

CLOCK RULES CHANGES

2008



CLOCK CHANGES

3-2-2-h

15-Second Play Clock Eliminated

3-2-2-i

Clock Adjustment Following Inadvertent Whistle Eliminated

40-SECOND PLAY CLOCK

3-2-4-b

Play Clock Set to 40 Seconds When an Official Signals That The Ball Is Dead.

Count Interrupted For Reasons Beyond Control Of Officials Or The Play-Clock Operator:

- **Game Clock Stops**
- **Referee Signals Play (Both Palms open in Over Head Pumping Motion) Clock Re-Set To 40 Seconds And Started Immediately**

40-SECOND PLAY CLOCK

- **If Ball Is Not Ready To Be Snapped After 20 Seconds Into The Count, Referee Declares Timeout And Signals Play Clock To Be Set At 25 Seconds.**
- **When Play Is To Be Resumed, Play Clock Starts On The Referee's RFP Signal.**
- **Game Clock Starts On The Ready or Snap Depending on Status When Timeout Declared.**

PLAY CLOCK

Set At 25 Seconds For:

1. Penalty Administration
2. Charged Team Timeout
3. Media Timeout
4. Injury Timeout
5. Measurement
6. Change Of Possession

PLAY CLOCK

25-Second Count (Cont.)

7. Following A Kick Down

8. Score

9. Start Of Each Period

10. Start Of A Team's Series In Extra Period

11. Instant Replay Review

12. Other Administrative Stoppage

CLOCK: OUT OF BOUNDS

3-2-5-a-

- 12. When a ball carrier, a fumble or a backward pass goes out of bounds (Exception: Within the last two minutes of each half, the clock starts on the snap unless incidents 8 or 11 above occur.) (A.R. 3-2-5-V Late in the second or fourth quarter, the ball carrier goes out of bounds. When the game clock is stopped it reads (a) 2:00 or (b) 1:59. RULING: (a) The game clock starts when the ball is ready for play. (b) The game clock starts on the snap.)**
- 13. When the referee interrupts the 40/25-second count.**

3-2-5 EDITORIAL CHANGES

3-2-5-1 FR-69 & 70 When Clock Starts

- a. When the clock has been stopped **for any of the following incidents, it will start** on the **signal by the referee** [S2] A.R. 7-3-2-I and A.R. 7-3-7-II):
 1. When Team A is awarded a first down either by penalty or as the result of the play (Exception: After a legal kick **down**).
 11. For a fumble out of bounds in advance of the spot of the fumble **anytime during the game** (Rule 3-2-5-a).
- b. If the clock was stopped for incidents **other than those** in 1 through **13** above, it shall be started on the **snap**.
- c. If incidents 1 through **13** occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap. ***(Per Roger Redding 7/19 at CIP Clinic. Requires us to go on the snap if the action on the field (independent of penalty) would have required the clock to start on the snap. Touchbacks, safeties, incomplete passes etc would mandate starting on the SNAP).***
- e. When Team B is awarded a first down **and will next snap the ball**, the clock will be stopped and will start on the snap.

3-2-1-b FR-66 Length of Periods and Intermissions rewritten

- b. The intermission between halves shall be 20 minutes, **unless** altered before the game by mutual agreement of the administrations of both schools. **Immediately after** the second period ends, **the referee should begin the intermission by signaling to start the game clock [S2].**

3-4-2 FR-75 & 76 Illegal Delay of the Game

- a. **The officials shall make the ball ready for play** consistently throughout the game Consuming more than **40 seconds** or 25 seconds to put the ball in play (Rule 3-2-4) after it is made ready for play is an illegal delay.
- b. Illegal delay also includes:
 - 6. Putting the ball in play before it is ready for play (Rule 4-1-4).**

6-1-2 FR-86 Free Kick Formation

- ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the inbounds lines. The referee will declare the ball ready for play **when the officials are in position after the kicker has received the ball.** After the ball is ready for play and for any reason it falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked (A.R. 6-1-2-I-IV):

11-2-1-c FR-139 Referee Basic Responsibilities

c. The referee shall **indicate that** the ball is ready for play after determining the officials are ready and shall direct the clock started on his signal or the snap. The referee shall time the **40/25**-second count when it is not assigned to another official or an in-stadium timer. In addition, he will count the number of offensive players.

11-8-1-a FR-143 Back Judge Basic Responsibilities

a. The responsibilities of the back judge include counting the defensive team, timing the **40/25**-second count, ruling on long passes and kicks, and the status of the ball in his area.

APPROVED RULINGS

FI – 11 When Clock Starts—ARTICLE 5

Approved Ruling 3-2-5

- I. Team B makes a fair catch. **RULING:** Clock starts on the snap. The clock stopped at the end of a legal kick down.
- II. Fourth and six. Team A's running play, which ends inbounds, gains (a) eight yards or (b) five yards. B1 is offside during the play. **RULING:** (a) Team A's ball. First and 10. The clock starts on the ready-for-play signal. (b) Team A's ball. Fourth and one. The clock starts on the **ready-for-play signal**.

FI – 11 When Clock Starts—ARTICLE 5

Approved Ruling 3-2-5

III. Fourth and four. Team A's running play, which ends inbounds, gains (a) six yards or (b) three yards. B1 is offside during the play. **RULING:** (a) Team A's ball, first and 10. The clock starts on the ready-for-play signal. (b) Team A's ball, first and 10 after accepting the penalty. The clock starts on the **ready-for-play** signal.

FI – 11 When Clock Starts—ARTICLE 5

Approved Ruling 3-2-5

IV. Third and four. Team A's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. **RULING: Team A's ball. First and 10. The clock starts on the ready-for-play signal. Although the clock was stopped to award Team B a first down, Team B will not next snap the ball.**

FI – 11 When Clock Starts—ARTICLE 5
Approved Ruling 3-2-5

V. Late in the second or fourth quarter, the ball carrier goes out of bounds. When the game clock is stopped it reads (a) 2:00 or (b) 1:59.

RULING: (a) The game clock starts when the ball is ready for play. (b) The game clock starts on the snap.

FI – 13 Timeout — ARTICLE 2

Approved Ruling 3-3-2

IV. Team A fumbles or the ball is loose after a backward pass. Several players dive on the ball, creating a “pile.” **RULING: The covering official(s) shall stop the clock and the 40-second clock shall start. Upon positive knowledge of who recovered, the referee will point in the direction governed by possession and start the game clock (a) immediately if Team A has recovered short of the line to gain (no first down), or (b) on the snap if Team B has recovered.**

FI – 15 Unfair Game-Clock Tactics—ARTICLE 3

Approved Ruling 3-4-3

I. In an attempt to consume time in the fourth period, Team A stalls and exceeds the 40- or 25-second count. RULING: Foul for delay of game. Penalty—Five yards from the succeeding spot. The clock starts on the snap.