

40 - 25 Second Play Clock

Event *	Play Clock Starts At	Game Clock Starts on	Covering Officials Signal	Referee's Signal
Dead ball inbounds	40	Running	S7	None
Dead Ball out of bounds	40	Snap	S3	None
Incomplete Pass	40	Snap	S10	None
Team A awarded 1st down	40	Signal	S3	Wind
Penalty administration	25	Ready	S3	Wind
Charged team timeout	25	Snap	S3	Chop
Injury/Helmet off/Equipment issue	25	Ready	S3	Wind
Measurement	25	Ready	S3	Wind
Double change of possession - Team A snaps	40	Ready	S7	Wind
Change of possession - Team B snaps	25	Snap	S3	Chop
Touchdown	25	N/A	S5	Chop
Try, FG, Safety	25	Varies**	Varies**	Chop
Start of each period	25	Snap	N/A	Chop
Legal kick	25	N/A	S3	Chop
Start of overtime period	25	Ready	N/A	Chop
Other administrative stoppage ***	25	Ready	S3	Wind

* If event does not occur in conjunction with any other event that stops the clock.

** The game clock will start on the free kick by rule

*** Includes inadvertent whistle and period extension.

S3 is Stop the Clock, S7 is "Dead Ball - start play clock:", S10 is incomplete pass