

Play Clock Procedures			
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	40	Wind Game Clock	
Double Change of Possession - Team A Snaps	40	Wind Game Clock	
Penalty Administration	Defense 40/ Offense 25	Wind Game Clock	
Double Foul/Offsetting Penalties	25	Wind Game Clock	
Injury/Helmet Off/Equipment Issues**	Defense 40/ Offense 25	Wind Game Clock	
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 Period 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.			
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