



MSHSL Running Time Rule - Football

- Mandatory in the 4th quarter
- Can be implemented by mutual agreement of the coaches and a request for running time prior to the 4th quarter
- Point differential must be 35 points or greater.
- Normal timing will be reinstated once score differential is 29 points or less.
- Clock will stop for both team and official's timeouts.
- Official's timeouts include:
 - First Downs
 - Penalties
 - Conferences
 - Injuries
 - Change of Possession
 - Score
- After a score, the clock will not re-start until the ensuing kickoff (when ball is first touched).
- Clock will always start on the officials "ready for play" whistle.
- Continue running the clock during a play ending out of bounds and for an incomplete pass, unless the white hat signals time out.
- **Please pay particular attention to the white hat for start/stop of play.**



- The rules still allow for a game to be shortened or terminated upon the agreement of both coaches and the referee.