

# 40 / 25 Second Clock

Reset to 40 Seconds

Reset to 25 Seconds

Referee/Back Judge (Back Judge may signal to Referee)



## 40 Second Clock

Starts without “Chop” or “Wind” from Referee (Appx 1 second after previous play is signaled dead.)

1. Ball declared dead in field of play by covering official’s signal
2. Incomplete pass; Starts on covering official’s signal.
3. Ball OOB; Starts upon covering official’s signal to stop game clock
4. Defensive helmet off without penalty (Starts on Referee’s signal)
5. Defensive injury time out (Starts on Referee’s signal)
6. After a Free Kick or Kick after Safety down
7. After a Touchdown is scored

## 25 Second Clock

Penalty Administration – on R’s signal

Measurement – on R’s signal

After a Punt – on R’s signal

Start of Overtime period – on R’s signal

Offensive helmet off without penalty

Team or Official TimeOut – On R’s signal

Change of Possession – on R’s signal

After a PAT prior to Team A KickOff

Start of new quarter (2<sup>nd</sup> or 4<sup>th</sup>) – on R’s signal

Offensive injury – on R’s signal

### Special Situations...

- No 40/25 when Game Clock is running with fewer than 40 or 25 seconds in any period. Any game clock stoppage may alter the situation where play clock might come back into use.
- Watch R closely as play clock goes to 25 seconds and ball is NOT set for play ... he is likely to signal “pump up” to reset to 25 and roll.