**TIMEKEEPER**

**Role as defined by the league.**

# Reports to: Ground Manager & Volunteer Coordinator

# Purpose of the role

The Timekeeper is to act as the official keeper of time for the duration of the match.

# Qualifications & Desirable Characteristics

* Effective communication skills
* Organisational skills
* Positive and enthusiastic

# Duties & Responsibilities

* Keep time for each quarter of the match.
* Record on timecards the time taken to play each quarter.
* Lodge completed timecards with the Team Manager after the game has finished.
* Sound the siren in accordance with the procedures contained in the association/league rules and regulations.
* Stop the clock used for the timing of each quarter as required by the association/league rules and regulations.
* Perform any other function as may be directed.

# Penalty for failure to supply.

* A fine of 10 penalty units will apply should a club fail to provide a timekeeper. RDFNL By-law 103

**Practical application for parents**

* This is a seated role.
* You need to arrive 20 mins before the game starts and remain available for the whole game.
* You must keep track of game time with a device provided and record start and finish times.

U/11 Football: 4 x 12min Quarters, with breaks of 2 mins – 4 mins – 2 mins

U13’s Football: 4 x 14min Quarters, with breaks of 3 mins – 6 mins -3 mins

U/15 Football: 4 x 16min Quarters, with breaks of 3 mins – 6 mins – 3 mins

U/17 Football: 4 x 20min Quarters, with breaks of 3 mins – 8 mins – 3 mins