

GAME Clock (GC) Operator – NFHS Timing Rules

1. Have Game Clock (GC) run out **(1) minute before KO** – ensure game starts on time.
2. Start GC (30) minutes before KO time.
3. Any official can signal to **stop the GC** – signal (2X)
 - Timeout Signal, Incomplete Pass Signal, Any Score Signal, or Touchback Signal
4. If GC is stopped → Watch “R” (White Hat) → “R” will signal:
 - **For (25) second Play Clock (PC)**
 - If R “chops” (does not wind) – GC starts on the **SNAP**
 - R will **wind GC** when the GC is to start on RFP
 - **If (40) second Play Clock (PC) is Running (Added in 2019)**
 - R may **“silent” wind** the GC after the ball is placed on the ground & the Umpire is “in position” (cleared the Line Backers & looking toward the ball) → **NO** Whistle
 - If R does **NOT** wind when the ball is placed on the ground & the Umpire is “in position”, then Start the GC on the **SNAP**
5. GC may be stopped for a **pile-up, fumble**, etc., by any official – IF the GC is stopped → **R may wind GC as soon as pile is cleared**
6. On **KO’s** – GC starts when ball is legally touched in the field of play → **covering official (s) will wind GC**
7. GC does **NOT** run on **Try**, period extensions, etc.
 - R will give the Untimed Down signal
8. When a run, pass or fumble ends **in the End Zone**
 - **Stop GC** even if no signal from official(s) → especially if officials conference
9. With LESS than 2 minutes in either half – If Penalty is Accepted:
 - **GC may not** start until SNAP – Watch the R **(Rule 3-4-7)**
10. Officials do not run a separate watch on the field – if GC malfunctions – **let us know time remaining**, and we will pick it up
 - When the GC is operating again, officials will start using the field GC at next convenient game stoppage
11. **(20) minute halftime** → Wait for **R’s** signal to start
12. After Halftime - **(3) minute warm-up** – Put it on the GC & run it
13. Turn GC **OFF** after 3rd time if: (3 Strikes)
 - Operator must be corrected or
 - GC malfunctions
14. Come in at half time in case of any problems/adjustments

GAME Clock (GC) Operator – OHSAA Point Differential Rules

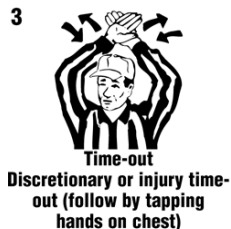
1. During the **2nd Half** → If score differential reaches **30 points** (Mandatory)
 - Or during the **1st Half** → IF **BOTH** Head Coaches agree (2019 OHSAA Revision)
2. R (white hat) will point to the timer, tap his wrist, and give the wind signal with his Index FINGER

3. All game officials will still use normal timing signals

- **CLOCK OPERATOR** must know when to stop the **GC**

4. GC will be stopped ONLY for:

- **Injured Player**
- **Charged Team TO**
- **COP (Change of Possession & Defense has the ball at the end of the down)**
- **End of a Quarter**
- **A Score** → “R” will wind the GC on the RFP for the KO
- **TRY**
- **An Extended Delay**
 - R will face the clock operator & signal **STOP THE GC**



5. When the GC is stopped for any reason in #4, the GC will start on the Referee's Ready For Play:

- R will face the clock operator and give the **WIND** Signal
- **(EXCEPTION: GC does NOT run on a TRY)**



6. GC will run during the following:

- **Incomplete Pass**
- **Runner goes OOB (Out-of-Bounds)**
- **Penalty Enforcement**
- **A 1st Down is gained by the Offense**
- **COP (Change of Possession) & the team that snapped or free kicked has the ball at the end of the down**

7. If differential becomes **LESS than 30 points** then use REGULAR timing rules

8. Rule 3-4-7 is Not Applicable (Accepted Penalty with less than 2 minutes in 4Q)