

SCHEDULE I

YARRA JUNIOR FOOTBALL LEAGUE

FINALS - INSTRUCTIONS TO COMPETING CLUBS

First Named Club:

1. Black or coloured shorts to be worn.
2. Provide one Time Keeper.
3. Provide one spare football in very good condition.
4. Provide Umpire Escort
5. Provide all League appointed boundary and field umpires with a drink at all breaks.
6. Note all other conditions as listed in 'Guidelines for the conduct of Finals'

Second Named Club:

1. If there is a jumper colour clash with the home team jumper, wear either the team's alternative or clash jumper or wear white shorts.
2. Provide one Time Keeper.
3. Provide one spare football in very good condition.
4. Provide Umpire Escort
5. Provide a responsible person to operate the score board.
6. Note all other conditions as listed in 'Guidelines for the conduct of Finals'

Length Of Quarters During Finals:

Under 11, 12 and 13 (Mixed & Girls)	17 mins
Under 14 Girls	17 mins
Under 14 Mixed	23 mins
Under 15 Boys, Under 16 Boys & Colts Boys	23 mins
Under 15 Girls, Under 16 Girls & Youth Girls	23 mins

Length of Breaks Between Quarters are consistent with home and away season.

1/4 Time: 4 minutes 1/2 Time: 12 minutes 3/4 Time: 7 minutes

Please note there is no automatic time-on in finals. **Time on shall only be applied when indicated by the field Umpire.** This may be in circumstances where:

1. There is any undue delay in getting the ball back when it is out of play.
2. A player wilfully wastes time.

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3. A player goes over an opponent's mark and does not come back immediately when asked to do so.
4. When more than one opponent stands on the mark.
5. Play is delayed unduly.
6. Whenever a stretcher is called on to the ground.

How time-on will be indicated, if required:

The Field Umpire shall signal to the timekeepers to add "Time On" or to stop adding "Time On" by blowing his / her whistle and raising the arm above the head (arm will be in a vertical position).

The time to be added on shall be the time that elapses between the two whistles. Should the timekeepers fail to hear the second whistle, they shall stop adding "Time On" when they see that the ball is in play.

TIMEKEEPERS PLEASE NOTE:

Watch the Field Umpire closely during play for his signals regarding time on.

Where the Umpire has mistakenly heard the siren to sound the end of playing time or the siren sounds mistakenly prior to the end of a quarter the Timekeepers must alert the Field Umpire as soon as possible of the error. The game shall restart with a ball up in the position where the ball was when the game was halted or if the field umpire cannot determine that position then a ball up in the centre of the ground shall occur as if a goal had been scored.