

**NORTHERN  
FOOTBALL LEAGUE  
INCORPORATED**



**SCHEDULE 15:  
MATCH DELAY POLICY**

**Adopted  
December 2016**

**NORTHERN FOOTBALL LEAGUE INCORPORATED**  
**MATCH DELAY POLICY**

The following proposed guidelines are for matches commencing at 2:10pm and are based on the following principles:

- i. Quarters run on average 30 minutes;
- ii. Breaks are 5 minutes (quarter time), 15 minutes (half time) and 5 minutes (3 quarter time).
- iii. The final match is not going to conclude by 5:00pm, there is insufficient daylight and the ground does not have sufficient lighting (100 lux).

1. ***Prior to implementing any of the following match delay policies, approval must be granted by the CEO or Football Operations Manager.***
2. If the delay occurs prior to the match, no restrictions apply if the match commences by 2.10pm.
3. For every 5 minutes past 2:10pm the match is delayed, each quarter is to be reduced by 1 minute playing time. If the delay occurs during the first half, the match will continue as 20 minute plus time on per quarter until half time. After half time, taking into account the assumption of 30 minute quarters and a 5 minute break at 3 quarter time, if the game is not scheduled to conclude by 5pm, a 1 minute deduction per quarter is made for every 5 minutes past 5pm the match would conclude under regular playing conditions.
4. If the delay occurs during the 3<sup>rd</sup> quarter, time is to be adjusted so that the match concludes by 5pm and the 3<sup>rd</sup> and 4<sup>th</sup> quarters are of equal length (the assumption of 30 minute quarters is applicable here).
5. If the delay occurs in the final term or equal time cannot be assigned to the 3<sup>rd</sup> and 4<sup>th</sup> quarters, play continues until 5pm at which time the siren must sound if there is time remaining. In these cases, the NFL Board will decide if the final score stands or an adjustment is made.