

Youth Club 20 Second Clearing Rules

Whenever a change of possession occurs, the 20 second timer (beeper) shall be started. When the buzzer sounds (20 seconds), if the ball is on the offensive side of midfield, the clearing rule is satisfied and the “NO BACKCOURT” rule goes into effect. If the ball is on the defensive side of midfield, it is a “FAIL TO ADVANCE” violation and a turnover.

KEY POINTS – 20 second timer is switched on for every turnover.

WHERE is the ball when the 20 seconds have expired?

AR#1. Once a team gains possession and the timer is activated, the ball can go from the offensive side of midfield to the defensive side, and back to the offensive side any number of times until the 20 second point is reached. At 20 seconds (buzzer sounds) the location of the ball is critical.

AR#2. If the ball goes Out Of Bounds on the DEFENSIVE SIDE of midfield line, a NEW 20 SECOND COUNT begins for whichever team is awarded possession.

AR#3. Ball goes OOB's on the OFFENSIVE SIDE of midfield. If the original clearing team retains possession, the timer is turned off and the “UNDER” signal is given and “UNDER” is announced by both refs prior to restart whistle.

AR#4. Ball goes OOB's on the OFFENSIVE SIDE of midfield. If the original riding team gains possession, it is a turnover and a new 20 is awarded.

AR#5. If a foul is committed on the offensive half of the field by either team, regular mechanics (“Play On” or “Flag Down”) should be followed and the timer allowed to run. If the timer sounds (20 seconds elapsed), the “UNDER” signal is given and “UNDER” is announced by both refs and allow regular Play On or Flag Down mechanics to continue.

AR#6. If a foul is committed on the defensive half of the field by either team, regular mechanics (“Play On” or “Flag Down”) should be followed and the timer allowed to run. If the timer sounds, (20 seconds) while the ball is still loose, sound the whistle, and adjudicate the penalty. Give NEW 20 second count to the team awarded the ball.

AR#7. If the ball is loose on the offensive side of the field and count is under 20 and the defensive team BATS/KICKS the ball back onto the defensive side of the field, the count continues. If 20 seconds is reached BEFORE the original clearing team can advance the ball onto the offensive side of midline, it is Failure to Advance and a turnover.

SUGGESTION: Keeping PLAY ONS SHORT, causes fewer complications!!