult the field umpire.
12. If the ball passes or touches the behind post, it will be out of bounds.
13. The fact that the ball has struck an umpire, official or replaced player will not prevent the scoring of a goal or behind.
14. In the event that the ball strikes a goal umpire before fully crossing the goal or behind line, and bounces back into the field of play, no score is registered.
15. The goal umpires will be the sole judges of goals and behinds and their decisions are final, except when the ball has become dead by decision of the field umpire.
16. A kick constitutes the ball being struck **below** the knee (not including the knee) of a player.
17. If the ball passes the goal line after striking any player on or above the knee, the goal umpire will immediately hit one hand with the other, three times, wait for the 'All Clear' and then signal a behind.
18. If the ball strikes a player on or above the knee and below the waist, the goal umpire is to indicate that the ball was not kicked by raising one knee and tapping it three times, wait for the 'All Clear' and then signal a behind.
19. If the ball passes over the behind line and the boundary umpire is not close to the behind post, the goal umpire will signal that the ball was passed for a score by tapping his chest three times, wait for the 'All Clear', and then signal a behind.
20. If the ball passes over a goal post the goal umpire is simply to wait for the 'All Clear' and then signal a behind.
21. If the ball goes out of bounds close to the behind post and boundary umpire is not nearby, the goal umpire will indicate to him that it is out of bounds by raising one arm, or that it is out of bounds on the full by holding his arm out at 90 degrees.
22. In the event that the boundary umpire does not see the goal umpire signal out of bounds, the goal umpire is to return to his/her position and play is to continue.
23. If the ball hits a behind post it will be out of bounds. If the ball is kicked and it hits the behind post on the full it will be declared out of bounds on the full. The goal umpire will signal out of bounds and then tap the post three times.
24. In the event that the boundary umpire does not see the goal umpire signal out of bounds and then tap the post, the goal umpire is to continue tapping the post until his/her signal is seen. Play **cannot** continue if the ball hits the behind post.
25. If the boundary umpires are on the behind post due to a set kick for goal, there is no need for the goal umpire to tap his chest if it goes through for a behind.

26. When the goal umpire is astride the line and the ball is tapped through, the goal umpire will immediately signal that it is touched without waiting for the 'All Clear'. If the ball has passed through for a goal, the goal umpire will immediately turn and face the field umpire. If the ball is marked before the line, the goal umpire will put his hands behind his back and take several steps backward. If the ball passes through the behind line and is not marked, the goal umpire is to signal **"mine"** and look to the field umpire.
27. If the goal umpire is unsure as to whether the ball has passed through for a goal or behind, or whether it is out of bounds, the lesser decisions must always be given.

Positioning

28. Goal umpires must be under the flight of the ball at all times. Goal umpires should be positioned several metres behind the goal line. In order to be positioned properly, the centre of the goal line should be marked and an imaginary line drawn from the goal umpire, through the centre mark, to the ball. Therefore, the goal umpire moves on an imaginary arc according to where the ball is.



29. **Concentration**
Goal umpires must remain alert at all times. Lapses in concentration must not occur. When the ball is at the other end of the ground, the goal umpire must watch the play. If the ball passes through for a score, the goal umpire must watch the other goal umpire. Firstly, to try and see the initial signal and secondly to see which way s/he runs to get the flag/s. If the other goal umpire runs to his/her right, then a goal has occurred, and if to his/her left, then a behind. Goal umpires may caution but are **never** to threaten a player.

Goal umpires should **never** make negative comments.

Should spectators situated behind the goal umpire cause interference that leads to the goal umpire being unable to perform his/her job to the best of his/her abilities, he/she should seek the assistance of the field umpire who will, in most cases, clear the area

Goal umpires should be astride the goal or behind line when:-

- A kick for goal drops short and players attempt to mark or punch it;
- The ball bounces towards the goal line and players are chasing it;
- A player of the attacking team is close to the goal line and is going to run on and kick the ball.

