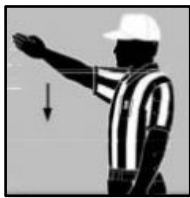


# Instructions to Play Clock Operators

## Starting the Play Clock...

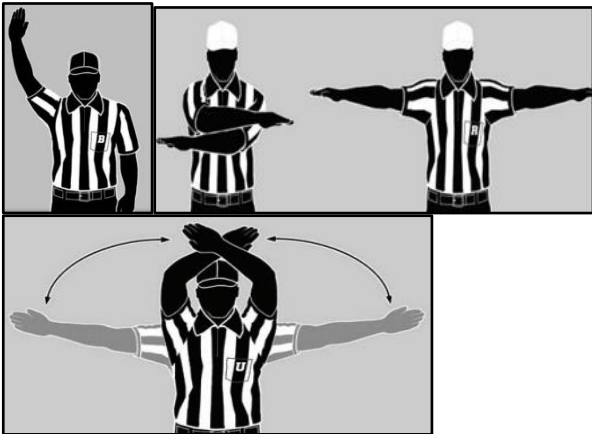
- If game clock is stopped for any administrative issue, start 25 sec. play clock on referee's signal.
  - Prior to a try
  - To start a period
  - Following an inadvertent whistle
  - Following a charged timeout
  - Following an official's timeout (except for a first down):
    - Measurement, change of possession, equipment, injury, helmet off, after a foul, etc.
      - 40 sec. play clock if equipment or injury solely to a defensive player.



OR



- Reset play clock to 40 immediately after the snap.
- Start 40 second clock after covering officials signal that the play has ended.



- Take a deep breath. Count 1/1000. Then reset to 40.
- Would rather you be too slow on reset than quick.
- When in doubt, set to 40. Officials will correct if necessary.

## Starting Play Clock after Touchdown or Legal Kick

- The 25 sec. play clock will be used following a score, a kickoff (new possession), or any legal kick (punt/field goal) in which a team is awarded a new series.

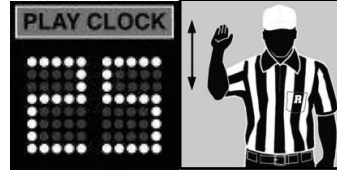
## Special Situations

- Leave clock at :00 after Delay of Game until after enforcement of the penalty.

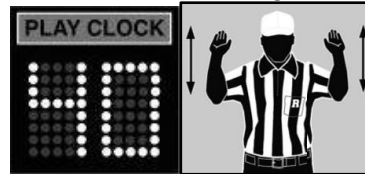
- If the game clock is stopped with two seconds or less in period and will start on the Referee's signal, run the clock to zero if the ball is legally snapped.

## If a Play Clock Error Occurs...

- The Referee and Back Judge may correct the error & reset the play clock.
- The 25 second reset signal is...



- The 40 second reset signal is...



## If 40 second clock is running & the ball is not ready to be snapped with 25 seconds remaining on play clock...

- If Official(s) signals for an official's timeout
- Set play clock to 25 and start on referee's signal

## Injuries & Equipment

- Following an official's timeout for equipment or injury the play clock will start on the referee's signal. Watch the Referee to whether a 25/40 second clock will be used.
- 25 second clock for any injury or equipment timeout for the offensive team.
- 40 second clock for any injury or equipment timeout for the defensive team.
- If the clock is stopped for members of both teams then a 25 second clock will be used.

## If the clock fails during the game...

- If one play clock is not functioning, both must be shut off until repairs are made and they are both operational
- If both play clocks are off, the back judge will keep the play clock on the field until repairs are made. and give a visual count the last 5 seconds.
- If a repaired clock fails a second time, the back judge will keep the play clock on the field for the duration of the half regardless of whether the play clock returns to working order.

## In overtime...

- The play clock will run as it did for regulation.

