

# MFL CLOCK RULES

GAME TIMES : 10 MINUTE QUARTERS FOR ALL GAMES AND ALL DIVISIONS

QUARTER BREAKS: 2 MINUTES AFTER FIRST AND THIRD QUARTERS

HALFTIME: 5 MINUTES BETWEEN SECOND AND THIRD QUARTERS

OVERTIME: NO TIME WILL BE KEPT IN OVERTIME

EXTRA POINTS: CLOCK DOES NOT RUN DURING PAT ATTEMPT

THE CLOCK STOPS WHEN...

1. THE BALL IS OUT OF BOUNDS
2. ON AN INCOMPLETE PASS
3. THERE IS A PENALTY
4. THERE IS A SCORE
5. THERE IS A TOUCHBACK
6. CHANGE OF POSSESSION
7. TEAM CALLED TIME OUT
8. OFFICIAL TIME OUT(INJURY ON THE FIELD)
9. AN INADVERTANT WHISTLE
10. END OF THE PERIOD

START THE CLOCK ON THE **REF'S SIGNAL FOLLOWING** THE SPOT OF THE BALL...

1. A PENALTY
2. AN OFFICIALS TIME OUT
3. CHANGE OF POSSESSION(turn over, score , punt)

START THE CLOCK ON THE **SNAP OF THE BALL FOLLOWING...**

1. START OF THE GAME OR QUARTER
2. OUT OF BOUNDS PLAY
3. INCOMPLETE PASS
4. A TEAM TIME OUT

CONTINUOUS CLOCK: 35 POINT MARGIN OR GREATER(STOPS ON A SCORE,PAT, TIME OUT, INJURY,END OF PERIOD)

THE **HOME TEAM** WILL PROVIDE A SCOREBOARD OPERATOR. THE **VISITING TEAM** WILL PROVIDE A CHAIN CREW

