



PLAY CLOCK OPERATOR INSTRUCTIONS

1. The play clock is the official delay-of-game timepiece.
2. The play clock should be set to 40 seconds one count after a visual signal from the official covering the play that the ball is dead, unless there is an administrative stoppage in the game. [See No. 10 below.]. There will be no ready-for-play whistle or chop from the Referee when the play clock is to be set for 40 seconds, although the Referee will re-start the game clock (with a silent wind) after it was stopped for a first down inbounds.
3. If the play ends inbounds and a first down is not gained, the covering official gives this visual signal to re-set the play clock by raising his hand. If the play results in a first down, ends out-of-bounds or results in an incomplete pass, the covering official signals to stop the game clock, which also constitutes the signal to re-set the play clock to 40 seconds after pausing for one count.
4. If you do not see a visual signal from the covering official, wait until you are sure the play has ended and then start the 40-second count on the play clock.
5. If there is a delay of game foul, the play clock should be left at zero (:00) until the Referee has completed his signals to the Press Box and the penalty is administered. Set the play clock to 25 seconds.
6. If the Referee interrupts the 40-second count, the play clock should be re-set to 25 seconds.
7. If there is a significant delay in marking the ball ready-for-play, the Back Judge will interrupt play and the Referee will ask that the play clock be re-set to 25 seconds and started on the Referee's ready-for-play signal or the snap, as indicated by the Referee.
8. The play clock should be turned-off if the game clock will expire before the time to be placed on the play clock will expire.
9. If there is a malfunction, the Referee will determine when both play clocks will be turned-off.
 - (a) Both coaches should be notified if the play clock is no longer official.
 - (b) The Back Judge will time the count on his watch until the play clocks are restarted.
10. The play clock should always be set to 25 seconds after the following situations and started on the Referee's ready-for-play signal or the snap, as indicated by the Referee:

Penalty Administration

Measurement

PAT

Charged Team Timeout

Kick-off

Media Timeout

To Award a First Down to the Other Team [The play clock is set to 40 seconds after a stoppage of the game clock to award a first down inbounds to the team in possession.]

Prior to First Play of Each Series in Overtime

An injury

A player losing his helmet

Other Administrative Stoppages

Start of Each Quarter

11. If the Referee or Back Judge pumps one hand, the play clock should be set to 25 seconds; if he pumps two hands, the play clock should be set to 40 seconds.