

## 17. TIMEOUTS

### 17.1 – Charged timeouts

1. If, when the ball is dead, a player, substitute inside the 9-yard marks or Head Coach requests a timeout (and his team has at least one timeout left), immediately blow your whistle and signal timeout (S3). Notify the Referee of the team and number of the requesting player, or that the timeout was requested by the Head Coach.
2. If a request for a timeout is made when the ball is live, wait until the end of the play and then confirm with the requestor whether the timeout is still required. If it is, then follow the procedure above.
3. [REFEREE] Signal a requested charged timeout by facing the press box, giving the timeout signal (S3) followed by a "chucking signal" with the arms shoulder high towards the requesting team's goal line. There is no need for to sound your whistle.
4. [REFEREE] If the Head Coach indicates that a timeout is a 30-second timeout, ensure that the opposing Head Coach and all players are made aware. Officials must neither encourage nor discourage a Head Coach from making a timeout a 30-second one, nor may the Referee designate a timeout as one if not requested promptly by the Head Coach. [LINESMAN AND LINE JUDGE] Assist the Referee by watching out for a 30-second signal from a Head Coach.
5. [REFEREE] If the timeout is the third and final one charged to that team, in addition to the chucking signal, give three pulls on an imaginary steam whistle (without blowing your whistle). You must personally ensure that the Head Coach and the on-field captain of the team are aware that all their timeouts have been used.
6. [ON-FIELD TIMEKEEPER] Ensure that all your colleagues are informed of the exact time remaining in the quarter and that they pass the information on to the Head Coach and on-field captain of each team, as appropriate.
7. All officials must record all timeouts, including the quarter and time remaining on the clock.
8. [UMPIRE] Time the timeout interval (Mechanic 5.13). If a team huddles near the sideline or leaves the field of play, ask the wing official to alert them when approximately 15 seconds of the timeout remain. Otherwise, alert the Referee when approximately 5 seconds of the timeout remain.
9. During the timeout:
  - (a) [UMPIRE] Remain with the ball at the succeeding spot.
  - (b) [LINESMAN AND LINE JUDGE] Inform the Head Coach of the team on your side of the field of the number of timeouts remaining for each team and the time remaining if a stadium clock is not visible.
  - (c) [LINESMAN, LINE JUDGE, FIELD JUDGE AND SIDE JUDGE] Observe the team from your side of the field, including checking the number of players in the huddle. If the team huddles near the sideline or leaves the field of play, stand near enough to them so that you can inform them when approximately 15 seconds of the timeout remain.
  - (d) [ON A 5/7-MAN CREW] [BACK JUDGE]  
[ON A 4/6-MAN CREW] [UMPIRE] Inform the defensive captain of the time and the number of timeouts his team has remaining.
  - (e) [REFEREE] Inform the offensive captain of the time and the number of timeouts his team has remaining.
  - (f) If a coach enters the field to speak to his players, this should not normally be a problem provided:
    - he does not go on to the field more than 9 yards;
    - he does not go beyond the 25-yard lines;
    - his players gather around him.

10. [REFEREE] After one minute (or earlier if both teams indicate readiness to resume), be in the vicinity of the succeeding spot. Verbally inform both teams to get ready (e.g. "Defense, get ready. Offense, get ready"), blow your whistle and give the ready for play signal (S1). If the duration of the timeout is up, never *ask* the teams whether they are ready – *tell* them.
11. If a team requests a timeout when all theirs have been used, all officials must ignore the request and order the team to play on. [REFEREE] In the rare circumstance where a timeout is granted incorrectly, blow your whistle and signal the ready for play as soon as practicable after the error is detected.

## 17.2 – Officials' timeouts

1. [REFEREE] If a timeout is not to be charged to either team, signal timeout (S3) and then tap your chest with both hands.
2. During an injury or other timeout, carry out the normal duties for a charged timeout, and in addition:
  - (a) stay out of the way of the medical personnel;
  - (b) keep uninvolved players out of the way;
  - (c) ask uninvolved coaches and substitutes to return to their team area;
  - (d) if necessary, move the ball out of the way while noting the succeeding spot and marking it (if appropriate) with a bean bag.
3. [REFEREE] Declare the ball ready for play as soon as the reason for the timeout has been eliminated (e.g. an injured player has left the field and is in the team area, or well away from the field of play and not in any danger). [ON-FIELD TIMEKEEPER] Remind the Referee of whether the clock should start on the ready or snap.
4. If an injury timeout is prolonged, or the game is suspended for some other reason, send the players to their team areas.
5. Only the Referee can stop the clock for a coach's conference. The conference will take place at or near the sideline. If you are the wing official on that side of the field, you must go with the Referee to witness the conference. If after the conference the ruling is not altered, the team will be charged with a timeout, in which case the procedure for a charged timeout (including giving the team their full entitlement of time) will be carried out. If a team asks for a timeout which is in fact intended to be a request for a coach's conference and the ruling is then altered, they should only be charged with a timeout if they subsequently request a further timeout.
6. If the game is disrupted for any reason, record the down, the team in possession, the position of the ball and the chain, and the time remaining. In addition: [UMPIRE] record the lateral position of the ball with respect to the inbounds lines; [LINESMAN] record the position of the chain clip.