

## Point Differential: OHSAA Rule, Plays/Rulings, & Mechanics

During the 2<sup>nd</sup> half (Exception: If both HC's agree the Point Differential Rule can be implemented during the first half.) for all Varsity & Sub Varsity Games, any time the score differential reaches 30 points or more the game clock (GC) will be stopped only when: 1. An official's time-out is called for an injured player; 2. A charged time-out is called; 3. A change of possession (COP) occurs at the end of the down; 4. At the end of a period; 5. A score occurs; or 6. An extended delay. GC will start again on ready for play (RFP) signal for the first play after the above situations. GC will continue to run in all other situations. (Use of this Rule does not preclude use of NFHS Rule 3-1-3). After the 30 Point Differential has been met, if the score drops below 30 points, GC reverts to regular timing rules. Communicate with HC's when it starts. It is imperative **LJ** meets with the Timer before the game to review this Rule.

**Plays/Rulings below occur under the OHSAA Point Differential Rule during the 2<sup>nd</sup> half, unless noted.**

1. Play. Late in 2Q A scores & goes ahead 31 -0. Ruling. The Point Differential Rule does NOT start until the 3Q, unless both HC's have agreed to implement Point Differential in the 1<sup>st</sup> half. Standard timing rules are used for the entire 1<sup>st</sup> half.
2. Play. A scores a TD & goes ahead 31 – 0. Ruling. Point Differential Rule starts when the **R** marks the ball RFP & winds the GC for the KO or, in middle school, for 1<sup>st</sup> down. The GC does not run during the Try. The **Wings** will notify both HC's that the Point Differential Rule is in effect.
3. Play. A is ahead 31 – 0. KT KO's to RT & RT runs it back to 30 YL. Ruling. GC stops since there was a COP at the end of the down. The GC starts when the **R** marks the ball RFP & winds the GC.
4. Play. A is ahead 31 – 0. A- 1 throws a pass that is intercepted. B -1 returns it 10 YDS & is tackled. Ruling. GC is stopped since there was a COP at the end of the down. When the **R** marks the ball RFP he will wind the GC.
5. Play. A is ahead 31 – 0. A-1 throws pass, B-1 intercepts, B-1 returns, hit, fumbles, & A-3 recovers the fumble. Ruling: Since A has the ball at the end of the down, the GC continues to run. The same ruling would apply on a KO or punt play.
6. Play. A is behind 31 – 0. A scores a TD & 1 point Try. Score is now B – 31 & A – 7. Ruling. Since the score differential is now less than 30 points, revert to NFHS timing rules. Tell HC's.
7. Play. A is ahead 31 – 0. It is a hot & humid game & **R** stops game for extra water breaks. Ruling. This is an extended delay. Stop the GC for the water breaks, then **R** marks ball RFP & winds GC.
8. Play. A is ahead 31 – 0. A3 is called for holding. Ruling. The GC continues to run.
9. Play. A is ahead 31 – 0 with 2 minutes left. A HC tells **HL** he will not snap the ball again. **R** will invoke Consume Time, & the GC will be stopped for the DOG & the GC will start on the snap.

### Mechanics:

1. When the Point Differential Rule is enforced the **R** will point at the timer, tap his wrist, & give a wind signal with his index finger. **R** will face the timer each time he needs to wind the GC.
2. Other members of the **Crew** will continue to use Gold Book Signaling. **LJ** will mirror **R's** wind.
3. It is the timer's responsibility to know the Rule & then start/stop the GC as needed. (6/2/19)