

Two Minute Clock Rules

Preparation -

1. Cut eight 3x5-inch index cards in half to create sixteen 3x2½-inch cards.
2. Number the sixteen cards from 0 to 15. These “time cards” now represent the seconds between the 15-second increments shown on the game board.

How to Use -

1. At the 2:00 minute mark of each half begin using the time cards. Remaining time in the half is then indicated by adding the time marker on the board to the value of the time card (e.g., time marker 1:00 and time card 05 indicates 1:05 remaining).
2. Play proceeds as usual with the exception of determining time to the second instead of 15-second intervals by applying these Two Minute Clock Rules.
3. To determine the passage of time –
 - a. Consult the Play Yardage section to determine time consumed by the play.
 - b. Consult the Clock Stops section to determine whether the clock stops after the play.
 - c. If the clock is still running, consult the After Plays In-Bounds section and add seconds based on how quickly offense chooses to line up for next play or either team to call a timeout.

Play Yardage (time expired depends on play yardage plus a single die roll):

Yards	Seconds
-6 to 5	0 + Roll
6 to 10	1 + Roll
11 to 20	2 + Roll
21 to 30	3 + Roll
31 to 40	5 + Roll
41 to 50	6 + Roll
51 to 60	7 + Roll
61 to 70	8 + Roll
71 to 80	9 + Roll
81 to 90	10 + Roll
91+	12 + Roll

+2 more seconds for plays #5, 6, 16, and QB sack.

Incomplete Pass:

QB spike ball	Roll
Play 9-12	1 + Roll
Play 13-16	2 + Roll
Play 17-20	4 + Roll

Kicks:

Normal Kickoff	Roll 1-4, 6: Time for return shown on Play Yardage chart. Roll 5: Touchback (no time).
Onside Kickoff	Roll
Punt	6 + return, if any
Field Goal	3

Clock Stops:

Punts with no runback

Out of bounds

Score (field goal, touchdown, or safety)

Change of possession

Incomplete pass

Penalty

Fair catch

Timeout

After Plays In-Bounds:

5 to 25	At discretion of offensive team
30	Delay of game penalty (-5 yards, clock stops)
5 to 25	Late time out (at discretion of either team)