


## 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 GC** – typically only (1) signal:
  - 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**
    - **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 & the **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 a 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 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 the **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 be stopped **ONLY** for:
    - **Injured Player**
    - **Charged Team TO**
    - **End of a Quarter**
    - **After a Scored or attempted Try, FG, or Safety (NOT a TD) → “R” will wind the GC on the RFP for the KO**
    - **An Extended Delay**
      - R will face the clock operator & signal **STOP THE GC**
- 3



Time-out  
Discretionary or injury time-out (follow by tapping hands on chest)
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
- 2



Start clock
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 by the Offense**
    - **COP**
  7. If point differential becomes **LESS than 30 points** then use REGULAR NFHS Timing Rules
  8. Rule 3-4-7 is **NOT** Applicable (Penalty with less than 2 minutes in 2<sup>nd</sup> & 4<sup>th</sup> Qt)