



2016-2017 NIAA POINT-DIFFERENTIAL (RUNNING CLOCK) RULE FOOTBALL

The National Federation of High School Associations (NFHS) Football Rules (1-7, Table 1-7, #10 and 3-1-2) specifically authorizes state associations to establish a point-differential rule to alter timing or terminate games played under their jurisdiction. The rule, originally approved by the NIAA Board of Control in March 2007, and now revised as of April 2016, complies with the guidelines established by the NFHS.

Below is the REVISED NIAA adopted "point-differential rule" to be in effect beginning with the 2016-2017 football season for all levels of play (Varsity / JV and Frosh).

Application

The following running clock rules apply to all NIAA-sanctioned football games played in the state of Nevada, including Varsity, JV & Frosh (B) games. These rules will apply to playoff games, but will not be applied to state championship (final) games.

Point Differential Rule

1. When one team leads by **35 or more points at any time during the game**, the officials shall use a running clock to time the game.
2. If the score differential becomes less than **35 points at any time during the game**, the officials shall revert to regular timing until the point differential again reaches **35 or more points**.
3. By mutual agreement of the opposing coaches and the referee, 1) a running clock may be used at any time during the game or 2) any remaining period may be shortened at any time or the game terminated. (Rule 3-1-3)

Running Clock Operations Rule

1. The clock will be run continuously when:
 - First down is awarded to either team, including following a change of possession;
 - Ball or runner with the ball goes out of bounds;
 - Legal or illegal forward pass is incomplete;
 - Penalty enforcement that does not require deliberation with captains.
2. The clock shall be stopped for:
 - End of a period;
 - Scores (touchdown, field goal, safety);
 - Try plays following a touchdown;
 - Touchback;
 - Free kick following a fair catch or awarded fair catch;
 - Charged team time-out;
 - Coach-referee conference;
 - Official's time-out for injury, faulty equipment, or other situations as required;
 - First down measurement;
 - Penalty enforcement that requires deliberation with captains;
 - Inadvertent whistle.
3. Following a clock stoppage, the clock will start when the ball is:
 - Marked ready for play, or
 - Legally touched on the free kick following a score, or
 - After a fair catch or awarded fair catch.