



# Rule 3 – Periods, Time Factors & Substitutions

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# Agenda

- Basics
- Timing
- Official Time Outs
- Play Clock
- Substitutions
- Break Out Groups
- Conclusion

# Basics

- No rule changes in Rule 3 for 2023
- Timing

<b>Period Duration</b>	<b>Intermission Between Periods</b>	<b>Mandatory Warm Up following halftime</b>	<b>Time between regulation &amp; overtime</b>	<b>Time between try and succeeding kick off</b>
12 minutes	1 minute	3 minutes	3 minutes	1 minute

- State evaluators will time between the try / successful FG and succeeding kick during playoffs
  - Back Judge – utilize your Ready Ref for the 1 minute

# Basics

- What is a substitute?
  - A substitute is a team member who may replace a player or fill a player vacancy
- When does a substitute become a player?
  - A substitute becomes a player when he enters the field and communicates with a teammate or a game official, enters the huddle, is positioned in a formation **OR** participates in the play.



# Timing

- If the clock is **NOT** functioning the Referee shall:
  - Approximately 4 minutes remaining in each half, the referee shall notify the field captains and their coaches of the time remaining
  - We have had clocks go out during games
  - Suggest having ECO rotate between sidelines if clock malfunctions
- When is the period extended?
  - Foul by either team and the penalty is accepted, with exception
  - Double Foul occurred during the down
  - Inadvertent whistle occurred

# Official Time Outs

- Examples of safety issues for official time outs
  - Mandatory midway water break in each quarter
  - For unusual heat and humidity that poses risk(s) to players
- **Water the players down at every opportunity!**

# Play Clock

- Is 25 seconds and starts on the ready for play
  - Prior to a try, following a score
  - To start a period or overtime series
  - Following the administration of an inadvertent whistle
  - Following a charged time-out
  - Following a legal kick, when either team is awarded a new series
  - Following the stoppage of the play clock by the referee for any other reason
- 40 second will be on the play clock after a down

# Substitutions

- Critical that a count of players is occurring
  - R/U – count offense
  - LJ /BJ – count defense
  - DO NOT LET THE PLAY GET OFF WITH 12 PLAYERS!
- A player, replaced player or a substitute is required to leave the field at the side on which his team box is located and go directly to his team box
  - Have had player(s) go to the back of the end zone = Illegal Substitution



# Illegal Substitution

- What is Illegal Substitution?
  - Replaced players shall begin to leave the field within 3 seconds
  - During same dead-ball interval, no substitute shall become a player and then withdraw
  - During a down a replaced player or substitute who attempts unsuccessfully to leave the field and who does not participate in or affect the play
  - During a down, a replaced player or substitute who enters the field, but does not participate

# 2022 Exam Questions

- Break up into 6 groups
- Each group must have 1 Rule Book & 1 Case Book
- Each group is assigned a question
- Determine the answer, along with citing the rule & “the why”
  - Answers could refer back to Rule 2
- Designate a spokesperson for each group

# Group 1

- With less than a minute remaining in the game, Team B trails 21-20. B1 commits a holding foul during the down. Following the play, A2 commits an unsportsmanlike conduct foul
  - A) Double Foul, clock starts on the ready
  - B) Team B elects to start the clock on the snap
  - C) Team A elects to start the clock on the ready
  - D) Team B elects to start the clock on the ready

# Group 2

- When the ball is dead after a running play that ended out of bounds, the 40-second play clock is started. The umpire received the ball from the line judge who attempts to get a Team A ball from the ball boy. When placing the ball down, the umpire realizes that the game ball is actually Team B's ball. What shall the referee do?
  - A) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 40
  - B) "Bump" signal from R to BJ / play clock operator to reset play clock to :40
  - C) Continue to let the play clock run
  - D) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 25



# Group 3

- With 4/5 from B's 40, B12 enters and takes a position as a punt returner and the replaced players leaves the field. B12 then realized A is not going to punt and returns to his team box.
  - A) B12 committed Illegal Substitution foul, which is a dead ball foul
  - B) No Foul as A changed its formation
  - C) B12 committed Illegal Substitution foul, which is a live ball foul
  - D) B12 committed Illegal Participation foul

# Group 4

- With time expiring inside the last two minutes in the first half, A is behind in the score, A1 intentionally throws the ball forward to the ground in order to stop the game clock. A1's action took place after a delay upon receiving the under the center snap
  - A) No Foul, clock starts on the snap for the next down
  - B) Intentional Grounding by A1, the clock starts on the snap
  - C) Illegal Forward Pass by A1, the clock starts on the ready for play
  - D) Intentional Grounding by A1, the clock starts on the ready for play

# Group 5

- Time expires at the end of the second period during a scrimmage kick. After the down, K1 piles on and R1 strikes K2.
  - A) Dead Ball Fouls cancel and half is over
  - B) Dead Ball Fouls cancel and R1 is disqualified for fighting
  - C) One untimed down for R/A, clock starts on the snap
  - D) No Fouls, half is over

# Group 6

- Time expires for the second period as A11 runs the ball beyond the line to gain and A11 then throws a forward pass to A9 who scores a touchdown.
  - A) Team B accepts the penalty, touchdown is negated, and period is extended
  - B) Team B accepts the penalty, the period is extended, and clock starts on the ready
  - C) Team B accepts the penalty, the period is extended, and clock starts on the snap
  - D) Team B accepts the penalty, touchdown is negated, and period is not extended



