

PRESS BOX MEMO

Thank you for operating the **game clock** for today's SYF games.

- This handout provides guidance to help assist you throughout the day.

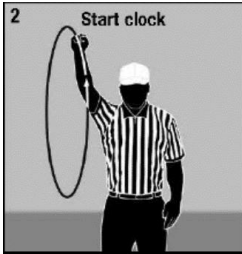
SYF clock rules vary slightly from NFHS;

therefore, the referee will determine when the clock is to be **started and stopped**.

No MUSIC or Play-by-Play commentary during a play.

Start Times: 8U _____, 10U _____, 12U _____, 14U _____.

- Each game starts at **scheduled time** (10 Minutes between games when previous game is delayed).
 - 10-minute quarters
 - 10-minute halftime
- Overtime
 - No game clock
- Mercy Rule (no further scores posted)
 - 10-minute quarters (Regular clock remainder of 1st half, Running clock entire 2nd half).
 - 10-minute halftime
- **START** the game clock **as soon as** the Referee **winds** his/her arm (**#2**).



START the game clock **AT THE SNAP** when the ball is "**Ready for Play**" (**#1**).

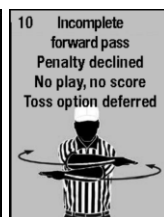
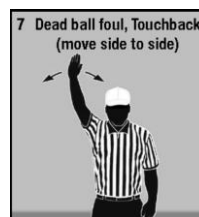
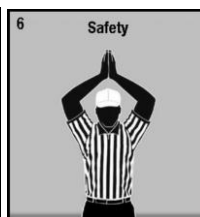
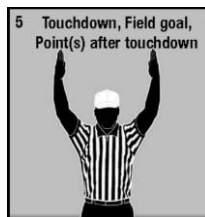
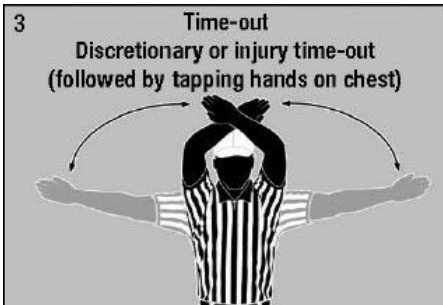


➤ **EXCEPTIONS:**

Do **NOT** start the clock **at all** during an **Untimed Down** (**#1***).

Do **NOT** start the clock on a **Kickoff** until an official **winds** arm (only if touched by **receiving team**) (**#2**).

- **STOP** the game clock as soon as **ANY** official signals Time-Out (**#3**).
 - Stop the clock for **scoring play** (**#5, #6**), **touchback** (**#7**), and **incomplete pass** (**#10**).



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SYF Game Clock

(25 Second Play Clock only) (SYF does not use 40 second play clock)

All game	Outside last 2 minutes (SYF)	Last 2 minutes of each half (NFHS/CIF)
STOPS	STARTS	STARTS
1 st Down Change of Possession Inadvertent Whistle Incomplete Pass Out of Bounds Penalty Scoring Play Time-out (All) Touchback	Referee winds his/her arm (#2): 1 st Down Change of Possession Inadvertent whistle Incomplete Pass Out of Bounds Penalty Time-out (Officials) At the Snap (#1): - - - - Time-out (Team)	Referee winds his/her arm (#2): 1 st Down - Inadvertent whistle - - * Penalty (watch Referee's signal) Time-out (Officials) At the Snap (#1): Change of possession Incomplete pass Out of Bounds * Penalty (watch Referee's signal) Time-out (Team)
	Exceptions: All Game Kickoff (Free kick) - Starts when touched by receiving team 2 nd & 4 th Qtr (1 st play) - Starts on the snap Untimed down - No game clock after a touchdown Overtime - No game clock Mercy Rule - Running clock (unless stopped by official's time out)	

Game Timing

The **game clock starts** when the **ball is placed down** and ready for play.

(Exceptions: **free kicks, untimed downs, charged time outs**, and after a **ball is spiked** to conserve time).

During the **last 2 minutes** of each half, the game clock will also start

on the SNAP for an incomplete pass, change of possession, and out of bounds.

* When a **foul** is committed with **less than two minutes** remaining in either half, the offended team shall have the **option** to start the clock on the **snap**.

The **25-second play clock** starts when the ball is ready for play (No 40-second play clock in SYF)

Scoring

Touchdown = 6 pts Safety = 2 pts

PAT by **Run or Pass** = **1 pt** Field Goal = 3 pts

Pass 8u = **2 pts** (Caught beyond LOS) Forfeit = 1 pt

PAT by **kick** All levels = **2 pts**

Tiebreaker **1st & 2nd Overtime** **10 yard line / 4 downs / PAT = Run, Pass, or Kick**

3rd or more OTs **3 yard line / 4 downs / PAT = Kick** (8U only can Pass)

Defense cannot score. Only **1 time-out per team** for entire OT. NO ties can be recorded.

Mercy Rule

If one team has a **35-point** lead on an opponent at any time of the contest,

the game will be **officially ended** and the **score at that time** will be posted as the official game score.

The game must continue as a **regular game and timing** through the **1st half**, with **no further scores posted**.

The winning head coach will refrain from intentionally attempting to score further points,

i.e. playing starters, passing, calling timeouts, onside kicks, etc.

It will be the Crew Chiefs opinion to determine if the winning teams head coach or players act in an unsportsmanlike manner and penalize accordingly.

After half time, once the mercy rule is in effect

there shall be **no kickoffs or punts** and the **game clock will be running**.

The ball will be placed on the **40 yard line** with the **losing team having the option** of being on offense or defense first and should receive **at least 5 minutes** before the teams **then switch** to offense or defense.

Coaches are allowed on the field for each team during this time.

Mercy Rule **IS** applied during **post-season** play as well.