

17. TIMEOUTS

17.1 - Charged timeouts

1. If, when the ball is dead, a player, substitute inside the nine-yard marks or Head Coach requests a timeout (and their 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 requester 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. [USING PUBLIC RADIO] Announce the timeout, identifying clearly (normally by team name) which team it is to be charged to and how many they have used. There is no need to sound your whistle.
4. [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). [USING PUBLIC RADIO] Announce that it is the team's final timeout. 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.
5. [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.
6. All officials must record all timeouts, including the quarter and time remaining on the clock.
7. [REFEREE] [USING PUBLIC RADIO] If a stadium clock is not visible, you should announce the time remaining. This is particularly important in the last few minutes of a half.
8. [UMPIRE] Time the timeout interval (MOFO 6.12). If a team huddles near the sideline or leaves the field of play, ask the nearest sideline^o official to alert the team that the timeout is nearly over⁴ 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 OR CENTRE JUDGE]² Remain with the ball at the succeeding spot until the Referee informs you to leave it prior to them declaring the ball ready for play. [†]
 - (b) [DOWN JUDGE, LINE JUDGE, FIELD JUDGE AND SIDE JUDGE]
 - (i) If you are the nearest official,^o 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.
 - (ii) 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 the team that the timeout is nearly over⁴ when approximately 15 seconds of the timeout remain, and encourage players to move back onto the field. [§]
 - (c) [IN xx1/xx3 FORMATION (CREW OF 5/6C/7/8)] [BACK JUDGE]
[IN xx0/xx2 FORMATION (CREW OF 4/6D)] [UMPIRE] Inform the defensive captain of the time and the number of timeouts their team has remaining.
 - (d) [REFEREE] Inform the offensive captain of the time and the number of timeouts their team has remaining.
 - (e) If a coach enters the field to speak to their players, this should not normally be a problem provided:
 - they do not go on to the field more than 9 yards;
 - they do not go beyond the 20-yard line boundaries of the team area;^o
 - their players gather around them.
 If this is not the case, gently move the coach and/or players into that zone. [§]
10. [REFEREE, CENTRE JUDGE OR UMPIRE] If the team that called the timeout wishes to resume play before the end of the timeout, the nearest official should check with the on-field captain of the opposing team to ascertain whether their team is ready. This is not necessary if the opposing team has huddled near or outside the sideline — there, the team is obviously NOT ready. [§]
11. [REFEREE] After one minute (or earlier if both teams indicate readiness to resume), be near your officiating position for the next play. [†] Verbally inform both teams to get ready (e.g. "Defense, get ready. Offense, get ready"). Inform the Umpire (or Centre Judge) to move to their position, then[†] 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.
12. If a team requests a timeout when all its 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, face the press box, 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) remind coaches not to communicate coaching information to their players while on the field;
 - (e) if necessary, move the ball out of the way while noting the succeeding spot and marking it (if appropriate) with a bean bag.
3. [UMPIRE OR CENTRE JUDGE] Remain with the ball at (or near) the succeeding spot until the Referee informs you to spot it (if necessary) and leave it prior to them declaring the ball ready for play. [◊]
4. ^λ [ON-FIELD TIMEKEEPER] Remind the Referee of whether the clock should start on the ready or snap.
5. [REFEREE] 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 – outside the safety zone – and not in any danger), inform the Umpire (or Centre Judge) to move to their position, then blow your whistle and give the ready for play signal. [†]
6. If an injury timeout is prolonged, or the game is suspended for some other reason, send the players to their team areas.
7. Coach's conference:
 - (a) [REFEREE] Only you can stop the clock for a coach's conference (Rule 3-3-4-e-1).
 - (b) The conference will take place at or near the sideline, or you may invite the coach a few feet onto the field if it would be better to get them away from their team.
 - (c) [DOWN JUDGE, LINE JUDGE, FIELD JUDGE AND SIDE JUDGE] If you are the nearest official on that side of the field, you must go with the Referee to witness the conference.
 - (d) 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.
 - (e) 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.
8. 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:
 - (a) [UMPIRE] [CENTRE JUDGE] Record the lateral position of the ball with respect to the hash marks²
 - (b) [DOWN JUDGE] Record the position of the chain clip.