# Group 1

- With less than a minute remaining in the game, Team B trails 21-20. B1 commits a holding foul during the down. Following the play, A2 commits an unsportsmanlike conduct foul
  - A) Double Foul, clock starts on the ready
  - B) Team B elects to start the clock on the snap
  - C) Team A elects to start the clock on the ready
  - D) Team B elects to start the clock on the ready

# Group 1

- With less than a minute remaining in the game, Team B trails 21-20. B1 commits a holding foul during the down. Following the play, A2 commits an unsportsmanlike conduct foul
  - A) Double Foul, clock starts on the ready
  - B) Team B elects to start the clock on the snap. The fouls are administered separately and in order of occurrence. 3.4.7
  - C) Team A elects to start the clock on the ready
  - D) Team B elects to start the clock on the ready

# Group 2

- When the ball is dead after a running play that ended out of bounds, the 40-second play clock is started. The umpire received the ball from the line judge who attempts to get a Team A ball from the ball boy. When placing the ball down, the umpire realizes that the game ball is actually Team B's ball. What shall the referee do?
  - A) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 40
  - B) "Bump" signal from R to BJ / play clock operator to reset play clock to :40
  - C) Continue to let the play clock run
  - D) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 25

# Group 2

- When the ball is dead after a running play that ended out of bounds, the 40-second play clock is started. The umpire received the ball from the line judge who attempts to get a Team A ball from the ball boy. When placing the ball down, the umpire realizes that the game ball is actually Team B's ball. What shall the referee do?
  - A) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 40
  - B) "Bump" signal from R to BJ / play clock operator to reset play clock to :40
  - C) Continue to let the play clock run
  - D) If the play clock is less than :25, the referee calls an official time out and resets the play clock to 25. When the correct ball is ready for play, the R signals to start the play clock. 3.6.1



# Group 3

- With 4/5 from B's 40, B12 enters and takes a position as a punt returner and the replaced players leaves the field. B12 then realized A is not going to punt and returns to his team box.
  - A) B12 committed Illegal Substitution foul, which is a dead ball foul
  - B) No Foul as A changed its formation
  - C) B12 committed Illegal Substitution foul, which is a live ball foul
  - D) B12 committed Illegal Participation foul

# Group 3

- With 4/5 from B's 40, B12 enters and takes a position as a punt returner and the replaced players leaves the field. B12 then realized A is not going to punt and returns to his team box.
- A) B12 committed Illegal Substitution foul, which is a dead ball foul 3.7.3 Illegal Substitution because B12 became a player when he positioned in the formation and he must remain in the game for at least one down unless a penalty is accepted, dead ball foul occurs, a charged time out or the period ends
- B) No Foul as A changed its formation
- C) B12 committed Illegal Substitution foul, which is a live ball foul
- D) B12 committed Illegal Participation foul

# Group 4

- With time expiring inside the last two minutes in the first half, A is behind in the score, A1 intentionally throws the ball forward to the ground in order to stop the game clock. A1's action took place after a delay upon receiving the under the center snap
  - A) No Foul, clock starts on the snap for the next down
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# Group 4

- With time expiring inside the last two minutes in the first half, A is behind in the score, A1 intentionally throws the ball forward to the ground in order to stop the game clock. A1's action took place after a delay upon receiving the under the center snap
  - A) No Foul, clock starts on the snap for the next down
  - B) Intentional Grounding by A1, the clock starts on the snap
  - C) **Illegal Forward Pass by A1, the clock starts on the ready for play**  
**3.4.7**
  - D) Intentional Grounding by A1, the clock starts on the ready for play



# Group 5

- Time expires at the end of the second period during a scrimmage kick. After the down, K1 piles on and R1 strikes K2.
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- Time expires at the end of the second period during a scrimmage kick. After the down, K1 piles on and R1 strikes K2.
  - A) Dead Ball Fouls cancel and half is over
  - B) **Dead Ball Fouls cancel and R1 is disqualified for fighting 3.3.5**
  - C) One untimed down for R/A, clock starts on the snap
  - D) No Fouls, half is over

# Group 6

- Time expires for the second period as A11 runs the ball beyond the line to gain and A11 then throws a forward pass to A9 who scores a touchdown.
  - A) Team B accepts the penalty, touchdown is negated, and period is extended
  - B) Team B accepts the penalty, the period is extended, and clock starts on the ready
  - C) Team B accepts the penalty, the period is extended, and clock starts on the snap
  - D) Team B accepts the penalty, touchdown is negated, and period is not extended

# Group 6

- Time expires for the second period as A11 runs the ball beyond the line to gain and A11 then throws a forward pass to A9 who scores a touchdown.
  - A) Team B accepts the penalty, touchdown is negated, and period is extended
  - B) Team B accepts the penalty, the period is extended, and clock starts on the ready
  - C) Team B accepts the penalty, the period is extended, and clock starts on the snap
  - D) Team B accepts the penalty, touchdown is negated, and period is not extended 3.3.4



# Conclusion

- Need to understand the definition in Rule 2, Substitute Player
- Understand when an untimed time can and can't occur
  - One size does not fit all, break down what occurred to decide if the period is extended, clock start / stop
- Play Clock is always :40 after a play, anything else, :25
- Inadvertent Whistle
  - **DO NOT HIDE IT, OWN IT & SHUT THE PLAY DOWN**
- **SAFETY, SAFETY**
  - Never reduce the Mandatory 3:00 Warm Up Period
  - Give the players water at every opportunity, never cut water breaks

# Questions

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