**PM 68-4-1 (1) FOOTBALL POINT RULE**-When a thirty-five (35) point differential is reached at half-time or at any point during the second half, the game clock will continue to run anytime there is an incomplete pass, the runner goes out of bounds, or the offensive team obtains a first down. Additionally, when the mercy rule is in effect and there is a:

 - Change of possession the clock will stop for substitutions and setting the chains and then start on the "ready for play" signal.

 - Score, the clock will stop for the extra point. The clock will run by rule during the subsequent free kick, then after setting the chains, started on the "ready for play" signal.

 - Charged timeout, the clock will stop and then start on the "ready for play" signal following the timeout.

Should the point differential subsequently be reduced to less than thirty-five points, game officials will discontinue the use of this timing adjustment. This adoption will be utilized during regular season and playoff games and at all levels of play (varsity and sub-varsity). This adjustment may not be utilized when Rule 3-1-3 is in effect.