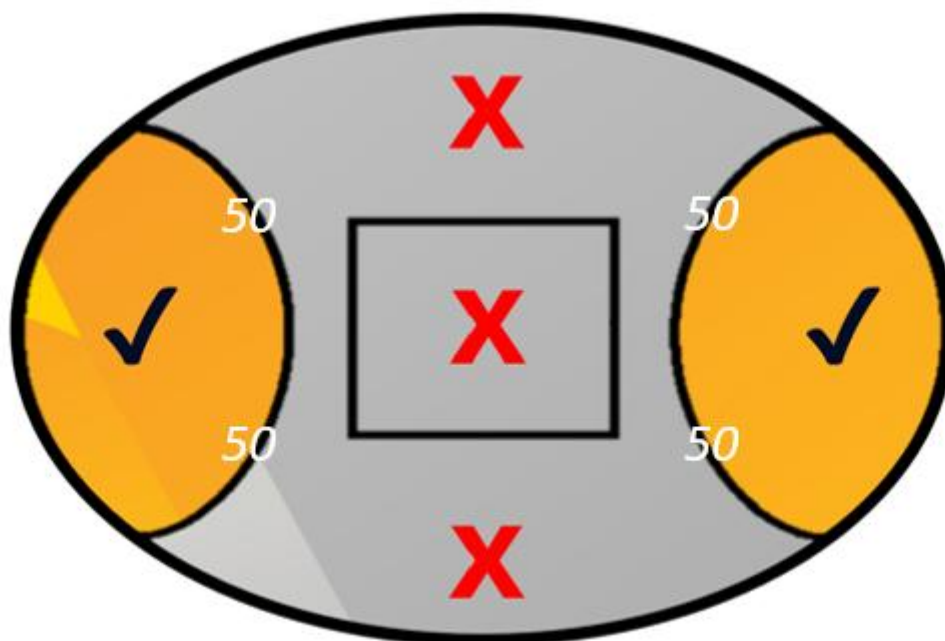
Goal umpires should endeavour to get out of the way of the ball.

NO SPECTATORS AT HUDDLES

◦

*ONLY PLAYERS, COACHES, UMPIRES & MATCH OFFICIALS ARE
PERMITTED TO APPROACH TEAM HUDDLES DURING BREAKS.*

*SPECTATORS ON THE GROUND DURING BREAKS MUST
STAY INSIDE THE 50M ARCS*



SCAN THE QR CODE FOR AGSV REGULATIONS

INSTRUCTIONS FOR TIMEKEEPING

(refer immediately below for sheet to be used on match day)

Match Duration

Four (4) x eighteen-minute (18) quarters, plus time-on.

Time Off

Time off [stopping of time piece] is to take place in the following circumstances:

- (a) Scoring of a goal: clock to stop from the instant the Goal Umpire's flags start waving and restart at point of impact of the bouncing of the ball back in the centre square.
- (b) Scoring of a behind: clock to stop from the instant the Goal Umpire's flag starts waving and restart once kicked in i.e. ball touching boot, after a behind.
- (c) When signalled by the Field Umpire: this is done by blowing his whistle and signaling by raising the non-whistle (free arm) above his head. Time-off ceases (time piece to be re-started) when he repeats this process.

Note:

The mere blowing of a whistle to stop play does **NOT** constitute time-off. The Umpire will only signal time off when he believes that the recommencement of play will be unduly delayed by the need to retrieve the ball, injury to a player, speaking to players etc.

Sounding of the Bell or Siren

The siren or bell will be sounded to commence and terminate each quarter. In addition, it should be rung as a warning to both Umpires and players after two minutes into the five-minute, quarter-time break and, four minutes into the five-minute, three-quarter time break.

Timekeepers **MUST AGREE** as to the time for sounding the bell or siren at the end of each quarter. If their time pieces do not coincide exactly [to be expected] they should normally split the difference i.e., if one indicates another 20 seconds to play when the other indicates time, then 10 seconds extra should be played. A sound way of avoiding undue discrepancy is for the timekeepers to agree to one of them calling 'OFF' and 'ON' whenever time off is necessary.

Timekeepers Area

Schools will allocate a special area for both timekeepers to ensure they:

- (a) Sit together
- (b) Not be disturbed or influenced by spectators

1st XVIII TIMEKEEPING SHEET

(to be referred used by both timekeepers on match day)

	Duration
Q1	
Q2	
Q3	
Q4	

WHAT'S REQUIRED FROM EACH SCHOOL:

X1 Timekeeper per team.

Each to have a stopwatch & keep time. Compare.

Both Timekeepers to sit together in a place where there are no distractions.

Timing of quarters in AGSV matches:

Scoreboard clock must count **upwards**.

4x 18 minutes each Quarter plus 'Time on' (refer below).

Timekeepers clock caters for time-on.

Siren blows at 18-minute mark of timekeepers clock.

Sounding the siren/bell:

- i) to start a quarter (when the ball is thrown up to start play)
- ii) to end a quarter
- iii) as a warning during 1/4 time break (this is a 5 minute break. Sound it 2 minutes into the break)
- iv) as a warning to teams to come back out after half time. Sound as umpires walk through the gate, onto the field.
- v) as a warning during 3/4 time break (this is a 5 minute break. Sound it 4 minutes into the break)

'Time on': In the following two instances, call "ON" then "OFF" to each other so you are both are aware of stopping/restarting
Stop the watch:

- 1) as soon as the goal umpire signals a goal or behind has been scored

Restart the watch:

- 1) when ball is bounced at centre circle (after a goal) or when the ball touches the boot when kicked in (following a behind)

Stop the watch:

- 2) when umpire signals (blows whistle, free arm is raised above the head)

Restart the watch:

- 2) when umpire repeats the above process - restart play