



## 2019 – 40/25 SECOND PLAY CLOCK PROCEDURES

1. **Visual play clocks are not required. If there are not visible play clocks, the back judge is responsible for maintaining the 40/25 clock operation.**
2. **The play clock will automatically reset to 40 seconds at the end of each play. The covering official's signal will designate when to start the clock (we will delay two seconds, then start the clock).**
  - a. When the ball is declared dead in the field of play, from scrimmage, then the play clock starts immediately when the covering official raises his arm, gives a wind signal if near the sideline, or stops the game clock to award a first down. Special attention will be given, if there is a delay in setting the down box. The head linesman will drop their beanbag to designate where the box should have been set
  - b. When there is an incomplete pass, the covering official will signal an incomplete pass. After a count of two, the play clock should start at 40 seconds.
  - c. When the ball is dead, out-of-bounds, on a play from scrimmage, the 40-second clock will start two seconds after the covering official signals to stop the game clock.
  - d. We want to emphasize that our preference is not to stop the game unnecessarily; the referee should, as a normal part of their personal routine, be aware of the potential for the play clock going under 25 seconds and the ball not being ready to be snapped. At this time, the pumping with one hand can alert the play clock operator to reset to 25 seconds and restart immediately without interrupting the game. **You would do this if you feel you are within a few seconds of all players being ready and this would require less time than a stoppage.**
3. **The play clock will be manually set to 25 seconds, when the following situation occur or upon a signal from the referee (one hand pump above the head) – the referee's ready-for-play signal will designate when to start the 25-second clock in these situations, with the exception of the referee having to reset the play clock.**
  - Penalty Administration
  - Charged Team Timeout
  - Media Timeout
  - Injury Timeout or helmet coming off player.
  - Measurement
  - Change of Possession
  - After a Kick Down
  - Score
  - Start of each Period
  - Start of possession series in overtime
  - Other Administrative Stoppage
  - Touchdown / Try
  - Free Kick
  - Inadvertent whistle
  - Untimed down

**When play is to be resumed, the referee will give the ready-for-play signal and the play clock operator will begin the 25 second count.**

#### **4. Special Situations:**

- a. On a delay-of-game penalty, keep the play clock at 0:00 until the penalty is completed.
- b. If the play clock hits 0:00 and there is no delay of game, reset to 40 seconds immediately after the snap, then wait for the appropriate signal to start the play clock.
- c. If the play clocks are not synchronized, or if one fails, the clocks must be turned off and the back judge will be responsible for maintaining the 40/25 clock operation.
- d. On kickoffs and safety kicks, the play clock starts on the ready for play signal by the referee, which will be given when the BJ clears the field.
- e. If the kickoff does not occur before the 25 second play clock elapses and a delay-of-game foul is called, the same procedure will be followed as in (d) above. Officials have the authority to reset the play clock to 25 seconds if the wind blows the ball off the tee or other circumstances warrant. Watch for the pump of the arm by the referee.
- f. Under no circumstance should the play clock be reset to 25 upon a signal by any other official, but the referee. It is common practice for the BJ, in trying to communicate to the Referee, to ask, if they want to consider resetting by making a pumping action. Resetting to 25 is the sole discretion of the referee.
- g. The 40/25 second clock is not started when the game clock is running with fewer than 40 or 25 seconds respectively, in a period.
- h. In overtime, although the game clock does not run, the 40/25 second play clock operates normally as during the first four quarters.

### **PLAY CLOCK OPERATOR/GAME CLOCK OPERATOR – PRE-GAME CONFERENCE (BACK JUDGE AND REFEREE)**

**TIME: 30 minutes prior to the game – on the field.**

- a. Where is the play clock operator located during the game? (if site has visible play clocks)
- b. How will the referee communicate with the operator? Explain
- c. Verify the location of the visible play clocks, if available.
- d. Ask if the clocks have been tested, for the day.
- e. Ask if there have been any problems in the past, with the clocks.
- f. Ask if the officials can be seen from the clock operator's location.
- g. Go over regular game procedures.
- h. Go over overtime procedures.