



FOOTBALL

35 POINT RUNNING CLOCK (ALL CLASSES)

A running clock will be used for varsity regular-season games, play-off games and State Championship games for six, eight and eleven-man football whenever a 35-point score differential is reached after the first half of play. The clock will run continuously except for the following times:

1. During called timeouts. (Restart on the snap)
2. During the break between the 3rd and 4th quarters. (Restart on the snap)
3. Following a score. (Restart on the kick-off, 1st touching or ensuing snap, kick out of bounds or touchback)
4. During penalty enforcement. (Restart on “ready for play”)
5. Extended injury, if coach comes on the field. (Restart on “ready for play”)
6. Anytime the officials deem it necessary for safety reasons. (Restart on “ready for play”)
7. NOTE: NFHS RULE 3.1.3 – A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining period may be shortened at any time or the game terminated.

Normal clock operating and timing procedures will resume if the point differential is reduced to fewer than 35 points. *Optional for non-varsity competition.*