

## **2026 WMJFL – Clock Management**

The West Michigan Junior Football League has specific guidelines for clock management that all communities must adhere to. They are as follows...

1. A 12-minute Running Clock will be utilized
2. The clock will stop on timeouts, injuries, penalties, & scores
3. The clock will start once the ball is “placed” regardless of the situation
  - a) Exception
    - a. After a time-out the clock will restart after the ball is “snapped”
    - b. After a score and extra point attempt the clock will restart when the ball is “snapped” for 3<sup>rd</sup>/4<sup>th</sup> and when the ball is “kicked off” for 5<sup>th</sup>/6<sup>th</sup>
4. If a team is down by 30 points, the clock will be a running clock. The running clock will only stop for time outs and injuries. Please be mindful and respectful to the opposing team if yours is the team in the lead. Sportsmanship is one of the foundations of this league. Any perceived violation on sportsmanship will be under the discretion of the officials/local directors and dealt with accordingly
5. Sixty seconds will be allowed for time outs.
6. Five to Eight minutes will be allowed for halftime. This is under the discretion of the Head Official. Decisions will be based on various issues including time management, weather, field availability, etc.

