

Magic Valley Junior Football League

BOOTH TIMING/SCORING QUICK REFERENCE

- Game consists of 4 (four), 15 (fifteen) minute quarters
- Clock DOES NOT STOP except for team time outs & referee time outs
- Half time will not exceed 7 (seven) minutes
- Each team is allowed 3 (three) timeouts per half & 1 (one) timeout per overtime
- Time outs are 1 (one) minute long
- Touchdowns are worth 6 (six) points
- A safety is worth 2 (points) points
- A field goal is worth 3 (three) points
- Kicking a PAT (point after touchdown) is worth 2 (two) points
- Running or passing a PAT (point after touchdown) is worth 1 (one) point