



## CAAC Game Sheet

### Football

(February 2022)

#### Start Times:

- Varsity games will be played on Fridays and start at 7:00 p.m.; games before Labor Day may be moved to Thursdays and will be at the host school's discretion
- Freshman and JV games will be played the night before the Varsity game and will start at 4:30 p.m. and 6:30 p.m., respectively

#### Pre-Game Warm-up:

- The field shall be available at least 90 minutes prior to the start of the Varsity game and at least 30 minutes prior to the Freshman (or JV) game
- Host schools are required to communicate to opposing school's AD at least 48 hours prior with a detailed Varsity Game Day Information Sheet, especially if the Varsity Pre-Game Schedule (below) is altered
- Varsity Pre-Game Schedule:

6:20 p.m.	35:00 on Game Clock	Clock Operator meets crew (in locker room / on the field)
6:25 p.m.	30:00 on Game Clock	Officials take the field
6:35 p.m.	20:00 on Game Clock	Coin toss
6:40 p.m.	15:00 on Game Clock	Teams vacate the field
6:55 p.m.	0:00 on Game Clock	National Anthem – Teams required to be on field

#### Game Format:

- Games will be 4 quarters
- Each quarter shall be 12:00 in length for varsity and sub-varsity games
- Varsity halftime will be 15:00 + 3:00 minutes; halftime may be extended to 20:00 + 3:00 to accommodate special events, but host school must notify visiting AD and/or coach in advance
  - Sub-varsity halftime will be 12:00 + 3:00 minutes
- The 35-point differential rule is in effect for the second half for all varsity and sub-varsity games
  - The clock shall run continuously except for the following situations when it will be stopped (**TIPS**):
    - Timeouts (charged to a team)
    - Intermission (between 3<sup>rd</sup> and 4<sup>th</sup> quarters, and after a score)
    - Penalty enforcement (whistle to ready-to-play)
    - Safety reasons (injuries, etc.)
  - Normal timing procedures shall resume if the point differential is reduced to less than 35 points
- The 50-point differential rule is in effect any time in the game for all varsity and sub-varsity games
  - The clock will run continuously except for officials' timeouts for injured players
- Running clock shall occur if either team is ahead by 35 or more points (in the second half) for all varsity and sub-varsity games
  - Clock stops on all injuries and official's timeout (indicated by a whistle and the official crossing their arms above their head)
- In sub-varsity contests, the clock shall start on the ready-for-play signal rather than the snap following a change of possession
- Overtime Procedures**
  - The 10-yard-line overtime rule outlined in the National Federation Football Rules Book will be in effect for all varsity regular-season games which end with scores tied at the end of regulation
    - there is no overtime for sub-varsity games