

## 2016 Football Bulletin

### WVSSAC Football Game Shortening Rule:

Re: NFHS Football Rule 3-1-2

**Beginning with the start of the 4<sup>th</sup> period if a 35 point differential has been reached the clock operator will keep the game clock running except for the following situations:**

- **Clock stopped for an injured player**
- **A charged Team timeout is awarded**
- **There is a change of possession**
- **There is a score**
- **For a try after touchdown**
- **Any extended delay**
- **When these instances occur the Referee will face the clock operator and give the Stop the Clock signal (signal 3).**
- **When the clock is stopped for any of the above reasons the clock will start on the Ready-for-Play by the Referee. The Referee will face the clock operator and give the start the clock signal (signal 2).**

**The game clock will run during the following:**

- **Incomplete legal or illegal forward pass**
- **Runner goes out of bounds**
- **For Penalty Administration including delay of game fouls**
- **When a first down is gained with no change of team possession**
- **When there is a change of possession and the team that had possession at the beginning of the down has possession at the end of the down.**

Game officials will use all normal mechanics within the Game Shortening Period. The remainder of the 4<sup>th</sup> period will be under this rule even if the differential is lessened.

**NFHS Rule 3-1-3** may still may be utilized. "A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining period may be shortened at any time or the game terminated."

Submitted by Mike Webb, WVSSAC Football Clinician; Feb. 15, 2016