Game Clock Operator Instructions

Basic Instructions	Length of Quarters
Turn off Horn (if possible)	Varsity - 12 Minutes
Pregame Countdown - 30 to 60 minutes	JV - 10 Minutes
Meet with Referee - 30 Minutes before Kick Off	9th & MS - 9 or 10 Min. (Confirm w/AD)

Halftime

Start on Referee's Signal	Referee may wait until teams clear field,
Varsity - 15 Minutes (Optional 20 Minutes)	especially if long walk to locker room
JV - 9th - 10 Minutes	
When Clock gets to 0:00 - Add 3 minutes for warmups and run automatically	

Kickoff Rules - Starting Half & After Score or Safety

Start Clock	**Do NOT Start**
Covering officials Winding Signal	Kickoff into end zone/touchback
Ball touched inbounds by receiving team	Kick out - of-bounds
	Kick touched by Kicking team
	If inadvertently Started - Reset to correct time

Scrimmage Plays - Starting with Snap

START Game Clock	STOP Game Clock

All Snaps (if not already running)	Officials Signals: 1 - 2 - 3 - 4
On Ready-for-Play with Ref's Wind	1. Stop Clock - Time Out - First Down - Out of Bounds - Penalty
← R's Signal - If 40 sec play is already running NO WHISTLE	2. Incomplete Pass
Start on Snap if Ref gives Chop on Ready-for-Play →	3. Touch Down / Field Goal
	4. Safety
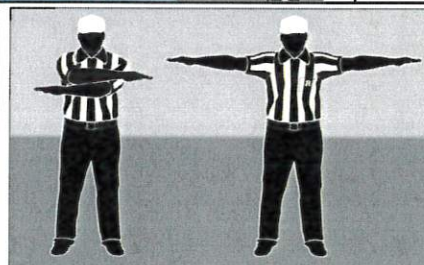
1. Stop Clock - Time Out	2. Stop Clock - Incomplete Pass	3. TD/FG	4. Safety
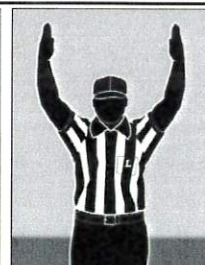
General Guidelines

Clock will re-start on R's Signal	**Clock will Start on Snap**
After 1st downs, ball inbounds	After Incomplete Passes
Penalties when ball is inbounds	After ball carried or fumbled Out-of-Bounds
After Injuries, Measurements &	After Charged Team Timeouts
Equipment repair (if previously running)	To begin 2nd & 4th Quarters

Untimed Downs

Extra Points after Touchdown	Last play of quarter has replay due to penalty

Mercy Rule

Key off of Referee's direction

Game clock stops for score, 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 10 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.
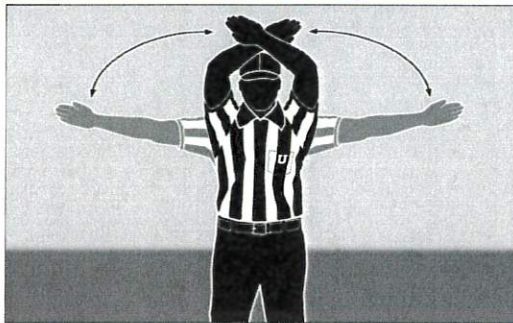
Think: Start with Snap - Followed by Snap - By Same Team = Run the 40

END-OF-PLAY Signals include

Dead Ball	Stop the Game Clock	Incomplete Pass

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

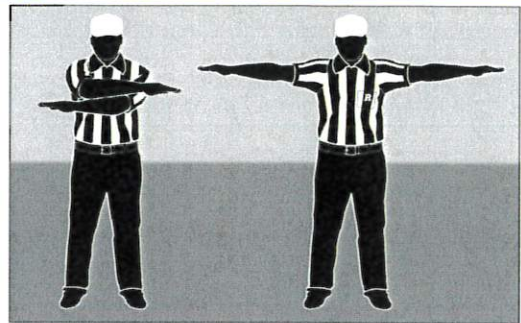| Dead Ball	Stop the Game Clock	Incomplete Pass
Ball dead inbounds Short of Line-to-Gain Same team to snap Alt: Wind Signal ➔	First Down - Inbounds First Down - Out-of-Bounds Runner - Out-Of-Bounds Fumble - Out-of-Bounds	Incomplete Pass Penalty on the Defense Defensive Player Injury Defensive Player Equipment Issue

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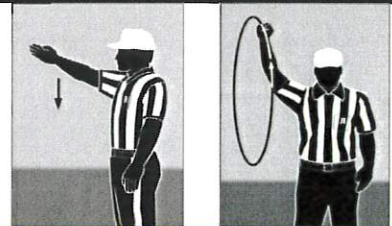
If in doubt, run the 40 second clock following the play.   Once you realize that there is an administrative stoppage (I.E. Penalty etc. from list above) Reset to 25 (and wait for signal).

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
- Officiating Crew getting into deep Field Goal coverage
- Failure to have the ball Ready-for-Play before a running play clock reaches 25 seconds
- Offensive Player Injury
- Offensive Player Equipment Issue

Reset 25   **Reset 40**