



Flag Football - General Game Clock Procedures

1. The Game length will be 2 - 20-minute halves with a running clock.

The clock will only be stopped IN THE FINAL 1 MINUTE in EACH HALF for:

- **Out of Bounds (restarted at the snap)**
 - **Change of Possession (restarted at the snap)**
 - **Touchdown (it will NOT run on the Extra Point attempt and be started again at the change of possession snap). Following Safety, clock will start on snap**
 - **Dead balls (including incomplete passes and inadvertent whistles) (restart at snap)**
 - **Penalties**
 - **Defense - Restart at Snap**
 - **Offense – Restart at Ready-for-Play**
2. Each team gets 2 timeouts per half. Timeouts do NOT rollover from 1st half to 2nd half
3. If play clock is operational and handled by the press box, it shall be 25 seconds and starts once the referee signals and whistles ready for play.
4. New series start each half and after scoring at A's 20 yd line. 1st downs are accomplished at 20-yard intervals at designated spots:
- 40 yd line of A
 - 40 yd line of B
 - 20 yd line of B
5. Scoring:
- TD- 6 Points
 - Successful Extra point from 5 yd line- 1 Point
 - Successful Extra point from 8 yd line- 2 points
 - Safety- 2 Points
6. Overtime:
- Both teams will get an Overtime attempt from either the 5 or 8 yd line (see above scoring values)
 - Overtime Coin flip winner gets choice of
 - i. Offense or defense first
 - ii. End of field where OT will be played
7. Mercy rule: The game will be considered complete at the point when a team is winning by 20 or more points in the last 2 minutes of the 2nd half of a game.