

SDHSAA 35/50 Point Rule Clarification

Section L. 35/50 Point Rule (UPDATED: 2020)

- In ALL Classes, when a team secures a 35-point lead during the third or fourth quarter, the clock will continue to run except for timeouts (team or official) or after a score.
- If a team secures a 35-point lead in the second half and the score subsequently falls below the 35-point mark, the clock will continue to run as outlined.
- In any contest featuring a team from 11A, 11B or Nine-Man football: If a team secures a 50-point or greater lead at the end of the first half, or if they secure such a lead during the second half, the game is ended immediately.
- Regulation timing is followed in the first half regardless of the score.
- These regulations shall be followed for all regular-season contests, as well as all first-round, quarterfinal, and semifinal playoff contests.
- Only the 35-point running clock rule shall be in effect for State Championship contests (50-point rule will not take effect in a State Final contest).
- Of note, NFHS Rules further allow for coaches and officials to decide to shorten any period or terminate the game early in accord with rule 3-1-3.

Additional timing guidelines:

- When a team secures a 35-point lead in the second half, the clock will continue to run. Beginning with the ensuing kick-off, the following changes (and only these) will be made regarding rules determining when the clock will and will not be stopped.
- The clock will run continuously except for the following situations when it will be stopped:
 - Any timeout charged to a team (re-start with the ensuing snap)
 - After a score (re-start clock with the ensuing kick-off when legally touched by R, or by the ensuing snap—kick out-of-bounds or touchback)
 - Intermission between the 3rd and 4th quarter (re-start with snap)
 - Extended injury timeout—only if coach is brought out (re-start with ready for play)
 - Any time officials deem it necessary for safety reasons (re-start with ready for play)
 - Once the 35/50-point rule is in effect, the clock will continue to run until the completion of the game. Regulation timing will not resume if the score differential drops below 35.
 - If a team is 50 points or more ahead at the end of the first half or if it secures such a lead during the second half, the game is ended immediately.
 - The game clock will continue to run during the enforcement of penalties unless the issues surrounding the enforcement take significant time than officials would signal for an officials' timeout.
 - The game clock will continue to run after a change of team possession