

TUFF Amendments to NGFFL Rules

1. 3.1.1 The game shall be played in two periods (hereinafter called "half") of 25 minutes each. During the first 23 minutes of each half, the clock will run continuously, except that the clock will stop for player's timeouts, official's timeouts, and the 2- minute warning of each half.

3.1.2 During the first 23 minutes of each half following an official timeout, the game clock will start with the next ready for play signal. After player timeouts and the 2- minute warning of each half, the game clock will start with the next legal snap of the next timed down. During the last two minutes of each half, the game clock will run according to high school football rules (see 3.3.5 through 3.3.9). The clock will stop for player's timeouts, official timeouts, penalties, after a first down, after an incomplete pass, after a play ends out of bounds, after a scoring play, or after a change of possession. In the case of a player's timeout, an incomplete pass, a change of possession, a scoring play, or after a play ends out of bounds, the clock will start on the next legal snap of a timed down. If the clock is stopped for an official timeout or first down, the game clock will start again once the ball is spotted and the ready for play signal is given by the referee. A half may be shortened by agreement of opposing coaches and the Head Referee. (NGFFL rule)

Changed to

3.1.1 The game shall be played in two periods (hereinafter called "half") of 30 minutes each. During the first 28 minutes of each half, the clock will run continuously, except that the clock will stop for player's timeouts, official's timeouts, and the 2- minute warning of each half.

3.1.2 During the first 28 minutes of each half following an official timeout, the game clock will start with the next ready for play signal. After player timeouts and the 2- minute warning of each half, the game clock will start with the next legal snap of the next timed down. During the last two minutes of each half, the game clock will run according to high school football rules (see 3.3.5 through 3.3.9). The clock will stop for player's timeouts, official timeouts, penalties, after a first down, after an incomplete pass, after a play ends out of bounds, after a scoring play, or after a change of possession. In the case of a player's timeout, an incomplete pass, a change of possession, a scoring play, or after a play ends out of bounds, the clock will start on the next legal snap of a timed down. If the clock is stopped for an official timeout or first down, the game clock will start again once the ball is spotted and the ready for play signal is given by the referee. A half may be shortened by agreement of opposing coaches and the Head Referee.