GAME CLOCK

RUNNING OUT THE CLOCK

The Offensive player can run out the clock when executing a Running play (red die). Whenever they successfully complete a Running play (i.e. rolling the Red Offense die and no penalty nor turnover occurs), they may advance the clock marker one space as long as the clock is NOT on the two minute space. 2:00 .

TIMEOUTS

At any time the clock marker is going to move forward, either player can spend a Timeout to stop the clock. This prevents the marker from moving forward to the next space. Move the magnet marker to the next number to show how many Timeouts that player has left. When the marker is on zero, that player can no longer stop the movement of the clock.

END OF HALF

The half ends immediately when the clock marker reaches the last space on the clock. The player who started the first half with possession now decides if they will do a regular kick or an onside kick. Reset the timeouts back to three for each player and move the Clock marker back to 30. Now start the 2nd half.

END OF GAME

The game ends immediately when the clock marker reaches the last space on the clock during the second half. The player with the most points wins.

OVERTIME

If there is a tie, players may choose to continue the game by playing overtime. Randomly choose a player to receive/kick just like at the start of the game. Play proceeds as normal. First team to score wins.