

**JOONDALUP NETBALL ASSOCIATION
DUTIES OF THE SCORER AND TIMEKEEPER
(THE SCORER & TIMEKEEPER ARE OFFICIALS OF THE GAME)**

Refer: Policies and Procedures – Scorer and Timekeeper

(1) The Timekeeper and Scorer are officials of the game and as such shall refrain from coaching, directing play or commenting from their allocated area on the side of the court. They shall sit together and check **both the time and score with each other**. The Timekeeper and Scorer **cannot be substituted** during a game (except for injury or illness and a JNA Convener must be advised). Refer to Fines Table 14 (ii)

(2) The first named team shall supply a scorer and the second named team shall provide a timekeeper.....

(3) Both the Scorer and the Timekeeper are equally responsible to ensure that the scorecard is completed with the player's names of their respective teams, **prior to** the commencement of the scheduled match, ready for the umpires whistle. (Refer to "Fines Table" for penalties. Note: during **finals** series the offending team will be disqualified).

Duties of the Timekeeper: (Note: Only an official timing device to be used, **no** mobile or watch timing devices)

- **Must** sit with the Scorer in the **allocated area**, on the outside boundary of court, facing the centre circle. **Must** remain in **allocated area** during intervals with the timing device.
- Ensure that their team's player's names are completed on the scorecard **before** the game commences and all positions to be completed at the beginning of each quarter. (Refer to "Fines Table" for penalty)
- Set the timer for 4 x 15 minute quarters (winter season) with intervals of 4 minutes at quarter time and 5 minutes at half time.

NSG 7's, 8's, 9's & 10's - 4 x 10 minute quarters with intervals of 4 mins at the 1st & 3rd quarter breaks and 5mins at half time break. Note: These times may be subject to change (e.g. during Spring season, or as instructed by the JNA conveners).

- Advise the umpire when there are **30 seconds left during the interval break**.
- Timer to **follow umpire, without speaking to the umpire**, when there are **10secs remaining on clock for each quarter**. When the clock timer goes off the UMPIRE is the one who blows the whistle and ends the quarter or game.
- The timekeeper must stay with the timer in the allocated area. They **CANNOT** wander off
- The timekeeper is to check the scorecard with the scorer to ensure it is completed and signed in full. They must also check the score continuously with the scorer and any discrepancies should be brought to the attention of the scorer immediately.
- Timekeeper to print their name clearly on the front of the scorecard.

Duties of the Scorer:

- **Must** sit with the Timekeeper in the **allocated area**, on the outside boundary of court facing the centre circle. Scorecard **must** remain on the seat in allocated area during intervals.
- Ensure that both teams' player's names (printed in full) and details of the game are filled in **before** the game commences. (Note: Only those players whose names are on scorecard, **prior** to first whistle can participate in the game. Names cannot be added if player is late and once game has commenced). Positions are to be completed quarter by quarter. (Refer to "Fines Table" for penalty)
- Record each centre pass for each quarter.
- Record each goal. Also record separate total for **each quarter** and **final total** (total of 4 individual quarter totals) in the boxes, provided on the score card.
- Record any Injuries on the back of the score card (names printed in full). (Note: advise player that injury form to be completed and returned to the Match Office or JNA office.)
- **Player positions must** be recorded opposite name on scorecard **for each quarter** and may be completed quarter by quarter (including teams in NSG U7's, U8's & 9U's).
- If a player is playing in the team as a fill in from a lower grade, or is playing on a single game voucher (SGV), or with a JNA single game fee, or is a new registration; record all details (**name printed in full**) on the scorecard (both front & back).
- Ensure that both umpires, and the captains of each team, sign the scorecard (umpires to print name as well).
- Ensure both the Scorer and the Timekeeper **print** their names on the front of the scorecard and that the Coach or Manager of each team signs the back of the scorecard prior to the commencement of the game.
- Return scorecard to match office **immediately** after the end of the game.

PENALTIES WILL APPLY FOR INCOMPLETE SCORECARDS AND FAILURE TO RETURN SCORECARDS IMMEDIATELY AFTER COMPLETION OF SCHEDULED GAME.