

FLAG CLOCK OPERATORS PROCEDURES

(4) Quarters: 12 minutes ea.

Halftime 5 min

(2) Team/Coach Time Outs Per Half

FLAG GAME utilizes a **RUNNING CLOCK** -- EXCEPT during the last 2 min of the 2nd & 4th quarters.
Please turn off the Auto Horn. (The horn should not sound when the time reaches 0:00)

RUNNING CLOCK (Prior to the last 2 min. remaining in the 2nd & 4th quarters)



STOP



START

Time Out

*OFFICIAL'S TIME OUT

- Injury
- Foul/Yellow Flag
- First Down

Signal C - **STOP**

" "

IF Signal A is **FOLLOWED** by Signal B

" "

*TEAM TIME OUT

Signal C - **STOP**

NEXT Legal Snap

Incomplete Pass

Signal D - DO NOT STOP

Should remain running

Runner (*Out of Bounds*)

Signal C - DO NOT STOP

Should remain running

Forward Fumble (*Out of Bounds*)

Signal C - DO NOT STOP

Should remain running

Change of Possession

Signal C - **STOP**

Succeeding Team's **NEXT** Legal Snap

After a Legal Kick

Signal C - **STOP**

NEXT Legal Snap

After a Score

*Try

Signal E or F - **STOP**
Clock does not run during a Try

Succeeding Team's **NEXT** Legal Snap
Does not run

Clock Reaches the 2 min Mark
(2nd & 4th quarters only)

-Dead Ball, clock running

Signal C - **STOP**
STOP when the clock reaches 2:00

NEXT Legal Snap

-Live Ball

Signal C - **STOP**
STOP when the play ends. (Do not reset to 2:00)

NEXT Legal Snap

Inadvertent Whistle

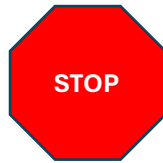
Signal C - **STOP**

IF Signal A is **FOLLOWED** by Signal B



Continued:

STOP CLOCK *(Within the last 2 min. remaining in the 2nd & 4th quarters)*



STOP



START

Time Out

*OFFICIAL'S

-Injury
-Foul/Yellow Flag
-First Down

Signal C - **STOP**

“ “
“ “
“ “

IF Signal A is **FOLLOWED** by Signal B

“ “
“ “
“ “

*TEAM

Signal C - **STOP**

NEXT Legal Snap

End of Quarter *(Turn off auto horn!)*

Signal C (When play ends) - **STOP**

NEXT Legal Snap

Incomplete Pass

Signal D - **STOP**

NEXT Legal Snap

Runner *(Out of Bounds)*

Signal C - **STOP**

NEXT Legal Snap

Forward Fumble *(Out of Bounds)*

Signal C - **STOP**

IF Signal A is **FOLLOWED** by Signal B

Change of Possession

Signal C - **STOP**

NEXT Legal Snap

After a Legal Kick

Signal C - **STOP**

NEXT Legal Snap

After a Score

*Try

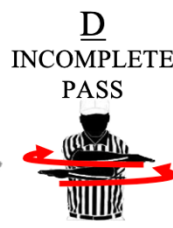
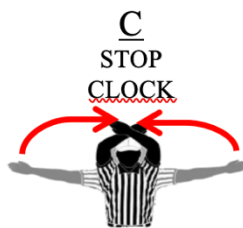
Signal E or F - **STOP**
Clock does not run during a Try

Succeeding Team's **NEXT** Legal Snap

Inadvertent Whistle

Signal C - **STOP**

IF Signal A is **FOLLOWED** by Signal B



GENERAL INFORMATION

- 1) The Game Clock starts when the offense legally snaps the ball on the first play from the 14 yard line (1st & 6)
- 2) If the Referee gives the READY-FOR-PLAY (**Signal A**) but **DOES NOT** give the START-CLOCK (**Signal B**), DO NOT start the clock. The CLOCK should start on the SNAP
- 3) The CLOCK does not run during extra point tries.
- 4) The CLOCK does not run during the extension of a period or during an overtime. Leave the clock at 00:00
- 5) Watch the REFEREE (White Hat). He will signal if the clock should start after any stoppage. (**Signal A followed by B**)
- 6) The clock will start on the snap following the 2 min warning.
- 7) If there is a 19 point or greater difference with 2 min or less remaining in the 4th quarter, the game is over.

SCORING

•TOUCHDOWN (**Signal E**)
6 points

•SUCCESSFUL TRY (**Signal E**)
1 point = 3 yard line
2 points = 10 yard line

•SAFETY (**Signal F**)
2 points