

Game Clock Procedures

Event - Result of Play	Referee (White Hat's) Signal	Start Game Clock on...
Play is Done - Dead Ball* Inbounds	None	Game clock should be running
Play is Done - Dead Ball* Out of Bounds	None	Snap
Incomplete Pass	None	Snap
Team A Awarded 1st Down - Dead Ball Inbounds	Wind the Clock	On the Wind
Team A Awarded 1st Down - Dead Ball Out of Bounds	None	Snap
Double Change of Possession - Team A is next team to Snap	Wind the Clock	On the Wind
Penalty Administration - Dead Ball Inbounds**	Chop*** & Wind the Clock	On the Wind
Penalty Administration - Dead Ball Out of Bounds	Chop	Snap
Penalty Administration - Incomplete Pass	Chop	Snap
Penalty Administration - Delay of Game	Chop	Snap
Double Foul/Offsetting Penalites - Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Double Foul/Offsetting Penalites - Dead Ball Out of Bounds	Chop	Snap
Injury/Helmet Off/Equipment Issue - Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Injury/Helmet Off/Equipment Issue - Dead Ball Out of Bounds	Chop	Snap
Measurement - Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Measurement - Dead Ball Out of Bounds	Chop	Snap
Change of Possession - Team B's Ball	Chop	Snap
Try for Point After Touchdown (Extra Point)	Untimed Down	Game Clock does not run
Free Kick after a Try for Point/Field Goal/Safety	Chop	On the covering official's Wind
Start of Each Quarter	Chop	Snap
Start of an Overtime Period****	Chop	No Game Clock. Set at 0:00
Any other Administrative Stoppage	Varies - Follow Referee	Either on the Chop & Wind or the Snap
* A dead ball is a ball not in play. The ball is dead during the time between downs.		
Special Clock Situations		
** If a penalty occurs with less than 2 minutes remaining in either half, the offended team has the option to start the game clock on the Snap instead of the Wind. (Rule 3-4-7). Follow the Referee's signal.		
***The "Chop" is a signal for the Play Clock Operator.		
**** The game clock does not run in an Overtime Period. Set the clock at 0:00. Only the Play Clock runs.		
When a team attempts to consume or conserve time illegally, the referee shall order the game clock or play clock started or stopped. (Rule 3-4-6)		
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