Game Clock Operator Instructions

Basic Instructions

Turn off Horn (if possible)

Pregame Countdown - 30 to 60 minutes

Meet with Back Judge - 25 Minutes before Kick Off

Length of Quarters

Varsity - 12 Minutes

Halftime

Start on Referee's Signal

17 Minutes (Optional 20 Minutes)

Referee may wait until teams clear field, especially if long walk to locker room

When Clock gets to 0:00 - Add 3 minutes for warmups and run automatically

Kickoff Rules - Starting Half & After Score or Safety

Start Clock

Covering officials Winding Signal

Ball touched legally inbounds by either team

Do NOT Start

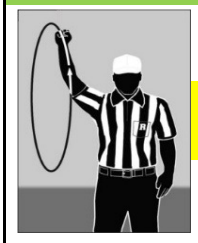
Kickoff into end zone/touchback

Kick out - of-bounds

If inadvertently Started - Reset to correct time

Scrimmage Plays - Starting with Snap

START Game Clock



All Snaps (if not already running)

On Ready-for-Play with Ref's Wind

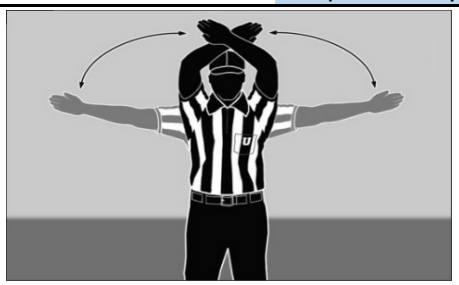
← R's Signal - If 40 sec play is already running NO WHISTLE

Start on Snap if Ref gives Chop on Ready-for-Play →

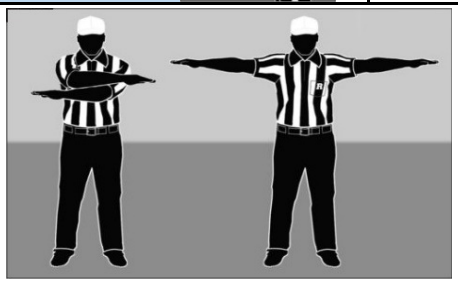
STOP Game Clock

Officials Signals: 1 - 2 - 3 - 4

1. Stop Clock - Time Out - First Down - Out of Bounds - Penalty
2. Incomplete Pass
3. Touch Down / Field Goal
4. Safety

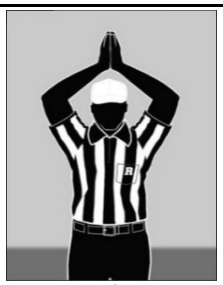


1. Stop Clock - Time Out



2. Stop Clock - Incomplete Pass

3. TD/FG



4. Safety

General Guidelines

Clock will re-start on R's Signal

After 1st downs, ball inbounds

Penalties when ball is inbounds

After Injuries, Measurements & Equipment repair (if previously running)

Clock will Start on Snap

After Incomplete Passes

After ball carried or fumbled Out-of-Bounds

After Charged Team Timeouts

To begin 2nd & 4th Quarters

Untimed Downs

Extra Points after Touchdown

Last play of quarter has replay due to penalty

Running Clock (35 point spread mandates use of a running clock for the remainder of the game)

Based on BOTH head coaches agreement

Key off of Referee's direction

Generally only stopped for injuries and charged team timeouts

Game officials will still use their normal signals and mechanics even though clock remains running

Play Clock Operator Instructions

The purpose of the play clock rule is for consistent timing and game flow from week to week and from crew to crew across the entire state. The GOAL for the officiating crew is to consistently have the ball down and ready for play within 8-12 seconds while the play clock is running.

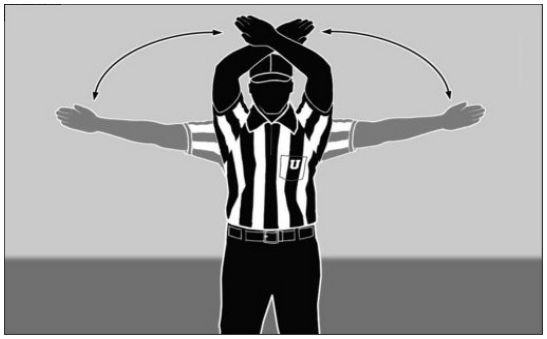
The play clock will be reset to 40 and automatically run after each play starting with a snap.
The covering official's END-OF-PLAY signal is your designation to start the 40 second clock.
See the end of the play, observe the signal, take a breath and start the 40.
Think: Start with Snap - Followed by Snap - By Same Team = Run the 40

END-OF-PLAY Signals include

Dead Ball

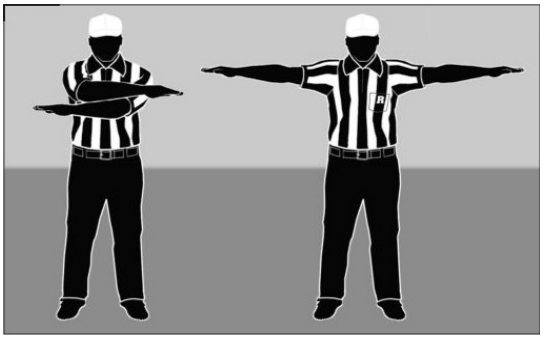
Ball dead inbounds
Short of Line-to-Gain
Same team to snap
Alt: Wind Signal➔

Stop the Game Clock



First Down - Inbounds
First Down - Out-of-Bounds
Runner - Out-Of-Bounds
Fumble - Out-of-Bounds

Incomplete Pass



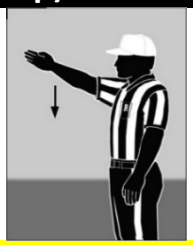
Incomplete Pass

Run the 40-second Play Clock even if the game clock is stopped in these situations

Set Play Clock to 25 - Wait for Referee Signal (Wind or Chop) in these situations:

Penalty Administration
Charged Team Time-Out
Injury Time-Out
Helmet Off During Play
Measurement

Change of Possession
New Series for B
After Any Kicking Down
After Any Scoring Play
Any Administrative Stoppage



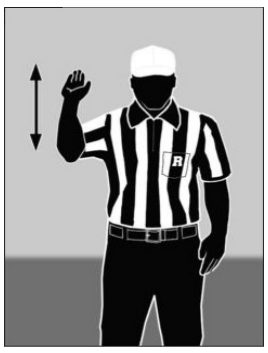
If in doubt, run the 40 second clock following the play. Once you realize that there is an administrative stoppage (I.E. Penalty etc. from list above) Reset to 25 (and wait for signal).

Points of Emphasis

These situations may require that the play clock be reset at the discretion of the Referee:

- Line-to-Gain Crew / Down Indicator Box is slow following a First Down Play - *Chain Crew Agility, Box Man must run to spot*
- Getting Fresh Ball Ready-for-Play following a deep Incomplete Pass - *Team's game balls on both sides of field, 3 - ball kids/side*
- Officiating Crew getting into deep Field Goal coverage - *Hustle*
- Failure to have the ball Ready-for-Play before a running play clock reaches 25 seconds - *Hustle, Work to minimize issues*
- Interruptions to the play clock (i.e. chin strap issue, injury) will result in the clock being reset to 25 seconds.

Reset 25



Reset 40