

MATCH:		vs.	
DATE:		KICK-OFF:	
VENUE:			

Actual time	Timing (minutes)	Activity	Location
	Kick-off -120	<ul style="list-style-type: none"> Gates open to the public 	
	-90 to -60	<ul style="list-style-type: none"> Teams arrive and are escorted to changing room Team Manager signs off final team sheet with MPO Teams can start to warm-up upon arrival 	Dressing room area
	-50 to -40	<ul style="list-style-type: none"> Team clothing / equipment check with Match Officials Match Officials instruction 	Dressing rooms
	-40	<ul style="list-style-type: none"> Coin toss in tunnel with referee and two captains. Winning captain must nominate his chosen option: Kick-off / choice of end (if applicable) 	In tunnel
	-10	<ul style="list-style-type: none"> Both teams to return to dressing rooms 	
	-9 to -7	<ul style="list-style-type: none"> Lipstick camera turned on for a maximum of 10 seconds 	Dressing rooms
	-8	<ul style="list-style-type: none"> 1 minute call to each team 	Dressing rooms
	-7	<ul style="list-style-type: none"> Teams leave the dressing rooms and line up in the tunnel as directed by Match Commissioner Single file – captain first 	
	-6	<ul style="list-style-type: none"> Teams take to the field Teams line up for anthems 	
	-5	<ul style="list-style-type: none"> Anthem Team A* 	On pitch
	-3:30	<ul style="list-style-type: none"> Anthem Team B 	On pitch
	-2	<ul style="list-style-type: none"> Ceremonial cultural rituals (e.g. Haka, if appropriate) 	
	-1	<ul style="list-style-type: none"> Final preparations 	On pitch
Kick-off 1st half			
	Half-time (10 minutes)	<ul style="list-style-type: none"> Half-time is 10 minutes whistle to whistle Teams are called with 2 minutes to kick-off 	
Confirm if lipstick camera will be turned on			
Kick-off 2nd half			
	After final whistle	<ul style="list-style-type: none"> Flash interviews on the field or close to the dressing rooms 	
	+5	<ul style="list-style-type: none"> Player / coach interviews – losing team 	Dressing room area
	+10	<ul style="list-style-type: none"> Player / coach interviews – winning team 	Dressing room area
	+15	<ul style="list-style-type: none"> Citing Commissioner liaises with the Team Managers to check if they want to report any incident 	Dressing room area
	+60	<ul style="list-style-type: none"> Teams receive match DVD 	Dressing room area

* Except for matches involving the host team where the host team anthem is always played second