Play Clock Procedures

Play Clock Operators Note: When a play is done, the covering official should raise a hand into the air. When this happens, slowly count "one one thousand, two one thousand" then start the play clock. In the first five events below you should automatically do this. In all of the other events, the play clock will be started on the Referee's (White Hat's) chop. "Wind Game Clock" is only for the game clock operator.

Play Clock Reset: If the play clock needs to be reset, the **Referee** or **Back Judge** will pump one hand open palm in the air. Reset to 25 seconds. Two hands, reset to 40 seconds. If the play clock is running when they pump, continue to run after reset.

Event	Play Clock	Referee's Signal
Play Is Done - Dead Ball* Inbounds	40	None
Play Is Done - Dead Ball* Out of Bounds	40	None
Incomplete Pass	40	None
Team A Gains a 1st Down - Inbounds	40	Wind Game Clock
Team A Gains a 1st Down - Out of Bounds	40	None
Double Change of Possession - Team A Snaps	40	Chop & Wind Game Clock
Penalty Administration (Game clock was running.)	Defense 40/ Offense 25	Chop & Wind Game Clock
Penalty Administration (Game clock not running.)	Defense 40/ Offense 25	Chop****
Double Foul/Offsetting Penalties	25	Chop -or- Chop & Wind GC
Injury/Helmet Off/Equipment Issues** (Game clock was running.)	Defense 40/ Offense 25	Chop & Wind Game Clock
Injury/Helmet Off/Equipment Issues** (Game clock not running.)	Defense 40/ Offense 25	Chop****
Team Time Out	25	Chop****
Measurement (Game clock running after)	25	Chop & Wind Game Clock
Measurement (Game clock not running after)	25	Chop****
Change of Possession - Team B Snaps	25	Chop****
Try for Point after Touchdown	25	Chop****
Free Kick After a Try for Point/Field Goal/Safety	25	Chop****
Start of Each Quarter	25	Chop****
Legal Kick	25	Chop****
Start of Overtime Period	25	Chop****
Any Other Administrative Stoppage***	25	Wind Game Clock

* A dead ball is a ball not in play. The ball is dead during the time between downs.

** See Rule 3-6-1a1e (Page 48 2025 Rule Book) Exceptions for Defensive Injuries, Equipment Issues & Fouls

***Includes an Inadvertent Whistle and a Periold Extension by an Untimed Down

****The Referee will chop in and whistle the start of the Play Clock. Begin at the end of the Referee's whistle.

End of quarter situations:

Game clock is running and under 40 seconds. Set the play clock at 40 and DO NOT run it. If the play clock is at 0, just leave it. If you can shut the play clock off, do so.

Game clock is under 40 seconds and NOT running, and the team on offense needs to snap the ball in order for the *game clock* to run. Set the play clock at either 40 or 25 depending on the situation (i.e. a first down out of bounds or a team time out) and run it on the Referee's signal as the situation dictates.		
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