

## Timing Issues

**Timer Assignments:** When assigned to a game as a Timer, there are certain things you should do and those you must avoid.

**The biggest threat a timer has to contend with is “DISTRACTION”.**

<b>Things you should focus on</b>	<b>Things you MUST avoid</b>
Arrive at the game with the rest of the crew.	A press box can be full of DISTRACTIONS, Ignore all of them:
Participate in the entire “Pre Game” discussion. Cover signals with Referee if he wants game clock adjusted. Cover sideline signals with wingmen.	* Don’t pay attention to announcers. (However, if they get out of hand, you have to try and calm them down) * Ignore “Guests” in the Press Box.
<b>Be prepared to fill in</b> if someone is injured. Dress as if you’ll be on the field (required)	* Don’t pay attention to Coaches in the booth. * Don’t voice opinions, even when asked
<b>ALWAYS bring a time piece.</b>	* Focus on the game situation
Recommended you run YOUR time piece as a back-up (it will help you stay focused).	* Keeping track of down and distance helps focus <b>NEVER</b> run “Down & Distance or Yardline” on the Scoreboard (Score & TO is OK because the Clock will be stopped)
During pre-game – check the Field Clock is operating (starts, stops, counts down, resets).	Help announcer with Referee signals – <b><u>If he asks</u></b>
Keep a written record of each team Time Out (3:25/2 <sup>nd</sup> ). If scoreboard allows, note on scoreboard.	Pop Warner: If clock reverts to running time because of score differential – <b>it does <u>NOT</u> go back to game time if score changes.</b>
Keep a written record of each score, as backup	DO NOT run 25 second Play clocks.
Intermission: 15 minutes is standard, No less than 10minutes - No more than 20 minutes	
MANDATORY 3 minute warm up ins <b>NOT part of Intermission</b> , requires separate 3 minute clock. Starts when 2 <sup>nd</sup> team comes back onto field.	

### Starting the Clock

**Clock starts, for a period,** on a **Free Kick** when the kick is touched **OTHER** than 1<sup>st</sup> Touching by K. If the period begins with a **snap**, when the ball is snapped.

(NF: 3-4-3) **Clock starts with the SNAP,** if the clock was stopped because:

The ball goes OOB.	B is awarded a new series.
<b>Either team</b> is awarded a new series <b>following a legal kick.</b>	The ball becomes dead behind the goal line.
A <b>legal or illegal</b> forward pass is incomplete.	A request for a TV/Radio Time Out is granted.
A period ends.	A team attempts to consume time illegally.
The penalty for a delay of game foul is accepted.	A Fair Catch is <b>MADE</b>

(NF: 3-4-2) **Clock starts with the RFP,** if the clock was stopped for **any reason other than listed in NF: 3-4-3**, or an untimed down. PLUS:

- For an Officials TO, other than when either team is awarded a new series following a legal kick.
- Because of an Inadvertent whistle.
- Because the ball has become dead following any foul PROVIDED:
  - The down is not an extension of a period or a try.
  - The action which caused the down to end did not also cause the clock to be stopped.

### Stopping the Clock

**The Clock shall be stopped when:**

The Down ends following a foul	An Officials TO is taken.
A charged or TV/Radio TO is granted	The period ends.
The Ball is OOB	A legal or illegal forward pass is incomplete.
A Score or Touchback occurs.	A Fair Catch is Made
An Inadvertent Whistle is sounded	

### Ending a Period

NF: 3-3-3: **A period MUST be extended** by an untimed down if during the last timed down of the period, one of the following occurred:

- A foul by either team is accepted, except for fouls listed in 3-3-4b (see below)
- There was a Double-Foul.
- There was an inadvertent Whistle.
- There is a TD, the try is attempted as an untimed down, except it's the 4<sup>th</sup> qtr and the point doesn't matter

**(NOTE: If any of the above occurs during the untimed down, the procedure is repeated)**

NF: 3-3-4: **A period SHALL NOT be extended:** by an untimed down if during the last timed down of the period, one of the following occurred:

- When the Defense fouls during a successful Try/FG and the offended team accepts the results of the play with enforcement from the **subsequent spot**.
- There was a foul by either team and the penalty is accepted for:
  - Unsportsmanlike fouls.
  - Non-player fouls.
  - Fouls that specify Loss of down.
  - Fouls that are enforced on the subsequent KO as is NF 8-2-2, 3, 4
  - Fouls for which enforcement by rule, result in a Safety.

**(NOTE: Dead Ball fouls that occur after time expires for a period are enforced from the succeeding spot, as part of the succeeding period)**

### General Issues

NF: 3-4-5: The clock shall **NOT START** on 1<sup>st</sup> touching.

NF: 3-4-6: When a team attempts to conserve or consume time **ILLEGALLY**, the Referee shall order the Clock started or stopped.

NF: 3-4-7: Referee is authorized to correct obvious timing errors **if discovery is prior to the 2<sup>nd</sup> live ball** following the error.

NF: 3-5-1 Each team is entitled to 3 charged Time Outs per half. Unused TOs do not carry forward in Regulation or Overtime.

NF: 3-5-5 After a team has used its 3 charged TOs, subsequent requests for a TO shall be denied, unless the request is for;

- An apparently injured player who is so designated when the request is made.
- Necessary repair to player equipment.
- The review of a possible misapplication or misinterpretation of a rule.

**(NOTE: It is important to write down the time of each requested Team TO on your game card, and advise your sideline of Team TOs remaining after each Charged TO. If a request for an additional TO is made, and erroneously granted, correction should be made immediately and the clock simply restarted and the request is denied.**

NF: 3-3-1 Approximately 4 minutes before the end of each half, the Referee shall notify the Captains and their Coaches of the time remaining. In necessary he will stop the clock to do so. When an electric field clock is the official timepiece, no such notification, or stoppage of the clock is required.

### Ready for Play – Delay of Game

The Referee shall declare the ball “Ready for Play (RFP)” after it has been placed for a down, the 25 second count shall then begin.

Action or inaction which prevents promptness in putting the ball in play, is Delay of the Game. This includes;

- Failure to snap or free kick within 25 seconds after the ball is marked RFP
- Unnecessarily carrying the ball after it has become dead.
- Unnecessarily consuming time in failing to unpile at the end of a down.
- A Coach-Referee conference after all the permissible charged TOs have been used, and the initial ruling stands.
- Failure to properly wear legal or required player equipment when the ball is about to become alive.
- Snapping or Free Kicking the ball before it is marked ready for play.
- Any other conduct which unduly prolongs the game.

(Delay of the Game: 5 yard penalty from the previous spot)

### Time Out Signals

It's extremely important to give clear and repetitive Time Out signals that can be readily seen by other field officials, or when using a Timer, can be readily seen by the Timer. “Off” officials should repeat all TO signal given by another field official. When a field clock is in use, it is strongly recommended, that when calling any TO observe the time showing on a field clock, should there be an unusual delay in stopping the field clock