

# 2008 UIL Timing Rules

# FOOTBALL

2005

Rules and Interpretations

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## **SECTION 2. Playing Time and Intermissions**

### **Length of Periods and Intermissions**

ARTICLE 1. The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception*: A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.
- c. The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

### **Timing Adjustments**

ARTICLE 2. Before the game starts, playing time and the intermission between halves may be shortened by the referee if he is of the opinion that darkness may interfere with the game. The four periods must be of equal length if the game is shortened before its start.

- a. Any time during the game, the playing time of any remaining period or periods and the intermission between halves may be shortened by mutual agreement of the opposing head coaches and the referee.
- b. Timing errors on the game clock may be corrected but shall be corrected only in the period in which they occur.
- c. If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.
- d. Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.
- e. When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.
- f. The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.

- g. The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.

### **Extension of Periods**

ARTICLE 3. A period shall be extended until a down (other than a try), free from live-ball fouls not penalized as dead-ball fouls, has been played when:

- a. A penalty is accepted for a live-ball foul(s) not penalized as a dead-ball foul that occurs during a down in which time expires (*Exception:* Rule 10-2-2-g-1) (A.R. 3-2-3-I-VIII).
- b. Offsetting fouls occur during a down in which time expires.
- c. An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.

### **Timing Devices**

ARTICLE 4. a. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.

- b. The 25 seconds between the ready-for-play signal and the ball being put in play shall be timed with a watch operated by the appropriate official or with 25-second clocks at each end of the playing enclosure operated by an assistant under the direction of the appropriate official. Visual 25-second clocks are mandatory (*Exception:* Visual 25-second clocks are not mandatory for games played on the home field of an NCAA Division III institution).
- c. If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

### **When Clock Starts**

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is touched legally in the field of play or crosses the goal line after being touched legally by Team B in its end zone. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

- a. When the clock has been stopped, the referee shall declare the ball ready for play (Rule 11-2-1-c) and the clock shall start on the snap unless it was

stopped because of one of the following situations (A.R. 7-3-2-I and A.R. 7-3-7-II):

1. When Team A is awarded a first down (*Exception:* After a legal kick).
  2. For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
  3. At the referee's discretion (Rules 3-2-2-c and 3-4-3) (A.R. 3-3-2-II-IV).
  4. To complete a penalty (*Exception:* After a delay foul by Team A while in scrimmage-kick formation).
  5. For an inadvertent whistle (*Exception:* During a legal kick).
  6. For a head coach's conference.
  7. For a sideline warning.
  8. For an illegal pass to conserve time (A.R. 7-3-2-II-VIII).
  9. For a measurement.
  10. For a ball in an official's possession.
  11. For a fumble out of bounds in advance of the spot of the fumble (*Exceptions:* On legal kick downs and when Team B is awarded a first down).
- b. If the clock was stopped for incidents 1 through 11, it shall be started on the ready-for-play signal.
- c. If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
- d. The clock stops at the end of a legal kick down and starts on the snap (*Exception:* When the next play is a free kick or a try).
- e. When Team B is awarded a first down, the clock will be stopped and will start on the snap.

### **When Clock Stops**

ARTICLE 6. The game clock shall be stopped when each period ends. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee (*Exception:* Rule 3-3-2-b). Other officials should repeat timeout signals (A.R. 3-2-6-I).