

**The default is 40-second clock. Unless the offensive flow is interrupted as listed below, the 40 second clock is used.**

**40-Second Clock.**

1. When an official signals that the ball is dead, the play clock shall begin a 40-second count.
2. If the 40-second clock does not start or the count is interrupted for reasons beyond the control of the officials or the play-clock operator (e.g., clock malfunction), the referee shall stop the game clock and signal (both palms open in an over-the-head pumping motion) that the play clock should be reset at 40 seconds and started immediately.
3. In the event that the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall declare a timeout and signal that the play clock be set at 25 seconds. When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock shall begin the 25-second count. The game clock will start on the snap unless it had been running when the referee declared a timeout; in that case, it will start on the referee's signal (Rule 3-3-2-f).

**25-Second Clock.** If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal (one open palm in an over-the-head pumping motion) that the clock should be set at 25 seconds:

1. Penalty administration.
2. Charged team timeout.
3. Media timeout.
4. Injury timeout for a player of the offensive team only. The play clock is set to 40 seconds for an injury to a player of the defensive team.
5. Measurement.
6. Team B is awarded a first down.
7. After a kick down.
8. Score.
9. Start of each period.
10. Start of a team's possession series in an extra period.
11. Other administrative stoppage.
12. An offensive team player's helmet comes completely off through play. The play clock is set to 40 seconds if the helmet comes completely off a player of the defensive team.

When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock will begin the 25-second count.

# Tips for Managing the 40/25 Second Play Clock

**BASIC PREMISE:** The play clock will **ALWAYS** start at 40 seconds unless there is an *administrative* stoppage.

REFER TO THE FOLLOWING TABLE FOR SITUATIONS WHEN THE PLAY CLOCK WILL BE SET AT 25 SECONDS:

SITUATION	PLAY CLOCK	REFEREE SIGNAL
Administration of a penalty	25 seconds	Chop or Wind
At the start of a period	25 seconds	Chop
Measurement	25 seconds	Chop or Wind
Offensive (Team A) Helmet Off	25 seconds	Chop or Wind
Offensive (Team A) Injury	25 seconds	Chop or Wind
Defense (Team B) Awarded a First Down	25 seconds	Chop
After Any Kick Down	25 seconds	Chop
After Any Score	25 seconds	Chop
Start of a Team's Possession in an Extra Period (Overtime)	25 seconds	Chop
Inadvertent Whistle	25 seconds	Chop or Wind
Timeout by Either Team	25 seconds	Chop
Timeout by Official	25 seconds	Chop or Wind
Touchback	25 seconds	Chop
Try Down (PAT)	25 seconds	Chop
Period Extension	25 seconds	Chop

If the R wants the **play clock** reset, regardless of whether or not it is running, he will signal the play clock operator (PCO) to restart the play clock. For 40-Seconds, the referee will signal with both palms open in an over-the-head pumping motion. For 25-Seconds, the referee will signal with one open palm in an over-the-head pumping motion. There is usually no need to stop the **game clock** to reset the play clock unless the play clock operator does not reset upon the R's signal. The **play clock** should be reset to 25-seconds when, through no fault of the players, the ball is not ready for play and the **play clock** has run down below 20-seconds.

Contrary to NCAA Rules, the UIL has written an exception stating that if a Team A ball carrier, backward fumble or backward pass is ruled out of bounds, the **game clock** will start on the snap anytime during the game. After a Team A forward fumble that goes out of bounds, the clock starts on the R's signal.

The B and L are the R's safety net if the R does not start the **game clock** at the appropriate time. If the B and/or L are signaling to start the **game clock** and the game clock operator (GCO) has positive knowledge that the **game clock** should be running, the GCO should start the **game clock**.