

FCFOA

Timing

Rule 3

1. Any period may be shortened by agreement of both coaches.

A. If game is out of hand on the scoreboard ask the coach of the team trailing first, e.g. 42-0 at half. Use words like “we don’t want anyone hurt but it is your decision until the beginning of the 4th quarter.”

B Both coaches must agree or you play on until the beginning of the 4th quarter. Then we invoke the 35 point rule from CIF.

2. Extend the period when

- A. There was a foul by either team and the penalty was ACCEPTED.
- B. That foul occurred during the down and the clock went to 0:00 DURING the play. If the foul occurs after the play was over or before the next step and the clock then goes to 0:00 we do not extend the period
- C. EXCEPTION: UNS and non-player fouls do not extend the period. Or said in other words: fouls during a down that are administered as dead ball fouls do not cause the period to be extended.
Example: Player scoring winning TD as time expires taunts the defense. Game over!

3. Do not extend the period if

- A. Defense fouls during a successful FG/PAT and the offense elects to enforce the penalty at the succeeding spot.

B. Either team fouls during a TD and the offended team elects to keep the result of the play and have the penalty administered on the kickoff.

C. The final play of the period ends with a safety.

D. The penalty includes a loss of down along with the yardage. Exp. Western Michigan vs. Oklahoma or another Big 12 team. Cost Big 12 team the game.

E. These are crew saver calls/corrections.

4. Starting the clock

A. We all know the basics of when the referee winds. It is the BJ who can make the game flow if he is alert to the clock status following a penalty enforcement, a play close to the sideline that involves a first down, an injury or other official's timeout, etc. AND he is constantly and consistently letting the Referee know.

B. One tricky time the clock starts is following an inadvertent whistle. However, if that IW occurs following a change of possession and B/R elects to keep the ball at the spot where they had it at the time of the IW the clock remains stopped and will start on the snap.

C. Another odd time for clock to start is following a penalty for an illegal pass that was complete. Administer the penalty and wind the clock unless the loss of down component caused the ball to turn over to the defense.

D. Finally, the clock should continue to run if a receiver is carried OB backwards. His forward progress is considered stopped in the field of play.

5. The clock shall remain stopped and not start until legal snap when

A. The basic things happen such as incomplete legal or illegal pass, runner goes OB, there is an accepted DOG foul, a score is made, etc. In the case of a DOG for a player failing to quickly get off of

his opponent when time is a factor remember to keep the clock stopped!

- B. There is a foul inside of 2 minutes and the offended team elects to keep the clock stopped. How do we communicate on this?
- C. As in rule 3-4-8 the referee believes a travesty involving clock management has occurred. Exp. a team ahead in score commits a FST in an attempt to get the clock to run out.

6. Stopping and then starting the clock.

- A. Again we have several usual situations when this occurs. They may be following an injury, stopping the clock to send bleeding player to the team sideline, after a media TO if the clock was running prior to that TO etc.
- B. Remember: we stop the clock if we need to send a player off for failing to wear his equipment properly.
- C. We stop the clock following the end of the play if a player's helmet comes off
- D. In the above situations we wind the clock as soon as he substitute becomes a legal player if the clock was running prior to the official TO.

7. 25 second play clock philosophy

A. Some believe that 25 seconds exactly 25 seconds in terms of DOG enforcement. That's certainly true and can always be defended to the offending coach. Also, It is always absolute inside the last 2 minutes of the period when anyone can do the math. Since we don't have a play clock visible on the field sometimes a lopsided score may alter the decision of the BJ. But be careful if you go rogue on this. A better way to handle it is for the crew to move a little slower in getting the ball down and making it ready for play.