



BLACK AND WHITE

THIS WEEK'S BLACK AND WHITE PREPARED BY
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Quiz 1 40/25 Play Clock

To help understand the new 40/25 play clock rule the following game scenario is used.

For the opening kickoff, the BJ hands the ball to the kicker. He goes to his position and raises his arm when ready. The Referee blows the ready for play with a 25 second play clock. The game clock starts if the ball is legally touched.

The kick is caught and returned a few yards. The ball is spotted and the Referee blows the ready for play with a 25 second play clock. The game clock starts on the snap.

1. A, 1/10. The ball is run up the middle for a five yard gain. Status of clocks? **Ruling: The 40 second play clock starts when the ball is declared dead. The game clock does not stop.**
2. A, 2/5. An incomplete pass is thrown. Status of clocks? **Ruling: The 40 second play clock starts when the ball is declared dead by the covering officials signaling incomplete pass. The game clock stops and starts on the snap.**
3. A, 3/5. The ball is run for a 10 yard gain; the tackle is inbounds. Status of clocks? **Ruling: The 40 second play clock starts when the ball is declared dead and the officials signal stop the game clock. The game clock stops for the first down and starts when the R winds (silent wind) the game clock, but does not blow his whistle.**
4. A, 1/10. A sweep play is run to the right side and the runner is forced out of bounds after a three yard gain. Status of clocks. **Ruling: The 40 second play clock starts when the ball is declared dead. The game clock stops and starts on the snap.**
5. A, 2/7. A pass is completed for a 20 yard gain; the tackle is inbounds, but A77 is flagged for holding at the line of scrimmage. Status of clocks? **Ruling: The game clock stops to administer the penalty which is accepted. The ball is spotted and the R blows the ready for play with a 25 second play clock and starts the game clock. This is an administrative stoppage.**

6. **A, 2/17.** After a 15 yard run, A22 fumbles and a pile forms. After a delay the Crew rules that A88 recovered the FB. Status of clocks? **Ruling: The R will count 1001, 1002. Since the Crew has not yet ruled who has the FB the R will stop the game clock. Once the Crew rules that A88 has possession, the ball is spotted and the R blows the ready for play with a 25 second play clock and starts the game clock. This is an administrative stoppage. Note: If the Crew signals possession right away for Team A the 40 second play clock will be used.**
7. **A, 3/2.** A, or B calls a team timeout. Status of clocks? **Ruling: After either team takes a timeout, the R blows the ready for play with a 25 second play clock. The game clock starts on the snap. This is an administrative stoppage.**
8. **A, 3/2.** A22 runs for no gain, but is injured. The tackle is inbounds. Status of clocks? **Ruling: The game clock stops and A22 must leave the game for at least one play unless it is a half time or OT intermission. The ball is spotted and the R blows the ready for play with a 25 second play clock and starts the game clock. This is an administrative stoppage.**
9. **K, 4/2.** The ball is punted and RT makes a fair catch. Status of clocks? **Ruling: The ball is spotted and the R blows the ready for play with a 25 second play clock. The game clock starts on the snap. This is an administrative stoppage.**

Mechanics

10. **A completes a long pass inbounds and is in a hurry up offense. The FB is placed, the officials are in position and the snapper is over the ball. The down box operator is not yet at the new LOS. The HL blows his whistle and stops the game clock to wait for the down box. Ruling: Incorrect. The HL is to drop a bean bag at the new LOS. The 40 second play clock should start when the ball is declared dead. If a first down is gained, the game clock will stop at the end of the play. The R will signal a first down and then give a silent wind (no whistle) to start the game clock.**
11. **A is in a hurry up offense. The U spots the ball and is moving to his position when the snapper snaps the ball before the U is clear. Ruling: Foul on A. Delay of game. Rule 3-6-2d. The U should work with each snapper to let them know not to snap the ball until they are clear of the linebackers, in position, & facing the offensive team.**

Regulations

12. **The Crew is in the locker room when the clock operator comes in and notifies the Crew that he will be running the game clock and the play clock. Ruling: Incorrect. By state regulations the clocks shall be operated by two separate people. If game management cannot find a second person to operate the play clock, then the visible play clock will be shut down for the game.**