

## Notes for Players and Spectators (continued)

### GAME TIME

ALL of your games will be played on the **SAME** oval. Refer the draw for location & times.

Games will start once the siren goes or if no team is ready at this time then when one team is ready to play. Games that start late have a shorter first half.

**No spectators will be permitted on Woodville Oval** after 10am until the end of the carnival – only players, umpires, club officials, team managers and coaches will be allowed on the oval. The games are all played near the boundary fences so you will get a good view of each game.

Each team will need to supply medical trainer, one match official and one goal umpire with goal flags. There is no score kept.

Each team will also need to bring a match ball – first named team supplies the ball for that match.

Coaches, team managers and Delegates are responsible for getting players ready at the appropriate oval at the scheduled time.

All games consist of two 6 minute halves.

- a siren will sound each 15 mins to signify start of games
- a 2nd will sound after 6 mins to signify half time
- a 3rd siren will sound at the 7 min mark (1 min allowed for half time swap over),
- and the 4th and last siren will sound at the 13 min mark to signify end of the game.

The half & game ends at the siren, ie no play after the siren even if there is a mark or free kick.

All players & coaches / officials to move quickly off of the oval and new teams move on.

Teams named first are to kick to the north (clubrooms) in the first half, no coin toss required

Players can be interchanged during the match as per normal arrangements.

There is a 20 minute break at 1.10pm to allow for oval access for the Eagles & Crows to warm up. We would ask the goal umpires in the 12.55pm game to bring their goal posts to the boundary and the goal umpires for the 1.30pm games to bring them back out onto the oval.

No Scores are being kept of any game.

The aim is for everyone to HAVE FUN – we are not playing for sheep stations!!

### OTHER ACTIVITIES

SANFL Broadcaster 107.9 LIFE FM will be covering the day with a live outside broadcast from approx 11am.

There is a free Treasure Hunt for the kids with our Community Group Displays from 12 noon plus free Jumping Castle & Face Painting later in the day..

### POST GAME

Please meet in your club groups behind the Southern Goals by 1.45pm or as soon as your game concludes for the MWJFL Carnival Parade.

The parade will start around the oval at 1.50pm with teams introduced to the crowd and performing a guard of honour for both SANFL league sides as they run out.

**After the parade has concluded the Eagles will provide some special items including a VILI'S DONUT for all carnival participants via your team manager so please stay until after the parade (2.00pm) so you do not miss out.**

Then you are very welcome to stay for the SANFL League Game with

FREE JUMPING CASTLE & FACE PAINTING  
FREE COMMUNITY GROUP TREASURE HUNT  
KICK 'n CATCH ON THE OVAL @ THE BREAKS

**A GREAT SANFL GAME : EAGLES v CROWS**



# U8, U9 & U10 2014 Lightning Carnival

**Sunday August 3 @ Maughan Thiem Hyundai Oval  
Oval Avenue, Woodville South**

### Notes for Players and Spectators

#### GROUND ACCESS

From 9am-11am there will only be one open entry point. It will be the car park entrance off of Oval Avenue in the North Western Pocket of the ground.

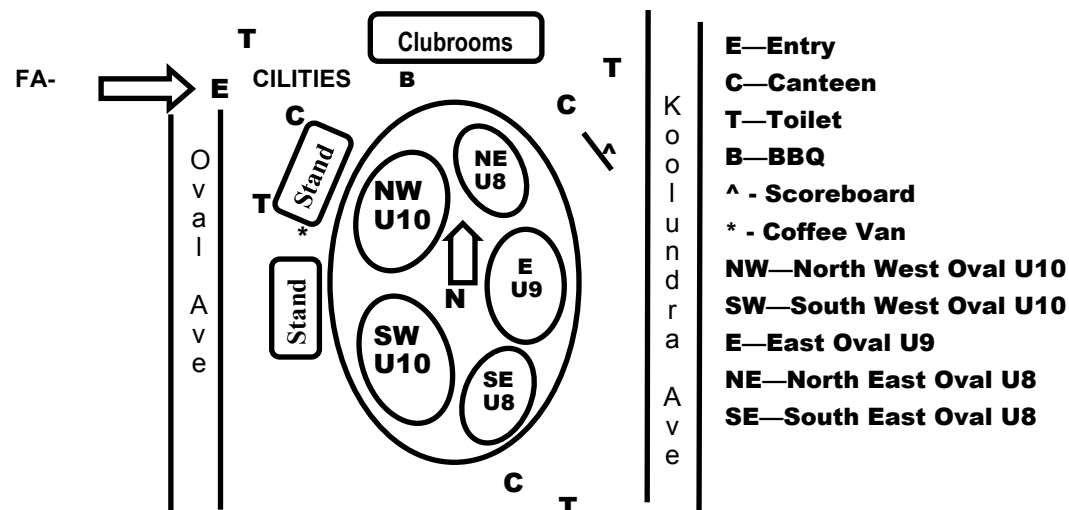
Every player should receive free family tickets, please hand these in at the gate.. If extras are needed refer to your team manager.

