



MJMFL CLOCK PROCEDURE



- A) **All MJMFL GAMES:** Will consist of four quarters of 12 minute durations of stop time.
- B) **HEAD OFFICIALS SIGNALS (WHITE HAT):**
- **Start Clock:** Winding arm like clock
 - **Stop Clock:** Two arms above his head waving back and forth
- C) **STOP TIME:** The clock will stop in all of these situations:
- **Injuries:** Clock starts again on the Head Referee's signal
 - **Measurements:** Clock starts again on the Head Referee's signal
 - **Moving the yard sticks / Setting them:** Clock starts again on the Head Referee's signal
 - **Lengthy Referee Conferences:** Clock starts again on the Head Referee's signal
 - **Penalties:** Clock starts again on the Head Referee's signal
 - **Change of Possession:** Clock starts again on the Head Referee's signal
 - **Scoring plays:** Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- D) **3 MINUTE WARNING:** Last 3 minutes of 2nd and 4th Quarters the clock stops in all of these situations:
- **Incomplete pass:** Clock starts again on the Head Referee's signal
 - **Player carries ball out of bounds:** Clock starts again on the Head Referee's signal
 - **When the referee blows a play dead:** Clock starts again on the Head Referee's signal
 - **Injuries:** Clock starts again on the Head Referee's signal
 - **Measurements:** Clock starts again on the Head Referee's signal
 - **Moving the yard sticks / Setting them:** Clock starts again on the Head Referee's signal
 - **Lengthy Referee Conferences:** Clock starts again on the Head Referee's signal
 - **Penalties:** Clock starts again on the Head Referee's signal
 - **Change of Possession:** Clock starts again on the Head Referee's signal
 - **Scoring plays:** Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- E) **MERCY RULE:** If at any time a team is behind by 35 + points, the clock will be straight time. Clock stops only for these situations:
- **Injuries:** Clock starts again on the Head Referee's signal
 - **Lengthy Referee Conferences:** Clock starts again on the Head Referee's signal
 - **Scoring plays:** Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.