

# TIMEKEEPING & SIREN PROCEDURES

Age	No & Length of Quarters
9s & 10s	4 Quarters x 12 Minutes
11s, 12s & 13s	4 Quarters x 15 Minutes
14s to 17s	4 Quarters x 20 Minutes

WHEN TO SOUND SIREN & START TIMECLOCK.		SOUND SIREN
<b>START OF GAME</b>	<b>ONE (1) MINUTE PRIOR TO SCHEDULED STARTING TIME</b>	<b>TWICE (2) SHORT</b>
	SCHEDULED STARTING TIME - OBSERVE FIELD UMPIRE - HE WILL HOLD BALL UP ABOVE HEAD.  <b>START TIMECLOCK AS BALL LEAVES UMPIRES HANDS.</b>	<b>ONCE (1)</b>
	END OF 1 <sup>ST</sup> QUARTER  <b>1<sup>ST</sup> QUARTER BREAK (3 MINUTES LONG <u>MAXIMUM</u>)</b>	<b>ONCE (1) LONG (UNTIL UMPIRE SHOWS HE HAS HEARD IT)</b>
<b>START OF SECOND QUARTER</b>	<b>ONE (1) MINUTE PRIOR TO END OF 1<sup>ST</sup> QUARTER BREAK</b>	<b>TWICE (2) SHORT</b>
	SCHEDULED STARTING TIME - OBSERVE FIELD UMPIRE - WILL HOLD BALL UP ABOVE HEAD.  <b>START TIMECLOCK AS BALL LEAVES UMPIRES HANDS</b>	<b>ONCE (1)</b>
	END OF 2 <sup>ND</sup> QUARTER  <b>HALF TIME INTERVAL (8 MINUTES LONG <u>MAXIMUM</u>)</b>	<b>ONCE (1) LONG (UNTIL UMPIRE SHOWS HE HAS HEARD IT)</b>
<b>START OF THIRD QUARTER</b>	<b>ONE (1) MINUTE PRIOR TO END OF HALF TIME BREAK</b>	<b>TWICE (2) SHORT</b>
	SCHEDULED STARTING TIME - OBSERVE FIELD UMPIRE - WILL HOLD BALL UP ABOVE HEAD.  <b>START TIMECLOCK AS BALL LEAVES UMPIRES HANDS</b>	<b>ONCE (1)</b>
	END OF 3 <sup>RD</sup> QUARTER  <b>3<sup>RD</sup> QUARTER BREAK (5 MINUTES LONG <u>MAXIMUM</u>)</b>	<b>ONCE (1) LONG (UNTIL UMPIRE SHOWS HE HAS HEARD IT)</b>
<b>START OF FOURTH / FINAL QUARTER</b>	<b>ONE (1) MINUTE PRIOR TO END OF 3<sup>RD</sup> QUARTER BREAK</b>	<b>TWICE (2) SHORT</b>
	SCHEDULED STARTING TIME - OBSERVE FIELD UMPIRE - WILL HOLD BALL UP ABOVE HEAD.  <b>START TIMECLOCK AS BALL LEAVES UMPIRES HANDS</b>	<b>ONCE (1)</b>
	<b>END OF FINAL QUARTER</b>	<b>ONCE (1) LONG (UNTIL UMPIRE SHOWS HE HAS HEARD IT)</b>