

TCYFL SCORE/TIMEKEEPER QUICK REFERENCE

GUIDE (8.27.2023)

The following guide was created using the AllSport 5000 console at Tumwater HS. The individual field you are in may have a different model clock. Please refer to the individual user guides for directions.

[Allsport 5000 User Guide](#)



INSTRUCTIONAL VIDEOS

[Standard Operation](#)

[Setting the Clock](#)

[Team Name Entry](#)

[Football New Game](#)

[Football Game Operation](#)

CLOCK RULES

LENGTH OF PERIODS

- (Minors) The clock running time for a game shall be 40 minutes with periods and intermissions as indicated in Table 3-1.
- (Majors, Seniors) The clock running time for a game shall be 32 minutes with periods and intermissions as indicated in Table 3-1.
- (Majors, Seniors) At the end of the first half, or at any point in the second half if the point differential between the teams is 21 points or greater, the game will continue with a running clock. If the 21-point differential is reached in the first half, the running clock may be used at the agreement of both head coaches. If at any point the differential drops below 21, the clock will resume normal operation.

Table 3-1

Period of Timing	Clock Time Minors	Clock Time MJV, MV, SJV, SV
First Half: First Period	10 minutes	8 minutes
First Half: Intermission for changing goals	1 minute	1 minute
First Half: Second Period	10 minutes	8 minutes
Intermission: When teams leave the field	5 minutes	5 minutes
Second Half: First Period	10 minutes	8 minutes
Second Half: Intermission for changing goals	1 minute	1 minute
Second Half: Second Period	10 minutes	8 minutes
Charged Time-outs	1 minute	1 minute

OVERTIME RULES

- (Minors) An overtime period is an untimed play after a regulation playoff game has ended with the score tied. During an overtime period, each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.
- *Minor games only extend to overtime in the playoffs. Otherwise, a tied game at the end of regulation ends in a tie.*
- (Majors, Seniors) An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period, each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown. A maximum of three (3) overtime periods will be played during regular-season games. If the score is still tied at that time, a tie game will be awarded to both teams. (Minors, Majors, Seniors)

- (Majors, Seniors) When the score is tied at the end of the fourth period, and overtime is warranted, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the overtime procedure, determine the number of the second-half time-outs remaining for each team, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure. (See 8-3-5,6) At the end of the intermission, the linesman will go to the team on the side of the field where the line to gain equipment is located and the line judge will go to the other team. They will inform the coaches of the number of time-outs each team has remaining and any special penalty enforcements that apply.

STARTING A PERIOD – HALF

- (Minors) Each half of the game shall be started by a play from scrimmage commencing from A's 35-yard line.
- *Minors do not kick-off to begin the game or after scoring.*
- (Minors, Majors, Seniors) At the coin toss in the center of the field prior to an overtime period, the visiting team's captain shall be given the privilege of choosing "heads" or "tails" before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

SECTION 4: STARTING AND STOPPING THE CLOCK

- (Majors, Seniors) For an official's time-out.
- (Majors, Seniors) The clock shall start with the snap or when any free kick is touched, other than the first touching by K if the clock was stopped because:
 - The ball goes out of bounds.
 - A legal or illegal forward pass is incomplete.
 - A request for a charged or TV/radio time-out is granted.
 - A period ends.
 - A team attempts to consume time illegally.
 - The penalty for a delay of game foul is accepted.
- *Middle school clock rules shall apply in order to expedite games. The clock will start after spiking the ball after a change of possession.*
- (Minors) The clock shall be stopped when:
 - An Official's time-out is taken for an injured player, and the injured player remains on the field for longer than one (1) minute of clock time.
 - An Official's time-out is taken for any other reason.

- A charged time-out is granted.
- The period ends.
- A score occurs.
- *Minor games shall have a running clock.*

SECTION 5: CHARGED AND OFFICIAL'S TIME-OUTS – INTERMISSIONS

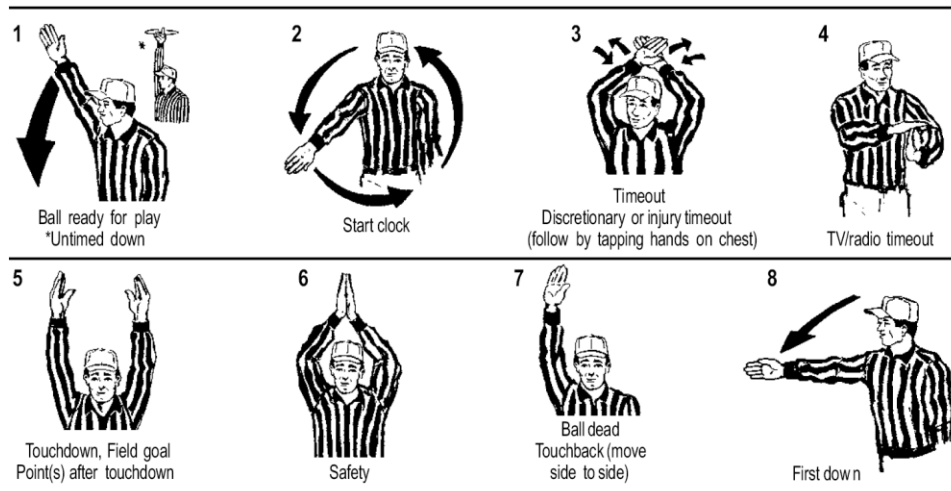
- (Minors, Majors, Seniors) Two time-outs only may be charged to a team during each half of a regulation game
- (Minors, Majors, Seniors) Each team shall be permitted one additional time-out during each overtime period (a series for A and a series for B). The team scoring the greatest number of points in overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.
- (Minors) During the final two minutes of the second half, if the point differential is 12 or more, the leading team shall not request or be granted a time-out.

