

PLAY (25/40-SECOND) CLOCK CHART

BASIC PREMISE: The Play Clock will **ALWAYS** start at 40 seconds unless there is an *administrative* stoppage.

REFER TO THE FOLLOWING TABLE FOR SITUATIONS WHEN THE PLAY CLOCK WILL BE SET AT 25 SECONDS:

SITUATION	PLAY CLOCK	REFEREE SIGNAL
Administration of a penalty	25 seconds	Chop or Wind
At the start of a period	25 seconds	Chop
Measurement	25 seconds	Chop or Wind
Offensive (Team A) Helmet Off	25 seconds	Chop or Wind
Offensive (Team A) Injury	25 seconds	Chop or Wind
Defense (Team B) Awarded a First Down	25 seconds	Chop
After Any Kick Down	25 seconds	Chop
After Any Score	25 seconds	Chop
Start of a Team's Possession in an Extra Period (Overtime)	25 seconds	Chop
Inadvertent Whistle	25 seconds	Chop or Wind
Timeout by Either Team	25 seconds	Chop
Timeout by Official	25 seconds	Chop or Wind
Touchback	25 seconds	Chop
Try Down (PAT)	25 seconds	Chop
Period Extension	25 seconds	Chop

If the Referee wants the play clock reset, regardless of whether or not it is running, he will signal the play clock operator to restart the play clock. For 40-seconds, the Referee will signal with both palms open in an over-the-head pumping motion. For 25-seconds, the Referee will signal with one open palm in an over-the-head pumping motion. There is usually no need to stop the game clock to reset the play clock unless the play clock operator does not reset upon the Referee's signal. The play clock should be reset to 25-seconds when, through no fault of the players, the ball is not ready for play and the play clock has run down below 25-seconds.