

35 POINT RULE

The rule applies to the second half only of any football game, grades 7-12 (11 PLAYER)
& starting with the 2nd quarter for 8 PLAYER football contests.

The running time **after the first half:**

Anytime the score differential reaches 35 points or more:

* Beginning with the ensuing kick-off the following changes, and only these will be made regarding rules determining when the clock will and will not be stopped. The clock will run continuously except for the following situations when it will be stopped:

1. Any time-out charged to a team (re-start with the ensuing snap)
2. After a score (restart clock with the ensuing kick-off when legally touched by R, or by the ensuing snap - kick out-of-bounds for touchback)
3. Penalty administration (clock will start again when the referee marks the ball ready for play)
4. Intermission between the 3rd and 4th quarter (re-start with snap)
5. Extended injury time-out - only if the coach is brought out - (re-start with ready for play)
6. Anytime officials deem it necessary for safety reasons - (re-start with the ready for play)
7. Normal clock operating procedures will resume when a team scores to make the point differential less than 35 points!!

NOTE: In accordance with Rule 3-1-3, any remaining periods may be shortened or terminated by mutual agreement between the opposing coaches and the referee.