

SCORERS & TIMKEEPERS

General Game Information:

Centrally Timed Games Include:

- All NetSetGo grades – played Fridays at 5.15pm & 6.15pm
- All 12 & Under grades – played Saturdays at 8.30am

Individually Timed Games Include:

- All other Junior and Senior grades – played Saturdays at 10.15am, 12pm, 1.45pm & 3.30pm

Four x 15 minute quarters, with a 3 minute break at quarter & three quarter time & a 5 minute break at half time

General Scorer/Timekeeper Information:

- Teams named first on the fixtures **MUST** provide a **competent Scorer** who should collect the scorecard from the match office at least 15 minutes prior to the fixtured game time.
- Teams named second on the fixtures **MUST** provide a **competent Timekeeper** (for individually timed games) or a **Scorer Checker** (for centrally timed games). Teams **MUST** provide their own 'timing device', which **MUST** have a countdown function, display minutes & seconds and have an alarm. Mobile Phones are **NOT PERMITTED** timing devices.

Scorers and Timekeepers/Score Checkers for each game must sit/stand in the dedicated boxes for the duration of the game. The official scorecard **SHOULD NOT** be removed from this dedicated area until the conclusion of the game and the scorecard has been signed by both team captains, the scorer, timekeeper/score checker and both umpires.

Scorecard Information:

- Scorecards must be completed **CLEARLY** using a PEN (see example of required information).
- **Prior to the start of the game** both teams should complete ALL players initial playing positions AND add any additional information required, including details of coaches, managers, anyone playing on a Single Game Voucher, NNA Casual Game Voucher or playing up from a lower grade (details should also be completed on the back of the scorecard where required).
- At the beginning of each subsequent quarter, playing positions for that quarter should be recorded in the relevant section.
- Players entering the court in the middle of a quarter as either a 'rolling substitution player' or a 'late player' **ONLY** need to have their playing position recorded on the scorecard if they don't have a playing position recorded against their name in any prior quarter.
- **Additional Player Names CAN NOT be added to the scorecard once the game has commenced.**
- **ALL Single or Casual Game Vouchers MUST be purchased from the match office PRIOR to the commencement of the game.**

Scorer Responsibilities:

- Keep an **accurate record** of centre passes taken by placing the first letter of the team in the dedicated area of the scorecard (if both teams start with the same letter, use the second letter for one team).
- At the end of each quarter circle the last centre pass taken & confirm with the umpires which team will have the first centre pass of the next quarter.
- Record goals scored for each team **AS INDICATED BY THE UMPIRE** with either a 'X' or '/' in the 'progressive score' section of the scorecard.
- At the end of each quarter, **INCLUDING** the final quarter, scorers should circle the number of the last goal scored for each team.
- At the end of each quarter record the number of goals scored during that quarter for each team where indicated.
- At the conclusion of the game, ensure both team captains, timekeeper/score checker, scorer and lastly both umpires.
- Either during each quarter break or at the commencement of each quarter update the playing positions for each player on your team.
- Give the **CORRECTLY** completed scorecard to the **WINNING TEAMS** coach to hand in to the match office within 30 minutes of the completion of the game.

Timekeeper Responsibilities:

- Notify umpires when there are **30 seconds AND 10 seconds** remaining **BEFORE** the fixtured game **START** time and prior to the start of each quarter/half.
- Start the timer (for 15 minutes) when the game is started by the umpire's whistle.
- Pause the timing device if time is held and restart the device as indicated by the umpire during a quarter.
- Follow the umpire (running if required) for the last **10 seconds ONLY** of each quarter, holding the timing device near the umpire so they can hear the ring to end the quarter.
- Time the quarter, half and 3 quarter time breaks (3, 5, 3 minutes).
- Record time for any 'suspended' or 'ordered off' players as directed by the umpire.
- Either during each quarter break or at the commencement of each quarter update the playing positions for each player on your team.
- At the end of the game, sign the scorecard where indicated.