There is ample street parking around the oval.

No alcohol is to be brought into the ground, there is no change room access.

Please refer to your coach / team manager re the time you need to arrive.

Grandstands—Spectators without paid seat passes are welcome in the stands **during the carnival** however we do ask that 1) you do not sit in any reserved seats, 2) if someone has purchased a pass for your seat you please move for them and 3) please either move out of the stand or purchase a pass (\$3 or \$5) by the start of the SANFL league game.



# 2014 MWJFL LIGHTNING CARNIVAL DRAW

Time	North West Oval (Cricket Club) UNDER 10	South West Oval (Green Hill) UNDER 10	South East Oval (Cricket Nets) UNDER 8	East Oval (Outer Wing) UNDER 9	North East Oval (Scoreboard) UNDER 8	Time
10.25am	-	-	-	Lockleys v SMOSH WL	-	10.25am
10.40am	-	-	-	Henley v Rosewater	-	10.40am
10.55am	Portland v West Croydon	Port Districts v Lockleys	Henley v Port Districts	Port Dist v Wood South	Seaton v Portland	10.55am
11.10am	Rosewater v North Haven	SMOSH WL v Wood South	Wood South v Lockleys	Lockleys v Henley	North Haven v West Croydon	11.10am
11.25am	Seaton v West Croydon	Henley v Lockleys	SMOSH WL v Port Districts	SMOSH WL v Port Districts	Rosewater v Portland	11.25am
11.40am	Rosewater v Portland	SMOSH WL v Port Districts	Wood South v Henley	Rosewater v Wood South	North Haven v Seaton	11.40am
11.55am	North Haven v Seaton	Wood South v Henley	Lockleys v SMOSH WL	Henley v Port Districts	West Croydon v Rosewater	11.55am
12.10pm	West Croydon v Rosewater	Lockleys v SMOSH WL	Port Districts v Wood South	Rosewater v Lockleys	Portland v North Haven	12.10pm
12.25pm	Portland v Seaton	Port Districts v Henley	Henley v SMOSH WL	Wood South v SMOSH WL	Seaton v Rosewater	12.25pm
12.40pm	West Croydon v North Haven	Lockleys v Wood South	Port Districts v Lockleys	Port Districts v Lockleys	Portland v West Croydon	12.40pm
12.55pm	Seaton v Rosewater	Henley v SMOSH WL	SMOSH WL v Wood South	Wood South v Henley	Rosewater v North Haven	12.55pm
1:10pm	<b>BREAK (All)</b>	<b>BREAK (All)</b>	<b>BREAK (All)</b>	<b>BREAK (All)</b>	<b>BREAK (All)</b>	1:10pm
1.30pm	North Haven v Portland	Wood South v Port Districts	Lockleys v Henley	SMOSH WL v Rosewater	West Croydon v Seaton	1.30pm
1.50pm	<b>PARADE (All)</b>	<b>PARADE (All)</b>	<b>PARADE (All)</b>	<b>PARADE (All)</b>	<b>PARADE (All)</b>	1.50pm
2.10pm	***** START OF SANFL IGA LEAGUE GAME—EAGLES v ADELAIDE CROWS *****					2.10pm



Teams need to be by the fence, ready to play,  
**AT LEAST 5 MINUTES BEFORE THEIR MATCH.**

There is only a **2 MINUTE GAP** between games  
Any match starting late will still finish at the original time.  
ie it will be a shorter game.

