

# RIVER VALLEY BOOTH GUIDE – 2014

Level	Clock Per Quarter	Time Outs	Level	Clock Per Quarter	Time Outs
SLW	12 min. Running Clock except see below 5 <sup>th</sup> Qtr–24Min. (Running Clock Never Stops)	4 / half	JV	10 min. 5 <sup>th</sup> Qtr– 20Min. (Running Clock Never Stops)	3 / half
LW	12 min. Running Clock except see below 5 <sup>th</sup> Qtr– 20Min. (Running Clock Never Stops)	4 / half	V	10 min. 5 <sup>th</sup> Qtr– 20Min. (Running Clock Never Stops)	3 / half

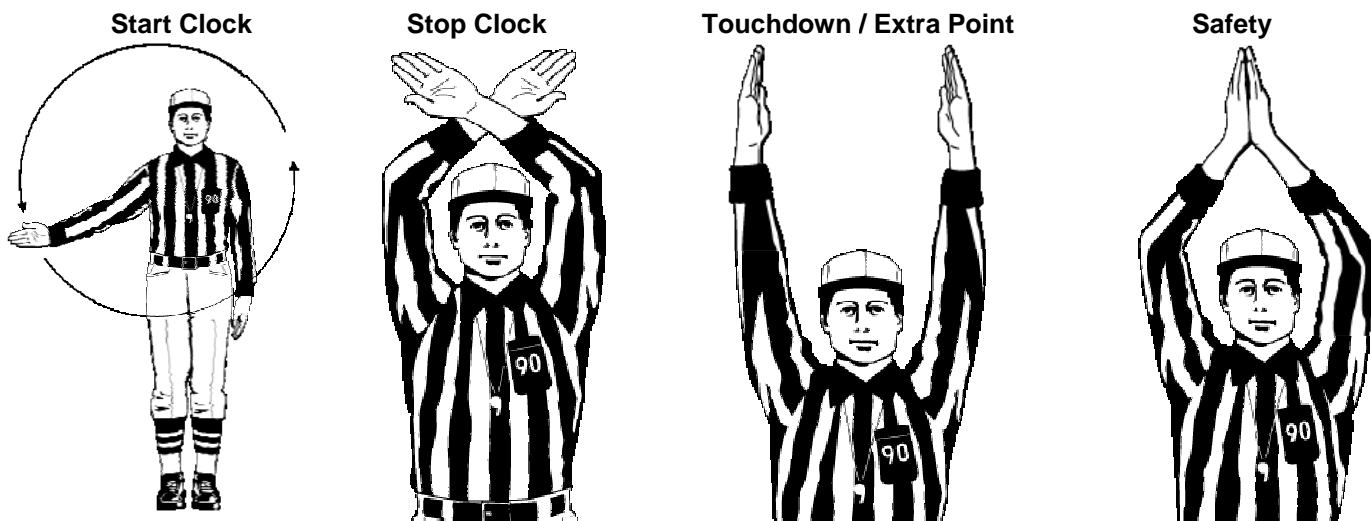
**SCORING:** Touchdown = 6 ; Kick conversion = 2 ; Run/Pass conversion = 1 ; Field Goal = 3 ; Safety = 2

**NO KICK-OFF RULE:**

- (1.) SLW & LW - when a team leads by 20 or more points, the trailing team shall receive the ball on their opponent's 30 yard line the difference is below 20 points.
- (2.) JV & V - when a team is up by 24 or more points, the team that has the 24 or more point lead will kick off from the 20 yard line, until the difference is below 24 points.
- (3.) JV & V - If a team has a scoring advantage of 24 or more points to begin or at any point in the second half of a game, then the game clock shall thereafter be a running clock except during timeouts, following a touchdown, during an extra point or during an injury. Once a clock is a "running clock" it will continue as a running clock even if the disadvantaged team closes the point differential to less than twenty-eight (24) points.

**START clock** - At the snap or when kick is touched other than by kicker if the clock was stopped or when the referee signals arm in a windmill motion

**STOP clock SLW/LW** for: Time-Out, Injury, End of Period, Any Score, or if otherwise signaled by a referee (arms-crossing motion over head). In final 2 minutes of each half, refer to JV/V rules below, as well as IHSA rules.



**STOP clock JV/V** for: First Downs, Penalty, Time-Out, End of Period, Out of Bounds, **Incomplete Pass**, Score, Fair Catch, Inadvertent Whistle, or if otherwise signaled by a referee (arms-crossing motion over head).

