



2026- NFHS Flag Football General Game Clock Procedures

1. The Game length will be 4 – 12 minute periods with a running clock.

The clock will only be stopped during play in the 1st, 2nd, 3rd and 4th period.

- A charged team timeout
- An official's timeout ex. injury (restart based on Referee signal)
- A touchdown (the clock will NOT run on the extra point attempt and will be started again at the change of possession snap)
- Change of possession (restart on the snap)
- Following a safety (restart on the snap)
- Penalties (restart based on referee signal)

ADDITIONAL CLOCK STOPPAGES FOR THE FINAL 2 MINUTES in the SECOND AND FOURTH PERIOD

- A charged team timeout
 - An official's timeout ex. injury (restart based on Referee signal)
 - A touchdown (the clock will NOT run on the extra point attempt and will be started again at the change of possession snap)
 - Change of possession (restart on the snap)
 - Following a safety (restart on the snap)
 - Penalties (restart based on referee signal)
 - Out of Bounds (restarted on the snap)
 - Dead balls (including incomplete passes and inadvertent whistles) (restart on the snap)
 - Incomplete pass (restart on the snap)
 - First down (restart based on the referee signal)
2. **HALFTIME-** 6 minutes (can be shortened or lengthened by mutual agreement of both coaches and tournament adm.
 3. **TWO MINUTE NOTIFICATION-** The clock will stop for the 2-minute notification in the SECOND AND FOURTH PERIOD. The clock starts on the snap after the 2-minute notification. (There is not a two-minute notification in the first and third period)
 4. **TIMEOUTS-** **Each team gets 3 timeouts per half**.... timeouts do NOT rollover from 1st half to 2nd half
 5. **PLAY CLOCK-** If play clock is operational and handled by the press box, it shall be 25 seconds and starts once the referee signals and whistles ready for play.
 6. New series start each half and after scoring at A's 14 yd line. 1st downs are accomplished at 20-yard intervals at designated spots:
 - A's 20 yd line
 - A's 40 yd line
 - B's 40 yd line
 - B's 20 yd line
 7. **SCORING:**
 - TD- 6 points
 - Extra points from 3 yd line=1 point or 10 yd line= 2 points
 - Safety- 2 points
 8. **OVERTIME:**
 - Both teams will get an Overtime attempt from either the 3 or 10 yd line (see above scoring values)
 - Overtime Coin flip winner gets choice of
 - i. Offense or defense first
 - ii. End of field where OT will be played
 9. **MERCY RULE:**
 - 30 + points or more in the 3rd or 4th quarter = running clock
 - Once the 30-point spread is reached the clock will continue to run and will not return to previous timing
 - The clock only stops on timeouts, quarter changes and injuries during the Mercy Rule.