

Minnesota Mercy Rule Timing Table

Mercy Rule: When the point differential reaches 35 points or more in the fourth quarter, the clock will go to running time. **While the mercy rule is in effect, the clock will be stopped only for TIPS events - T(team time-outs), I(injuries), P(Penalties) or S(Scores).**

Regular timing rules will be used if the point differential drops back to less than 30 points. Note: Rule 3-1-3 remains in effect – this allows the game to be shortened or terminated at any time, by mutual agreement of the opposing coaches and the referee.

(Note: RFP == Ready For Play)

| Potential clock stopper | Normal timing – Stop Clock? | Normal timing – When clock restarts | Mercy Rule timing – Stop Clock? | Mercy Rule timing – When clock restarts |
|---|-----------------------------|---|---------------------------------|--|
| Team time-out | Yes | Snap | Yes | Snap |
| Injury, Penalty Enforcement | Yes | Snap or RFP, depending on result of previous play | Yes | RFP |
| Score | Yes | When succeeding free kick is legally touched | Yes | When succeeding free kick is legally touched |
| Play ends OOB or incomplete pass | Yes | Snap | No | N/A |
| Touchback | Yes | Snap | No | N/A |
| Team A attains First Down | Yes | Snap or RFP, depending on result of previous play | No | N/A |
| Change of Possession | Yes | Snap | No | N/A |
| Measurement, helmet off, equipment repair | Yes | Snap or RFP, depending on result of previous play | No | N/A |