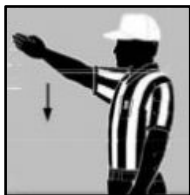


Instructions to Play Clock Operators

Starting the Play Clock...

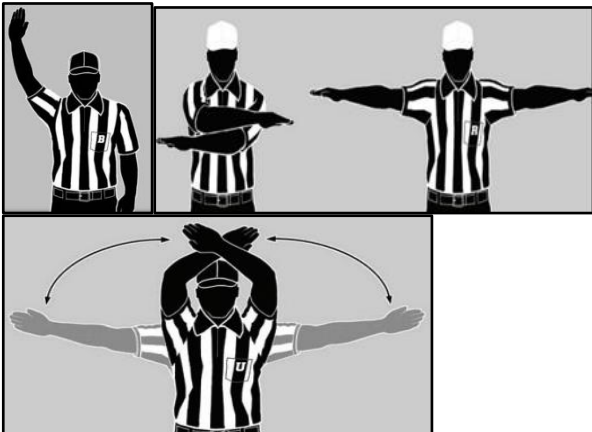
- If game clock is stopped for any administrative issue, start 25 sec. play clock on referee's signal.
 - Prior to a try
 - To start a period
 - Following an inadvertent whistle
 - Following a charged timeout
 - Following an official's timeout (except for a first down):
 - Measurement, change of possession, 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.

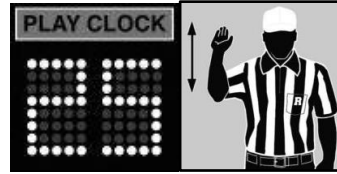
Special Situations

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

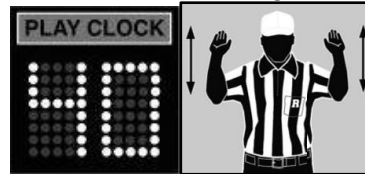
- If the game clock is stopped with two seconds or less in period and will start on the Referee's signal, run the clock to zero if the ball is legally snapped.

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.

