



COLLEGE FOOTBALL OFFICIATING, LLC

2017 Game Management: 20-Minute Halftime

End-of-Half Procedures:

The halftime intermission shall be a maximum of 20 minutes for all regular season games with no exceptions. (By rule, exceptions to the length of halftime are permitted for conference championship games and other post-season games.)

Following the last play of the first half, the Referee will ensure that there are no penalties to administer, no injured players or other delays and will also ensure that there is no Instant Replay stoppage or coach challenge. If there are no issues, the Referee will declare the period ended.

- The Referee will signal immediately to begin the 20-minute halftime clock. The 20-minute halftime clock shall not be stopped or removed from visibility on the stadium scoreboard until it reaches 0:00. The clock operator shall also use a stopwatch to time the 20 minutes in case of a clock malfunction.
- The teams will clear the field of play, including facilities with shared routes, and any coach interview with TV or Radio personnel shall take place off the field.
- All interviews shall not interfere in any way with the bands' entry onto the field of play or any other halftime activity.

Start of Second-Half Procedures:

Home Game Management is responsible for clearing the field of play and end zones at the beginning of each half so that periods may start at the scheduled time.

Clock time 5:00

- The officials will visit each team's locker room and alert the coach of the halftime status and get the second half toss options. The teams should plan to re-enter the field with 3 minutes remaining in the halftime. (It may be necessary to adjust the 5:00 based on local circumstances, such as field distance from the locker room, construction, etc.)

Clock time 3:00

- The field of play will be cleared by game management of all band, promotional and event personnel.
- The teams will re-enter the field.
- If kicking specialists or other players come out early during the halftime intermission, they are in no way to interfere with the band or any halftime events. Until the field is cleared, all players must keep all their warm-up activity off the field of play.

Clock time 1:30

- The game officials will begin clearing the field of all warm-up activities. When the field is cleared, the teams must be ready to send out their kick-off/receiving units to be in position and ready to go before the clock expires.

Clock time 0:00

- The Center Judge (8-man crew) or Back Judge (7-man crew) will complete his count and then hand the ball to the kicker. If either team is not in place and ready to play at this point, it will be penalized for delay of game.
- The game clock will then be reset to 15:00, and when the officiating crew is in place, the Referee will give the ready for play signal for the second-half kickoff.

***CFO Division I Mechanics Committee
June 2017***