GAME CLOCK REMINDERS

Our 2019 NFHS football rule changes brought about a significant change to our **play clock** rules. We now have the possibility of a 40 second or 25 second play clock, but you must remember that the **game clock rules did not change at that time.**

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Let's review those here. This first section details the reasons for the **game clock** to be stopped at the end of a down or between downs and it **will not** start again until the next legal snap (other than a try) or the legal touching of a free kick.

*A forward pass (legal or illegal) is incomplete.   *A charged time-out is granted.
*A live ball goes out of bounds (in possession or loose).   *Any score occurs.
*A change of team possession occurs during or after the down. *A fair catch is made.
*Either team is awarded a new series following any legal kick. *A touchback occurs.
*A delay of game penalty is accepted.   *Rule 3-4-6 is enforced.
*A period ends.

There may be other reasons to stop the clock as well, but if one of these occur, do not wind the game clock!

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This next section details the reasons for the **game clock** to be stopped at the end of a down or between downs and it **will** start again (**wind the clock**) on the ready-for-play **if and only if** none of the reasons from the list above has occurred. It is certainly possible for the game clock to stop for multiple reasons, but the only time the game clock remains stopped is when one of the reasons from the list above has occurred. Think in terms of this second list as **temporary clock stoppages.**

*A foul has occurred.   *An inadvertent whistle occurs.   *A measurement
*Team A earns a first down (a kick or a change of possession was not involved).
*The game is stopped to correct **any** equipment issue.
*The game is stopped to attend to **any** medical issue.
*The game is stopped as a result of a weather delay or some other unusual delay.

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Remember that we do have game action that does **not** include the game clock at all. An **untimed down**, a **try for point(s)** and any **overtime period** will not involve the game clock.

It is also important to remember the recent rule change that allows the offended team to have the **game clock** started on the snap rather than on the ready for play if and only if a foul occurred inside the final 2 minutes of either half, the penalty is accepted and the clock was supposed to start on the ready.

TIMING RULES For Sub-Varsity Football Games

Starting and Stopping the GAME CLOCK for Sub-Varsity and Jr. High Football Games

The first page of this document is a complete review of the current (2020) GAME CLOCK rules for NFHS football games. We will continue to have an **exception** to these GAME CLOCK procedures for games that are played below the High School Varsity level. This difference is to be used without exception in all games that are played below the High School Varsity level.

The **exception** that is to be used involves the starting of the GAME CLOCK when a **change of team possession** has occurred during the down or at the end of a down. This occurs when a pass is intercepted, when a fumble is recovered by the opponent, when a legal kick (scrimmage or free kick) results in possession for team R or team A simply loses possession at the end of a 4th down.

If the only reason the game clock stopped at the end of the down was this change of possession, we will wind the game clock on the ready-for-play instead of the next legal snap. Please note that this would mean that the play did not involve an out-of-bounds situation, an incomplete forward pass, a touchback or fair catch, the end of a period, or a time-out was granted.

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Please note this list of the suggested length of the periods for sub-varsity football games.

Junior Varsity:	10 minute quarters
9th Grade:	10 minute quarters
8th Grade:	8 minute quarters
7th Grade:	7 minute quarters
7th, 8th, 9th:	8 minute quarters

There is NO exception to the 3-minute mandatory warm-up period. It must occur!