

# SCFL (UIL/NCAA) Football Clock Rules

## SCFL Length of Games:

Freshmen:	Four (4) 6 minute quarters
Sophomores:	Four (4) 8 minute quarters
Junior:	Four (4) 9 minute quarters
Senior:	Four (4) 10 minute quarters



## Game Clock Starts On:

1. First contact of ball after kickoff (stop clock on ball down)
2. Legal snap
3. Referee's start clock signal (see Referee signals - #2)
4. Referee's ready-for-play signal (see Referee signals - #1) only after:
  - a. First down
  - b. Penalty reinforcement
  - c. Extended injury timeout



## Game Clock Stops On:

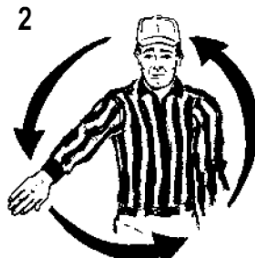
1. Referee signal (see Referee signals - #3)
2. Ball down after kickoff (re-start on snap)
3. After a score
4. First down (re-start on Referee ready-for-play signal - #1)
5. During penalty reinforcement (re-start on Referee ready-for-play signal - #1)
6. Extended injury timeout (re-start on Referee ready-for-play signal - #1)
7. Timeout charged to a team (re-start on snap)

- Notes:
- a) Clock does not run during extra point tries
  - b) Clock does not run during extension of period or extra period (overtime)
  - c) Clock stops at the end of a legal kick and starts on the next snap
  - d) Clock stops on change of possession and starts on the next snap.

# Referee Signals



Ball ready for play  
\*Untimed down



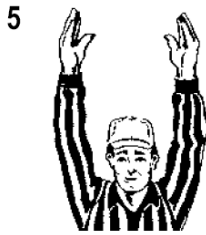
Start clock



Timeout  
Discretionary or injury timeout  
(follow by tapping hands on chest)



TV/radio timeout



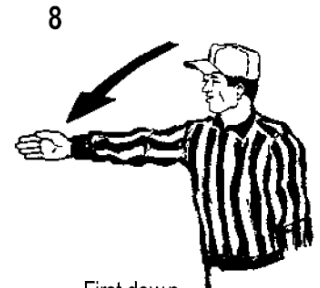
Touchdown, Field goal  
Point(s) after touchdown



Safety



Ball dead  
Touchback (move  
side to side)



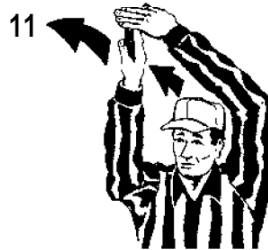
First down



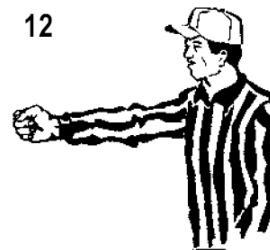
Loss of down



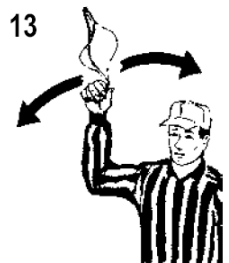
Incomplete forward pass  
Penalty declined  
No play, no score  
Toss option delayed



Legal touching of forward  
pass or scrimmage kick



Inadvertent whistle  
(face press box)



Disregard flag



End of period



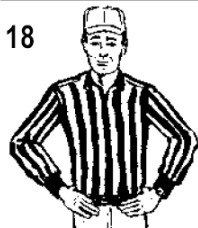
Sideline warning



Illegal touching or  
30-second timeout  
First touching (NF)



Uncatchable  
forward pass



Offside defense  
or free kick team  
Encroachment (NF)



False start  
Illegal formation  
Encroachment offense



Illegal shift - 2 hands  
Illegal motion - 1 hand



Delay of game



Substitution infraction

# Referee Signals

23



Failure to wear required equipment

24



Illegal helmet contact

27



Unsportsmanlike conduct  
Noncontact foul

28



Illegal participation

29



Sideline interference

30



Running into or roughing kicker or holder

31



Illegal batting  
Illegal kicking  
(followed by pointing toward toe for kicking)

32



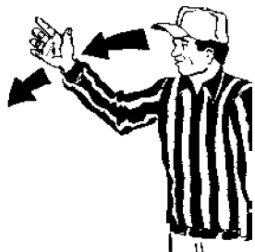
Illegal fair catch signal (NF)  
Invalid fair catch signal (NF)

33



Forward pass interference  
Kick-catching interference

34



Roughing passer

35



Illegal pass  
Illegal forward handing

36



Intentional grounding

37



Ineligible downfield on pass

38



Personal foul

39



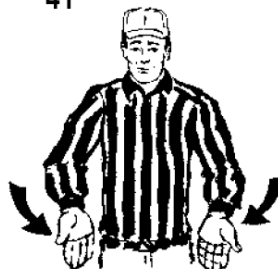
Clipping

40



Blocking below waist  
Illegal block

41



Chop block

42



Holding/obstructing  
Illegal use of hands/arms

43



Illegal block in the back

44



Helping runner  
Interlocked blocking

45



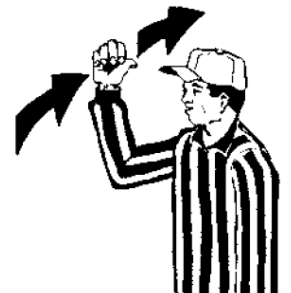
Grasping face mask or helmet opening

46



Tripping

47



Player disqualification