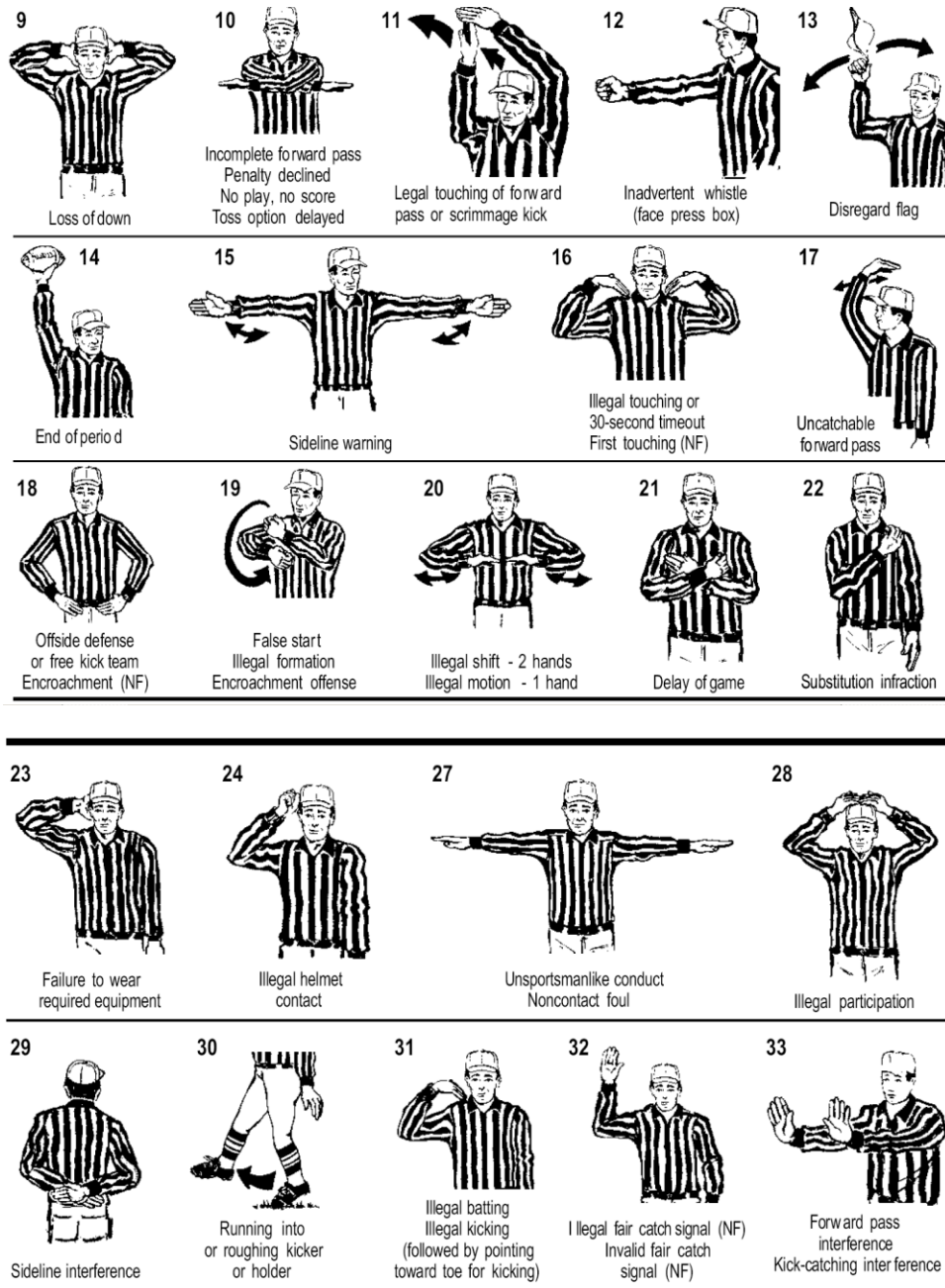
SECTION 6: BALL READY FOR PLAY AND DELAY

- (Minors) Failure to snap or free-kick within 35 seconds after the ball is marked ready for play.
- Minors games shall have a 35-second play clock.

REFEREE SIGNALS

All signals for the clock operator will come from the WHITE hat (lead) referee on the field:







Roughing passer



Illegal pass
Illegal forward handing



Intentional grounding



Ineligible downfield
on pass



Personal foul



Clipping



Blocking below waist
Illegal block



Chop block



Holding/obstructing
Illegal use of hands/arms



Illegal block in the back



Helping runner
Interlocked blocking



Grasping face mask or
helmet opening



Tripping



Player disqualification