

TO: OHSAA Football Officials

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

Subject: Play Clock Bulletin; 8/17/23

These Rulings supersede any previous ones you have heard or read regarding Rule 3-6-1 (40/25 Second PC). Abbreviations: Game Clock (GC) & Play Clock (PC)

1. 40 Second PC: There are 4 times when we use the 40 second PC: 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 GC (S3) & then signal the next down; C. An incomplete pass – covering officials will signal incomplete pass (S10). All officials will then signal the next down; & D. Defensive Player is injured or has an equipment issue or the Defensive Team only commits a foul -- GC is stopped for an official's time-out -- Reset PC to 40.
2. Administrative Stoppages: All other situations such as a Team Time-out; Officials Time-out (**Exception** – Defensive Player is Injured or an equipment issue); a Foul (**Exception** – Defensive Team Only Commits 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.) For an Administrative Stoppage the PC will be reset to 25 seconds. The **R** will whistle the ball the ready-for-play & either wind or not wind the GC based upon Rule.
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”. 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/she 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 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 his/her bean bag.
7. Silent Wind: A3 runs for a first down & is tackled inbounds. The **Crew** stops the GC, the **U** spots the ball & moves “in position”, then the **R & LJ** will signal start the GC 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 PC, the **BJ and/or R** will sound their whistles. The **Crew** will signal stop the GC (2X), if running. The **BJ/R** will signal reset the PC to 25

seconds, then the **R** (with whistle) will mark the ball ready & wind the GC, if it was running. If in doubt, reset the PC 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/her 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/LJ** 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 PC will be reset to 25 seconds due to the Administrative stoppage.
12. A & B Injured Players: If both A & B have injured players between downs the PC will be reset to 40 seconds.
13. Double COP: A3 runs & fumbles, then B5 recovers the FB, runs, & fumbles, then A5 recovers & is tackled. This is a double COP & a first down for Team A. Stop GC & signal 1st down. GC starts on the ready. PC is set at 25 seconds for Administrative Stoppage.
14. 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. Same ruling if the Receiving Team catches or recovers the punt. PC is set at 25 seconds.
15. Team Time-Out & B ENC: A team time-out is called by either team. B encroaches (dead ball foul) after the ready for play. PC is reset to 40 seconds due to a defensive foul.
16. 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/she will stop the GC, and then ask the **R** to “take a look”. This is an administrative stoppage. Set the PC at 25 seconds.
17. Late in the Period: If the GC has less than 40 seconds & the PC were to be set at 40 seconds, the PC is shut down if the GC is running. If the GC has less than 25 seconds & the PC were to be set at 25 seconds, it is shut down if the GC is running.
18. **BJ** Pre Snap Signals (PC – With or without a PC): See Gold Book Mechanics # 28 U.
19. Communication with HC’s: When meeting with each HC ask him/her “if his/her team goes fast”. If so, emphasize that they cannot snap the ball until the **U** is “in position”.
20. Varsity Only: The 40/25 second PC will be used for Varsity Games ONLY.