



AIA Girls Flag Football General Game Clock Procedures

1. The Game length will be 4 (12 minute) periods with a running clock. Standard halftime shall be 10 minutes.

The clock will only be stopped for:

- **Penalties (restart based on Referee signal)**
 - **An official's timeout (restart based on Referee signal)**
 - **A charged team or TV timeout (restart on snap)**
 - **Change of Possession (restart on snap)**
 - **Touchdown (clock will not run during the extra point, following extra point restart on next snap).**
 - **Following Safety (restart on snap)**
 - **The two-minute timeout occurs in the second and fourth period (restart on snap)**
 - **An incomplete pass occurs with less than two minutes remaining in either half (restart on snap)**
 - **Out of Bounds with less than two minutes remaining in either half (restart on snap)**
 - **A first down is declared with less than two minutes remaining in either half (restart based on Referee signal)**
2. Each team gets 2 timeouts per half.... timeouts do NOT rollover from 1st half to 2nd half or from 2nd half to OT.
 3. If a play clock is operational and handled by the press box, it shall be 25 seconds and starts once the referee signals the ready for play. If there is no visible play clock, the play clock will be run by the Referee.
 4. New series starts each half and after scoring at A's 14 yd line. 1st downs are accomplished at 20-yard intervals at designated spots:
 - 20 yd line of A
 - 40 yd line of A
 - 40 yd line of B
 - 20 yd line of B
 5. Scoring:
 - TD - 6 points
 - Field Goal - 3 points
 - Successful Extra point (play from scrimmage or kick) from 3 yd line - 1 point
 - Successful Extra point (play from scrimmage) from 10 yd line - 2 points
 - Safety - 2 points
 6. Overtime:
 - Both teams will get a possession from the 10-yard line.
 - Teams get one timeout per OT period. Timeouts do not carry over from 2nd half.
 - Overtime Coin flip winner gets choice of:
 - i. Offense or defense first
 - ii. End of field where OT will be played
 - First choice alternates in subsequent OT periods.
 7. Mercy rule- The clock will continue to run once a team is ahead by at least 28 points, except during time-outs (official's, team, or injury). Mercy rules remain in effect for the remainder of the contest.