



The National Federation of High School Associations (NFHS) football rules (1-7, Table 1-7, #10 and 3-1-2 specifically authorize state associations to establish a point differential rule to alter timing or terminate games played under their jurisdiction. The rule approved by the NIAA Board of Control in March 2007 complies with the guidelines established by the NFHS. Below is the adopted rule to be in effect for the 2007-2008 Football season for all classifications (8, 9 or 11-man).

Application

The following running clock rules apply to all NIAA-sanctioned football games played in the state of Nevada, including Varsity, JV, Frosh (B), and middle school games. These rules will apply to playoff games, but will not be applied to state championship games.

Point Differential Rule

1. When one team leads by 45 or more points at the end of the first half or at any time during the second half, the officials shall use a running clock to time the game.
2. If the score differential becomes less than 45 points at any time during the second half of the game, the officials shall revert to regular timing until the point differential again reaches 45 or more points.
3. By mutual agreement of the opposing coaches and the referee, a running clock may be used at any time during the game.

Running Clock Operations Rule

1. The clock will be run continuously when:
 - First down is awarded to either team, including following a change of possession;
 - Ball or runner with the ball goes out of bounds;
 - Legal or illegal forward pass is incomplete;
 - Penalty enforcement that does not require deliberation with captains.
2. The clock shall be stopped for:
 - End of a period;
 - Scores (touchdown, field goal, safety);
 - Try plays following a touchdown;
 - Touchback;
 - Free kick following a fair catch or awarded fair catch;
 - Charged team time-out;
 - Coach-referee conference;
 - Official's time-out for injury, faulty equipment, or other situations as required;
 - First down measurement;
 - Penalty enforcement that requires deliberation with captains;
 - Inadvertent whistle.
3. Following a clock stoppage, the clock will start when the ball is:
 - Marked ready for play, or
 - Legally touched on the free kick following a score or after a fair catch or awarded fair catch.

NFHS Rules Concerning "Mercy" Rules

Rule 1-7. Each state association has the authority to make decisions and provide coverage relative to a number of specific rules and may individually adopt specific coverage relative to the following:

10. Establishing a point differential to terminate games at halftime or thereafter and establishing guidelines to use a running clock when the point differential is reached.

Rule 3-1-2. By state association adoption, a point differential may be established whereby at the end of the first half if one team has gained the established point differential or if it secures such differential during the second half, the game shall be terminated. A state association may also establish guidelines to use a running clock when the point differential is reached.

Rule 3-1-3. A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining period may be shortened at any time or the game terminated.