

TO: OHSA Football Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Sr. Director of Officiating & Sports Management

Subject: Play Clock Bulletin; 8/22/19

These Rulings supersede any previous ones you have heard or read, including, but not limited to State Clinics, State SRI Meetings, & Local Meetings regarding the new Rule 3-6-1 (40/25 Second Play Clock). This bulletin clarifies what we want done and supersedes CB Play 3.6.1.

1. 40 Second PC: There are 3 times when we use the 40 second Play Clock: A. A run that ends inbounds –all officials will use S7 & indicate the next down; B. A run that ends OOB – all officials will signal stop the game clock & then signal the next down; & C. An incomplete pass – covering officials will signal incomplete pass. All officials will then signal the next down.
2. Administrative Stoppages: All other situations such as a Team Time-out; Officials Time-out; a Foul; Change of Possession; Prior to a Free Kick; Inadvertent Whistle; Prior to a Try; to Start a Period or OT. (This listing is not inclusive.) Check the OHSAAFB.COM website for a more complete listing.
3. Hustle But Do Not Hurry: Once the ball is dead the **U** will hustle to secure the ball, spot it, & immediately move “into position”. NEW – The term “in position” is defined as the **U** being clear of the linebackers (5 YDS) & looking at the Center. Obviously, the **U** will continue to move to his IP at 7 YDS. The **U** will communicate with the Center not to snap the ball until he is “in position”. If the Center snaps the ball before the **U** is “in position”, a Dead Ball, Delay of Game Foul will be enforced against Team A.
4. Dead Ball Officiating: It is Imperative that the **Crew** continues as we always have – officiate the Dead Ball Action.
5. Substitutions: The spotting of the ball & moving “into position” by the **U** is never delayed to allow for substitutions by either team.
6. Hustle But Do Not Hurry: Once the **U** is “in position” Team A can snap the ball. If the down box is not yet set, the **HL** will drop a bean bag.
7. Silent Wind: A3 runs for a first down & is tackled inbounds. The **Crew** stops the Game Clock, the **U** spots the ball & moves “in position”, then the **R & L** will signal start the Game Clock with a silent wind (no whistle).
8. Delay in Spotting the Ball: If, for whatever reason, there is a delay in spotting the ball of more than 15 seconds on a 40 second play clock, the **BJ and/or R** will sound their whistles. The **Crew** will signal stop the game clock (2X). The **BJ/R** will signal reset the play clock to 25 seconds, then **R** (with whistle) will mark the ball ready & wind the game clock, if it was running. If it doubt, reset the play clock to 25 seconds.

9. Chain Crew: Once the **U** is "in position" we do not delay for the chain crew or down box operator to "set the chains and/or box". The **HL** will simply drop his bean bag.
10. Down Box Not Set: **U** has spotted the ball & is "in position". If Team A snaps the ball before the down box is set & before the **R/L** silently wind the GC, this is a legal snap.
11. Fumble by Team A: If there is any delay in determining who has possession of the ball, the Play Clock will be reset to 25 seconds due to the Administrative stoppage.
12. Double Change of Possession: A3 runs & fumbles, then B5 recovers the ball, runs & fumbles, then A5 recovers & is tackled. This is a double change of possession & a first down for Team A. Play clock is set at 40 seconds.
13. Legal Kick: K5 punts from behind the LOS & the punt travels beyond the NZ. R4 muffs the punt, & K7 recovers. This is a legal kick & first down for the KT. Play clock is set at 25 seconds.
14. Close to a First Down: If the **LJ** is not sure if the Runner has reached the line to gain for a first down, he will stop the game clock, and then ask the **R** to "take a look". This is an administrative stoppage. Set the play clock at 25 seconds.
15. Late in the Period: If the Game Clock has less than 40 seconds & the Play Clock were to be set at 40 seconds, the PC is shut down if the Game Clock is running. If the Game Clock has less than 25 seconds & the Play Clock were to be set at 25 seconds, it is shut down if the Game Clock is running.
16. **BJ** & Count Down: Whether there is a visible play clock or not, the **BJ** will continue to visibly count down 5-4-3-2-1.
17. Communication with Head Coaches: When meeting with the Head Coaches ask them "if they go fast". If so, emphasize that they cannot snap the ball until the **U** is "in position".
18. Varsity Only: The new 40/25 second play clock will be used in Varsity Games ONLY.