



AGSV APS FOOTBALL RESULTS

TO: TEACHERS-IN-CHARGE, FOOTBALL

It is the responsibility of the Home team to complete the following form and return it to the APS Sport Office on the **MONDAY** following the game.

PLEASE INCLUDE the best players and goal kickers from the OPPOSITION TEAM.

AGSV/APS FIRSTS FOOTBALL RESULTS:

Round: ____

Date Played: _____

	
	defeated			
	

HOME TEAM: _____

Best Players: _____

Goal Kickers: _____

OPPOSITION: _____

Best Players: _____

Goal Kickers: _____

**REMINDER: Scores should be phoned (or SMS) to Luke Soulos on 0417 512 174
no later than 4.00 pm ON THE DAY OF THE MATCH.**



TIME-KEEPING FOR FIRSTS MATCHES

The AGSV/APS is using the Laws of the Game governing time-keeping (Law 10).

Briefly these are the duties of the time-keeper:

1. To keep the time of each quarter on the time cards, complete the time cards and hand them to the Coach at the end of the game.
2. To sound the siren (bell) at the start and finish of each quarter and **keep it sounding** until the umpire notifies them that he has heard it.
3. To add time on to the playing time of the quarter whenever directed to do so by the umpire, or when a goal or behind has been kicked.

In the case of a goal being scored, the time is added from the commencement of the waving of the flags by the goal umpire until the ball is bounced in the centre.

A player from the defending team may kick the football into play when the goal Umpire has signalled that a behind has been scored.

Stopping Time:

The Timekeepers shall stop the clock which is used for the timing of a Match when:

- a. directed to do so by a field Umpire in accordance with Law 10.5.3;
- b. the goal Umpire signals that a Goal has been scored;
- c. the goal Umpire signals that a Behind has been scored; or

Recommencing Time:

The Timekeepers shall recommence the clock used for the timing of a Match when:

- a. directed to do so by the field Umpire in accordance with Law 10.5.3;
- b. the football is bounced or thrown up by the field Umpire;
- c. the football is brought back into play after a Behind has been scored;
- d. the football is obviously in play; or
- e. the Umpire calls 'play on'.

The field umpire shall instruct the time-keeper to add 'time-on' when the play is unduly delayed.

Examples:

- i. Undue delay when the ball goes out of play;
- ii. If a player wilfully wastes time;
- iii. If a player goes over the mark and does not go back promptly when ordered to do so;
- iv. When the out of bounds signal has not been seen by the field umpire and the ball is taken back to the spot where it crosses the boundary line;
- v. When more than one opponent stands on the mark;
- vi. When a player who has been given a free kick plays the ball without going back to the spot where the free kick was given.

Time on Indicated: To indicate the commencement of 'time-on' the field umpire shall blow his whistle and raise arm above his head, and to indicate the 'time-on' period has elapsed, the field umpire shall again blow his whistle and raise one arm above his head.

Time-keepers should use a stop clock (one for each time-keeper). Near the end of time for each quarter, if the time-keepers differ, then that difference should be halved.



AGSV/APS FOOTBALL - UMPIRES REPORT

MATCH BETWEEN _____ and _____

at _____ Date: _____

This form is to be given to the Umpire by the Coach or Delegate or complete the following [Jotform](#)

Please circle relevant comment and add further comment if needed.

	Home Team		Visiting Team	
1 Punctual	Yes	No	Yes	No
2 Time wasting on field	Yes	No	Yes	No
3 Complaining about umpiring decisions	Yes	No	Yes	No
4 Bad language	Yes	No	Yes	No
5 Excessive talking	Yes	No	Yes	No
6 Unnecessary antics	Yes	No	Yes	No
7 Rough play	Yes	No	Yes	No
8 Intimidating tactics	Yes	No	Yes	No
9 General behaviour of team	Good/Fair/Poor			

10. General comment on how match was played Good/Fair/Poor Good/Fair/Poor

11. If any player was sent off or warned, please give details:

12. Other comments:

Name of Umpire: _____ Signature: _____

Name of Umpire: _____ Signature: _____