



WFNL 2026 SENIOR TIMEKEEPER INSTRUCTIONS (HOME / AWAY SEASON)

HOME & AWAY SCHEDULED MATCHES

Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves and Under 18's / Senior Women's Home and Away Matches will be scheduled as (Three matches in one day)

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Seniors	Saturday	2:10pm	20 mins + Time On	5 Mins	15 Mins	5 Mins
Reserves		12:00pm	22 Mins	5 Mins	12 Mins	5 Mins
Under 18 Men's		10:00am	22 Mins	5 Mins	12 Mins	5 Mins
Senior Women's		10:00am	20 Mins	5 Mins	12 Mins	5 Mins
Under 18 women's		10:00am	18 Mins	5 Mins	12 Mins	5 Mins

Unless other arrangements have been approved by the League, the commencement, duration and breaks for Seniors, Reserves and Under 18's Home and Away Matches will be scheduled as (four matches in one day with one ground)

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Seniors	Saturday	2:30pm	20 mins + Time On	5 Mins	15 Mins	5 Mins
Reserves		12:30pm	22 Mins	5 Mins	12 Mins	5 Mins
Senior Women's / Under 18 Women's		10:30am	20 Mins	5 Mins	12 Mins	15 Mins
Under 18 Men's		10:30am	20 Mins	5 Mins	12 Mins	5 Mins
Under 18 Men's		8:30am	20 Mins	5 Mins	12 Mins	5 Mins

Unless other arrangements have been approved by the League, the commencement, duration and breaks for Thirds Home and Away Matches will be scheduled as:

Grade	Day	Start Time	Qtr Duration	1/4 Break	1/2 Break	3/4 Break
Thirds	Friday	7:30pm	20 Mins	5 Mins	12 Mins	5 Mins





1. APPLICATION OF TIME ON

Time on will be applied in Senior Men's game as follows:

- When signalled by the Field Umpire by raising one hand above their head;
- When a Goal Umpire signals a score is recorded (NOT when they have completed waving their flags);
- When the ball goes out of bounds and is signalled by the Field Umpire to throw the ball in.
- When there is a lengthy delay in play such as where a team head count is called, a stretcher is on the ground or there is a lengthy delay as deemed appropriate by the Umpire(s) in charge.
- The clock is **NOT** to be stopped for ball ups around the ground.

2. TIME CLOCKS

Every club must supply a working 'stop clock' for timings.

3. SIREN WARNINGS

- When the Umpires enter the playing field prior to the start of the Match, and prior to the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- If the Umpires have not entered the playing arena, a warning siren must be sounded five (5) minutes prior to the start of the Match and third quarter and only.
- If both teams have not entered the playing field within five (5) minutes of the commencement of the Match or third quarter, the Timekeeper shall give three (3) short siren warnings.
- A warning siren must be made two (2) minutes prior to the scheduled start of all quarters.
- When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head.

4. DIFFERING ON TIME REMAINING

In the case of the two (2) clocks differing then half the variation will signify the actual time to ring the bell/siren.

5. ORDER-OFF RULE

- The Order Off rule shall apply to all Matches. The field umpire shall have the power to report and/or order from the field any player or official who during any match commits a reportable offence or whose actions are not considered in the best interest of the League.
- Any player or match official may be ordered from the field.
- In all home/away and finals games, all officially appointed umpires in addition to the field umpire appointed to that game shall have the power to order players or match officials from the playing field





- A Player ordered from the field under a **yellow** card must remain off the playing arena until fifteen (15) minutes actual playing time has elapsed. The Player may be replaced immediately. Under these circumstances the Player is **not** automatically reported for the incident.
- A Player ordered from the field under a **red** card must remain off the playing arena for the remainder of the Match but can be replaced by another Player after fifteen (15) minutes actual playing time has elapsed. Under these circumstances the Player is also reported for the incident.
- The fifteen (15) minutes playing time commences when the team runner reports to the timekeepers. Playing time refers to actual playing time in the game (ie in addition to any intervals between quarters & is inclusive of time-on)
- In the event of a player or players being ordered off while on the interchange bench, the team shall be required to remove the equivalent number of players from the field for the duration of the send-off (example: two players are sent off while on the bench, the team must play with 16 players for the duration of the send-off). The player or players who received the order off cannot play during the order off period.

6. TIMEKEEPER DUTIES

Each Timekeeper appointed for a Match shall:

- (i) keep time for each quarter of the Match;
- (ii) record on the official time card the time taken to play each quarter (including start and finishing times);
- (iii) record the Goals and Behinds scored by each Team during a Match;
- (iv) check the scores on the official time card at the end of each quarter and at the end of the Match;
- (v) sound the siren in accordance with the procedures contained in these regulations;
- (vi) record the card colour, the playing number and club of any Player ordered from the field (such information to be confirmed by the team Runner). The Timekeeper is to record this information on the back of the official time card;
- (vii) if a head count is called, make note of the time and the scores at the time it is called on the time card. Do not delete any scores from the time card and continue as per normal.
- (viii) upon completion of the Match, check all details are correct and sign the time card.
- (ix) lodge the completed cards with the Home Club Team Manager

