

## GAME Clock (GC) Operator – NFHS

1. Have Game Clock (GC) run out **(1) minute before KO**
2. Start **GC** (30) minutes before KO time
3. Any official can signal to **stop the game clock** – typically (1) signal:
  - Timeout, Incomplete Pass, Any Score, or Touchback Signal
4. If **GC** is stopped → Watch **“R”** (White Hat) → **“R”** will signal:
  - **For (25) second Play Clock**
    - 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 is Running**
    - **“R”** may **“silent” wind** the **GC** after the ball is placed on the ground & the Umpire is **“in position”** → **NO** Whistle
    - If **“R”** does **NOT** wind when the ball is placed on the ground & U 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 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 occurs:
  - **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 3<sup>rd</sup> 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 – POINT DIFFERENTIAL

1. During the **2<sup>nd</sup> Half** → If score differential reaches **30 points**
  - Or during **1<sup>st</sup> Half** → IF **BOTH** Head Coaches Agree
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 ONLY be stopped for:**

- **Injured Player**
- **Charged Team TO**
- **COP & Defense has the ball at the end of the down**
- **End of a Quarter**
- **After a Scored or attempted Try, FG, or Safety (NOT a TD)**  
→ **“R” will wind GC on the RFP for the KO**<sup>3</sup>
- **An Extended Delay**
  - **R will face the clock operator and signal STOP THE CLOCK**



5. When **GC** is stopped for any reason in #4, **GC** will start on Ready For Play – **R** will face the GCO and give the **WIND** Signal

6. **GC will run** during the following:

- **A Try following a TD**
- **Incomplete Pass**
- **Runner goes OOB**
- **Penalty Enforcement**
- **A 1<sup>st</sup> Down is gained**
- **COP & the team that snapped or free kicked has the ball at the end of the down**



7. If point differential becomes **LESS than 30 points**, then use REGULAR NFHS Timing Rules
8. **Rule 3-4-7** is **NOT** Applicable ( Penalty < 2 minutes in 2<sup>nd</sup> & 4<sup>th</sup> Q)