



PLAY CLOCK OPERATOR INSTRUCTIONS

Automatically reset the play clock to 40 seconds at the end of each play based on the covering official's signal:

- A. The ball is declared dead in the field of play:
 - 1. The covering official raises his hand above his head indicating that the play is over.
 - 2. The covering official gives a "wind the clock" signal when play ends near a sideline.
 - 3. The covering official gives a "stop the clock" signal when a play results in a 1st down.
- B. Incomplete Pass
- C. The ball is declared dead out of bounds.
- D. After a Touchdown is scored (**New 2018**). If directed by the Referee, be ready to reset to 25 if the play clock gets below 25 seconds.
- E. After a free kick (**New 2018**). This includes a free kick punt after a safety.

Manually set the play clock to 25 seconds when these occur:

- A. Penalty administration
- B. Charged team time-out
- C. Helmet Off (Offense)
- D. Injury time-out (Offense)
- E. Measurement
- F. Team B awarded 1st down
- G. Start of a period
- H. Start of possession series in OT
- I. After any kick down (**except free kick**)
- J. After any score (**except touchdown**)
- K. Media time-out
- L. Other administrative stoppage

Situations

1. **When there is a timeout for an injury or a helmet coming off**, the play clock will be set to 40 seconds if it is a defensive (Team B) player. The play clock will be set to 25 seconds if the injury or helmet is an offensive (Team A) player. If a combination of injury and/or helmet is to players of both teams, the play clock is set to 40 seconds.
2. On a **Delay of Game Foul**, keep the play clock at (0:00) until the penalty is completed. Once the penalty has been completed, then reset the play clock to its proper setting based on the situation.
3. If the play clock runs down to (0:00) and there is no delay of game penalty, **reset to 40 seconds immediately after the snap**, then wait for the appropriate signal to start the play clock.
4. **If the play clocks are not synchronized, or if one fails**, the clocks must be turned off and the Back Judge will keep the play clock on the field. Once restored to working order, wait until the next dead-ball period to communicate with the Back Judge so that both teams (quarterbacks and coaches) may be informed prior to their utilization.

5. **The Referee is the designated official to reset the play clock** by using the arm pump signals. It is common for the Back Judge to use these signals to “ask” the Referee if he wants to consider resetting the play clock.

- a. The Referee’s use of a one-arm pump is to reset to 0:25 seconds.
- b. The Referee’s use of a two-arm pump signal is used to reset the play clock to 0:40 seconds.

Note some potential examples: Be ready to reset the play clock when signaled by the referee if:

- i. After a time out, the team comes late from the sideline.
- ii. The ball is spotted after the play clock has run down under 0:25 seconds.
- iii. On a free kick, the Referee may choose to reset the play clock. Look for him in the end zone.

6. On kick-offs and free kicks after a safety, the play clock starts at 0:25 on the ready for play by the Referee. If the ball blows off the tee, the Referee will give the one arm pump reset signal from the end zone.

7. If less than 40/25 seconds remain in any period:

- a) If the game clock is running, do not start the play clock.
- b) If the game clock is not running, the play clock is used as normal.

Note: The play clock use or non-use may alternate multiple times in the final 40/25 seconds.

8. If the game clock is started erroneously, it shall be stopped immediately and the play clock should also be stopped. The Back Judge may be asked to help restore time by using the remaining time on the play clock. Do not reset the play clock until the Referee gives the signal.

In OVERTIME situations, although the game clock does not run, the play clock will continue to operate normally as it had during the first 4 quarters of regulation play.