

Flag Football:	Quantity	Info
Periods	6	8 minutes each
Half Time	1	5 minutes
Time outs (per team/half)	2	1 minute

	Stop clock	Start clock
Kickoff		Upon Kicking
Touchdown	At whistle	
Change of Possession	At whistle	Upon snap
Injury	At whistle	Upon snap
Penalty	At whistle	Upon snap
Extra points (untimed down)	N/A	N/A

Clock operator: watch the hands of the referees...they will signal the starting & stopping of the clock

NOTE: Extra Point run = 1 point; Extra Point pass = 2 points

Freshman & JV Football	Quantity	Info
Developmental game periods	2	4 minutes to start each half (8 min. total)
Developmental Time Outs	1	30 seconds, one for entire 8 minute "game"
Regular game quarters	4	10 minutes
Half Time	1	12 minutes
Time outs (per team/half)	3	1 minute

	Stop clock	Start clock
Kickoff		Upon touching by receiving team
Tackle after kickoff	At whistle	
1st play after kickoff		Upon snap
Out of bounds	At whistle	Upon snap
Time out	At whistle	Upon snap
Incomplete Pass	At whistle	Upon snap
Change of Possession	At whistle	Upon snap
Penalty	At whistle	Upon referee's signal
1st down	At whistle	Upon referee's signal
Touchdown or Field Goal	At whistle	
Extra points (untimed down)	N/A	N/A

Clock operator: watch the hands of the referees...they will signal the starting & stopping of the clock

* 8 minute developmental game

No kickoffs; ball starts at 40 yard line for developmental game

Clock to run as normal, one 30 second time out per 8min developmental game

Score will be kept, but taken down to 0-0 at end of developmental game

Varsity Football:	Quantity	Info
Quarters	4	12 minutes
Half Time	1	12 minutes
Time outs (per team/half)	3	1 minute

	Stop clock	Start clock
Kickoff		Upon touching by receiving team
Tackle after kickoff	At whistle	
1st play after kickoff		Upon snap
Out of bounds	At whistle	Upon snap
Time out	At whistle	Upon snap
Incomplete Pass	At whistle	Upon snap
Change of Possession	At whistle	Upon snap
Penalty	At whistle	Upon referee's signal
1st down	At whistle	Upon referee's signal
Touchdown or Field Goal	At whistle	
Extra points (untimed down)	N/A	N/A

Clock operator: watch the hands of the referees...they will signal the starting & stopping of the clock

NOTE: Extra Point Kick is 2 points - Extra Point run or pass is 1 point
Developmental game is for Freshman & JV Only