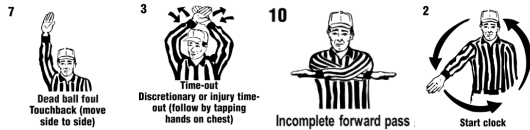




Reset PLAY Clock to (40) seconds for MOST situations:

- **RESET** the **PLAY CLOCK** to **(40)** seconds after the ball is snapped
- **START** the **(40)** second **PLAY CLOCK** when the covering official indicates the ball is dead, by one of the following signals:
 - One hand above head [S1]
 - Stop Clock signal [S3]
 - Incomplete pass signal [S10]
 - Wind signal near sideline [S2]



- Reset to **(40)** if **GC** is stopped for a **DEFENSIVE Injury, a DEFENSIVE Helmet Comes Off, a DEFENSIVE Equipment Issue, or a DEFENSIVE Only Foul**
- Reset to **(40)** when a **DOUBLE "Change of Possession" occurs** (the original **OFFENSE** has the ball at the end of the down **other than** after a legal kick)

- Procedure for starting the (40) second Play Clock – After MOST Plays, Reset to (40) on the Play Clock:

- > See the covering official's **Dead Ball Signal**
- > Take a breath
- > Count one-thousand-one
- > Then start the **PLAY** Clock
- > **BE CONSISTENT**

Reset to (25) seconds AFTER or FOR the following:

1. **FOUL** – **OFFENSIVE** Foul or **DOUBLE** Foul (Both Teams Foul)
2. **INJURY** – play is stopped for an **INJURED OFFENSIVE** Player
3. **SCORE** – any down that involves a score
4. **TIME-OUT** – either team is granted a time-out
5. **HELMET COMES OFF** – an **OFFENSIVE** player's helmet comes off
6. **KICK** – any down that includes a legal kick (Kickoff, Punt, Field Goal Attempt, or Kick after a Safety)
7. **MEASUREMENT** – a measurement for a first down;
8. **CHANGE OF POSSESSION** – and the **DEFENSE** has the ball at the end of the down
9. **START OF A QUARTER** – the beginning of any period;
10. **INADVERTENT WHISTLE** – an inadvertent whistle;
11. **UNTIMED DOWN**
12. **If Game Clock is STOPPED to "DIG for a FUMBLE"**

This list includes most 25-second PLAY Clock situations

The "R" will give the ready-for-play signal [S1] & the PLAY Clock will begin the 25-second count ('chop' signal or 'wind' signal).

If the (40)-Second PLAY Clock is running with less than (25) seconds remaining on the Play Clock, and the ball has not been placed on the ground:

- "R" will **STOP** the Play & Game Clocks
- Re-Set the **PLAY** Clock to **(25)**
- "R" will Mark the Ball ReadyforPlay with a "Whistle & Chop" and the **(25)** **PLAY** Clock will start

Signal to Reset to (25) [?] By "R" or "FJ":

- **ONE** palm open in an over-the-head pumping motion

Signal to Reset to (40) [?] By "R" or "FJ":

- **BOTH** palms open in an over-the-head pumping motion

If (40) / (25) Second Clock hits "0" – Delay of Game:

- If **FJ** has a **FLAG** for Delay of Game – **leave PC showing "0"**
- If **no flag** – reset PC to **(40)**
- **Mechanics:** FJ will see "0" on the clock, and then look to the ball – If the ball is moving, then the play will continue; If the ball is not moving, then the FJ will Whistle & Flag for Delay of Game

If GAME Clock is running with less than the (40) / (25):

- Do **not** start the **PLAY** Clock
- But pay attention [?] The **PLAY** Clock **may run** for the next play depending on what occurs during the play
Example: Incomplete Pass, Out of Bounds, Time-Out