

4.1 COMPETITION RULES		
R4.1.12 Timekeeping		
Aim	To provide a standard format for timekeeping which is in line with PNA and Official Netball Rules	
Applies to	All Competition games held at Perth Netball Association	
Links to	<a href="#">4.1 COMPETITION RULES</a>	
Limitations	Does not apply to games PNA representatives play in at other venues	
Forms	None	
Review	Updated: 31.01.19	Passed 30.01.19

#### Rule:

1. The second mentioned team must provide a Timekeeper and appropriate timing device.
2. The game cannot start until an appropriate Timekeeper is in control.
3. The Timekeeper shall take time in accordance with the umpires whistle.
4. It is the Timekeeper's responsibility to notify the closest umpire when there is 30 seconds remaining in the quarter and again when there is 10 seconds remaining. The timekeeper should then follow the umpire until the timer sounds. It is the Umpire's whistle that stops play at the end of the quarter.
5. Timekeepers will also take time in accordance with Injury, Illness, Blood Rule or Player Suspension – a second timekeeping device is preferred (the scoring team should make their timer available as well).
6. Illness, Injury or Blood Rules should be no more than 30 seconds in length, unless the umpire determines that it is unsafe to move the player.
7. Player Suspensions are 2 minutes.
8. When 10 seconds remain prior to the end of the stoppage, timekeepers should notify the umpires.

#### Procedure:

1. The Timekeeper is a game official and MUST stand together with the Scorer level with the centre circle and check both scores and time with each other constantly.
2. A suitable timing device with sound must be used. Mobile phones are **NOT suitable and should not be used**.
3. The Scorer and/or Timekeeper should remain unchanged during the game except in the event of illness or injury.
4. No protests will be entered into regarding scoring or timing. It is the responsibility of the Scorer and Timekeeper to work together and check each other to ensure the game result is accurately recorded.
5. Matches in NetSetGo Year 4/5 and Year 2/3 will start and finish on the siren controlled by the Match Day Office. The siren overrides any other timer used during a match. Games must finish on the final siren regardless of whether or not the match has been completed.

The following timings are to be used for all games including Finals:

	Divisions	Quarters	¼ & ¾ time break	½ time break
Open	All	15mins	3mins	5mins
Junior 9/12	All	15mins	3mins	5mins
Junior 7/8	All	15mins	3 mins	5 mins
Junior 5 and Junior 6	All	10mins	2mins	4mins
NetSetGo Year 4/5	All	10mins	2mins	4mins
NetSetGo Year 2/3	All	10mins	2mins	4mins