

## 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]

7



Dead ball foul  
Touchback (move  
side to side)

8



Time-out  
Discretionary or injury time-out  
(follow by tapping  
hands on chest)

10



Incomplete forward pass

2



Start clock

- Reset to (40) if **GC** stopped for **DEFENSIVE Injury, Equip or Foul**
- Reset to (25) when a **DOUBLE "Change of Possession" occurs** (original **OFFENSE** has the ball at the end of the down)
- 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 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** – 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 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 Ready-for-Play with a “Whistle & Chop” and the **(25) PLAY** Clock will start

**Signal to Reset to (25) → By “R” or “BJ”:**

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

**Signal to Reset to (40) → By “R” or “BJ”:**

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

**If (40) / (25) Second Clock hits “0” – Delay of Game:**

- If **BJ** has a **FLAG** for Delay of Game – **leave PC showing “0”**
- If **no flag** – reset PC to **(40)**
- Mechanics: BJ 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 BJ 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