

# **2021 HIGH SCHOOL GAMES-TIMING PROCEDURES**

## **(Rule 4 Section 1)**

**Officials must be onsite 30 minutes prior to the start of each game**

**\*\*\*Home field determines running or stopped clock in cases where teams from different areas/leagues are playing each other\*\*\***

### **JV RUNNING CLOCK (List 1&1A-attached)**

- Two 20-minutes halves (halftime to be NO MORE than 10 minutes)
- **RUNNING CLOCK AFTER GOALS**
- Clock stops on every whistle in the last 2 minutes of each half **UNLESS there is a 10 goal difference.** If the goal differential is 10 or more goals, the clock will continue to run in the last 2 minutes. If the score becomes less than 10 goals, the clock stops on every whistle. **If time runs out prior to the complete administration of a free position, then it shall not be administered.**

### **JV STOP CLOCK (List 2-attached)**

- Two 20-minutes halves (halftime to be NO MORE than 10 minutes)
- **STOP CLOCK AFTER GOALS. EXCEPTION:** IF THERE IS A 10 OR MORE GOAL DIFFERENTIAL, CLOCK WILL RUN AFTER GOALS
- Clock stops on every whistle in the last 2 minutes of each half **UNLESS** there is a 10 goal differential. If the goal differential is 10 or more goals, the clock will continue to run in the last 2 minutes. If the score becomes less than 10 goals, the clock will stop on every whistle. **If time runs out prior to the complete administration of a free position, then it shall not be administered.**

### **ISL JV RUNNING CLOCK (List 3-attached)**

- Two 25-minutes halves (halftime 5 minutes)
- **RUNNING CLOCK AFTER GOALS**
- First half, clock will run in the last 2 minutes regardless of score
- Second half, clock will stop on every whistle in last 2 minutes. **UNLESS there is a 10 goal difference.** If the goal differential is 10 or more goals, the clock will continue to run in the last 2 minutes. If the score becomes less than 10 goals, the clock stops on every whistle. **If time runs out prior to the complete administration of a free position, then it shall not be administered.**

### **VARSITY (ALL SCHOOLS)**

- Two 25-minute maximum halves (halftime NOT TO EXCEED 10 minutes)
- **STOP CLOCK AFTER GOALS EXCEPTION:** IF THERE IS A 10 OR MORE GOAL DIFFERENTIAL, CLOCK WILL RUN AFTER GOALS
- Clock stops on every whistle in the last 2 minutes of **EACH** half **UNLESS there is a 10 goal difference.** If the goal differential is 10 or more goals, the clock will continue to run in the last 2 minutes. If the difference becomes less than 10 goals, the clock will stop on every whistle. **If time runs out prior to the complete administration of a free position, then it shall not be administered.**

***If both coaches and officials agree, the timing procedures for any game may be adjusted.***

WLUA - There is no overtime if a JV game is tied after regulation.

<b><u>JV RUNNING CLOCK SCHOOLS</u></b>		
Field	George Mason	Osbourn Park
Woods	Hylton	Park View
Run	John Champe	Pope John Paul the Great
ion	KIPP	Potomac Falls
m-South Riding	Lab	Riverside
Park	Loudoun County	Woodgrove
d	Loudoun Valley	Wilson

<b><u>WCAC – JV RUNNING CLOCK SCHOOLS</u></b>		
Bishop Ireton	Elizabeth Seton	Paul VI
Bishop McNamara	Good Counsel	St Johns College
Bishop O'Connell	Holy Cross	St. Mary's Ryken

<b><u>JV STOP CLOCK SCHOOL</u></b>		
dale	Lake Braddock	Stuart
ville	Lee	T.C. Williams
ly	Madison	Thomas Jefferson
	Marshall	Wakefield
	McLean	Washington-Lee
church	Mount Vernon	Westfield
d	Oakton	West Potomac
n	Robinson	West Springfield
on	South County	Woodson
y	South Lakes	Yorktown

<b><u>ISL - JV RUNNING CLOCK SCHOOLS</u></b> <b><i>**clock stops on every whistle under 2 minutes in 2<sup>nd</sup> half only**</i></b>		
allis	Holton Arms	Potomac
Episcopal High School	Holy Child	Model
Mount Hill	Madeira	Sandy Spring Friends
Georgetown Day School	Maret	St. Andrew's Episcopal
Georgetown Visitation	National Cathedral	St. Stephen's & St. Agnes
Stone Ridge		

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