

PLAY Clock: NFHS - (40) & (25) Second PC

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)

3



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 or Equipment**
- Reset to **(40)** 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** – any foul occurs
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, Kick after 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; and
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).

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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 ReadyforPlay 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