



The role of the timekeeper for Junior Competitions is to ensure the game runs to schedule and to keep a record of the Game Score (goals scored and penalty cards issued)

Timekeeper duty is allocated to 1 team per game timeslot as per roster allocations on fixtures. Fixtures including rosters are located on the Peel Hockey website www.peelhockey.com.au/fixtures-winter

It is the Duty Teams responsibility to ensure they delegate a roster allocation amongst the parents on their team to fill their team's rostered duty.

RESPONSIBILITIES

Arrive 15 min before your game and check in.

- If using scoreboard clock/timer – check in with umpire dugout/canteen/Competition Coordinator to ensure system is setup and ready well before game start time.
- If scoreboard is not available - Collect blue buzzer from canteen OR check in with timekeeper on duty in earlier game time.

GAMES MUST START ON TIME – ensure turf, teams and game officials are ready well before start of game.

DUTIES

If using scoreboard clock/timer

- Scoreboard – will keep time and sound siren/buzzer for game start and end times.
- Umpires - will sound whistle for game time/break warnings.
- Timekeeper
 - Press start at required intervals and enter goals scored.
 - Update game card:
 - Score details – goals scored and penalty cards issued against relevant player's name. Total goals scored at end of game.
 - Player lists – check player lists have been completed correctly by teams.
 - Injuries – ensure any player injuries are recorded on card (on back of card if not enough room on front)

Visit the [Information & Resources page](#) to locate the [Game Card How-to Guide](#) Resource.

Manual timekeeping (If scoreboard is not available)

Timekeeper – to keep game time and:

- Sound buzzer for game start and end times.
- Update game card:
 - Score details – goals scored and penalty cards issued against relevant player's name. Total goals scored at end of game.
 - Player lists – check player lists have been completed correctly by teams.
 - Injuries – ensure any player injuries are recorded on card (on back of card if not enough room on front)
- Let umpires know for game time/break whistle warnings.

See next page for Game Time Siren/buzzer & Whistle warnings details for each Junior Competition age group.

Game Time – Siren/Buzzer & Whistle Warnings

Periods of Play	J5-6 Competition	J7-9 Competition	J10-2 Competition
Game Start <u>Warning</u>	2-minutes before Start	2-minutes before Start	2-minutes before Start
GAME START	5:00pm, 6:00pm	4:45pm, 6:00pm	5:15pm, 6:30pm
END period/ Quarter Time	12-minutes after start	15-minutes after start	15-minutes after start
Second Period <u>Warning</u>	30-seconds before Start	30-seconds before Start	30-seconds before Start
Period 2 START	1-minute after END Period 1	2-minutes after END Period 1	2-minutes after END Period 1
End period/ Half Time	12-minutes after start	15-minutes after start	15-minutes after start
Third Period <u>Warning</u>	30-seconds before Start	30-seconds before Start	30-seconds before Start
Period 3 START	3-minutes after END Period 2	4-minutes after END Period 2	4-minutes after END Period 2
END period/ Three Quarter Time	12-minutes after START	15-minutes after START	15-minutes after START
Fourth Period <u>Warning</u>	30-seconds before Start	30-seconds before Start	30-seconds before Start
Period 4 START	1-minute after END Period 3	2-minutes after END Period 3	2-minutes after END Period 3
END GAME	12-minutes after START	15-minutes after START	15-minutes after START