



#### SIRENS TO COMMENCEMENT PLAY FOR EACH QUARTER

- Sound Siren 1 time – As Umpires enter Playing Surface.
- Sound Siren 3 times – 2 minute warning prior to start time.
- Sound Siren 2 times – 1 minute prior to start time.
- Sound Siren 1 time – START QUARTER.

#### DURATION OF QUARTERS AND BREAKS QUARTER LENGTH:

Y 3 – Y 8	4 x 15 minutes
Y 9s	4 x 20 minutes
Y 10s	4 x 20 minutes
Y 11/12's	4 x 20 minutes

Y 3/4 All-Female	4 x 15 minutes
Y 5/6 All-Female	4 x 15 minutes
Y 7/8 All-Female	4 x 15 minutes
Y 9-10 All-Female	4 x 15 minutes
Y 11/12's All-Female	4 x 15 minutes

#### QUARTER BREAKS

- ¼ Time Break - 5 Minutes,
- ½ Time Break - 10 Minutes,
- ¾ Time Break - 5 Minutes.

#### USE OF STRETCHER

The timekeeper shall stop the clock at the time a stretcher crosses the boundary line and the field umpire has called time, and shall restart the clock at the time the field umpire recommences play and calls time on and the timekeeper shall also record the time out and the time of the quarter at which point the clock was stopped.

In the event that the time taken to attend to the injured player exceeds 10 minutes from the time out the following will apply.

If the quarter ends during the delay: - time will be called for the quarter and play will recommence for the next quarter.

If the final quarter is in progress and the stretcher is called for, the remaining time will be played out.

#### ARENA

The Arena is defined as the Playing Surface and all of the area between the Playing Surface and the perimeter fence. If no perimeter fence, then the perimeter fence shall be interpreted as being located 10m outside and parallel to the playing surface (definitions AFL law 1.1).

#### YELLOW CARD OFFENCE (Order Off – Cool Off)

A Player/Official ordered off with a Yellow Card is required to immediately leave the Arena by running directly via the interchange area and shall remain outside the Arena for 15 minutes (Game Playing Time). An offender ordered off for a Yellow Card Offence can be replaced immediately.

#### SECOND YELLOW CARD OFFENCE (Order Off – Stay Off)

A Player/Official ordered off with a Second Yellow Card is required to immediately leave the Arena by running directly via the interchange area and shall remain outside the Arena for the remainder of the match. An offender ordered off for a Second Yellow Card Offence shall take no further part in the game and cannot be replaced for 15 minutes and receives an Automatic one week's suspension.

#### RED CARD OFFENCE (Order Off – Stay Off)

A Player/Official ordered off with a Red Card is required to immediately leave the Arena by running directly via the interchange area and shall remain outside the Arena for the remainder of the match. An offender ordered off for a Red Card Offence cannot be replaced for 15 minutes (Game Playing Time).

#### SUSPENDED PLAYER/OFFICIAL

Any player or official suspended by either a tribunal or prescribed penalty will not be permitted to play, coach or participate in any capacity, for the duration of the penalty. (i.e. runner, water carrier etc).

#### DRAWN FINALS MATCHES

- Should the final scores of both teams in any final round match, including the Grand Final, be equal at the end of the time allocated for the match, such match shall be extended by two (2) additional periods of five (5) minutes with no time off, in which the teams shall change ends and kick to either end of the ground alternatively.
- Should the scores be tied at the end of these additional periods, the team Captains will decide which team will kick to which end of the ground by the toss of a coin and play will then resume until one team scores and that team shall be declared the winner.
- At the end of the game there will be a 2minute break between fulltime and the commencement of the extra time. (Coaches allowed on the field at this time)
- After the completion of the first 5 minutes of extra time it is a straight changeover and no coaching staff on the field are