

## **NCAFA Timing Rules**

1. Quarters:
  - a. Tyke – 9 minutes
  - b. Mosquito/Peewee - 10 minutes
  - c. Bantam - 12 minutes
  - d. **Midget - 15 minutes**
  
2. “MERCY RULE” -- If there is a 28-point spread the clock DOES NOT STOP unless the point spread becomes less than 28 points. Invoked at the start of:
  - a. 3<sup>rd</sup> Quarter of a game with mutual consent of the Referee and losing Head Coach.
  - b. 4<sup>th</sup> Quarter automatically.

**EXCEPTIONS:**

  1. This rule does not apply to playoff games
  2. Does not apply to the Midget level
  3. Long Delays due to injury, clock may stop.
  
3. Clock **STOPS** - Throughout the game (except if Mercy Rule invoked) when:
  - when 1<sup>st</sup> down is made
  - incomplete pass
  - ball kicked or run out of bounds
  - when penalty has occurred
  - time out
  - change of possession on whistle
  - after all scoring plays and throughout the convert.
  
4. Clock **STOPS** - **AFTER the 3 (2 for Tyke) minute warning** of the 2<sup>nd</sup> and 4<sup>th</sup> quarter:
  - a. On every whistle to end the play. (except if Mercy Rule invoked)
  
5. Clock **STARTS** (if stopped in #3) – **PRIOR to the 3 (2 for Tyke) minute warning** of the 2<sup>nd</sup> and 4<sup>th</sup> quarter,
  - a. On the whistle to start the play.

**EXCEPTIONS:**

  - a. Kickoffs – clock starts when the ball is touched on the field of play or EZ
  - b. Time count Violation – **always** starts on the snap of the ball.
  - c. Team Time out – **always** starts on the snap of the ball.
  
6. Clock **STARTS** – **AFTER the 3 (2 for Tyke) minute warning** of the 2<sup>nd</sup> and 4<sup>th</sup> quarter on the **SNAP of the BALL** when:
  - incomplete pass
  - ball kicked or run out of bounds
  - accepted penalty
  - time-out
  - change of possession ( kick-offs, punts, fumbles, interception, etc. )

- time count violation
7. Whistle START - Referee will signal time in by winding full arm in circular motion. The start of this motion will start the clock
  8. Snap of the Ball START - Referee will hold one arm straight up in the air until the ball is snapped. At the snap Referee will signal time in by winding full arm in circular motion. The start of this motion will start the clock.
  9. Clock stops after all scoring plays and throughout convert (except if Mercy Rule invoked)
  10. NO YARDS PENALTY
    - a. Tyke – 5 yards
    - b. Mosquito and PeeWee – 10 yards
    - c. Bantam – 15 yards
  11. CHOICE of POSSESSION
    - During Regular Season games, the Visiting team will have first choice of:
      1. Receive or Kick Off
      2. End to defend
      3. Defer choice to the 2<sup>nd</sup> half.
    - This will revert to the Home team during all playoff games.