

Running Clock Provisions – KHSAA Football (all high school levels of play)

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RUNNING CLOCK PROVISIONS

This point differential applies to all football contests. The National Federation's Football Rules Committee has a provision in the playing rules which permit state associations to adopt a "running clock" when a point differential is attained. This provision is in place for all football playing schools for all levels in Kentucky:

Any time the score differential reaches thirty-six (36) points or more, the following changes will be made regarding rules determining when the clock will be stopped and/or started. In addition, in keeping with the rules that allow for mutual agreement between coaches for period shortening, the running clock may be implemented at any time by mutual agreement of the coaches. Coaches choice may not supersede the automatic provisions with a 36-point differential.

1. Once the running clock provisions are implemented, the clock shall continue to run from the point that the differential occurs (without regard to a later return to less than the differential) with the following clarifications:

- The clock SHALL STOP when an official's time-out is called as in the following specific 3-5-7 occurrences, and shall subsequently start on the READY FOR PLAY signal:
- For measurement of a possible first down (3-5-7a),
- When captains and coaches are notified of the time remaining (3-5-7d),
- For a player who appears to be injured (3-5-7e and 3-5-10a through d),
- For a player in need of equipment repair (3-5-7e and 3-5-6 and 3-5-5b),
- When a coach-referee conference occurs (3-5-7h and 3-5-11),
- After a foul, to administer a penalty (3-5-7i),
- For any unusual delay in getting the ball ready to play (3-5-7j),
- For the one minute intermission between the 1/2 quarters and 3/4 quarters, or following the try, successful FG or safety. (3-5-7l),
- A score occurs. Following a try, field goal, or safety, the clock shall start on the ready for play. Following a 6-point touchdown, the clock shall remain stopped for the PAT, but shall resume on the ready for play for the ensuing kickoff,

2. The clock SHALL STOP when an official's time-out is called as in the following specific 3-5-7 occurrences, and shall subsequently start on the SNAP:

- For unusual heat or humidity which may create a health risk to the players (3-5-7g),
- For an approved TV/radio time-out (3-5-7k),
- A charged time-out is called (3-5-1, 3-5-2, 3-5-3, 3-5-4, 3-5-5),
- At the end of a period

3. The clock SHALL NOT STOP when an official's time-out is called as in the following specific 3-5-7 occurrences:

- When a first down is declared (3-5-7-b),
- Following a change of team possession (3-5-7c and 3-5-9),
- To dry or change the game ball (3-5-7f)

NOTE: The use of this rule does not preclude the use of NFHS Rule 3-1-3 that reads: "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 periods may be shortened at any time or the game terminated."