



2018 Tips for Managing the 40/25 Second Play Clock And Game 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 OR 40 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
Inadvertent Whistle	25 seconds	Chop or Wind
Timeout by Official	25 seconds	Chop or Wind
Timeout by Either Team	25 seconds	Chop
Defense (Team B) Awarded a First Down	25 seconds	Chop
Start of a Team's Possession in an Extra Period (Overtime)	25 seconds	Chop
Period Extension	25 seconds	Chop
Touchback (Except on a Free Kick)	25 seconds	Chop
After a Successful or Unsuccessful Field Goal	25 seconds	Chop
After a Safety	25 seconds	Chop
After a Punt	25 seconds	Chop
Running Play Ends, Fumble (without a change of possession), Incomplete Pass, & First Down	40 seconds	When Ball is Dead
Defensive (Team B) Helmet Off	40 seconds	Chop or Wind
Defensive (Team B) Injury	40 seconds	Chop or Wind
After A Touchdown	40 seconds	When Ball is Dead
After a Free Kick (Kickoff, Safety)	40 seconds	When Ball is Dead

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 PCO 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 25-seconds. (Let the R signal the PCO to reset the play clock.)

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 game clock starts on the R's signal.

Unfair Clock Tactics

The referee has broad authority in the timing of the game. He shall order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. If the game clock is stopped and a penalty is completed for a foul by the team ahead in the score (or either team if the score is tied) inside the last two minutes of a half, it will start on the snap, at the option of the offended team. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (A.R. 3-4-3-I-VI).