

40/25 Second Play Clock Cheat Sheet

Play Clock

40 seconds will be on the play clock after a down other than specified in 3.6.1.A, (situations below) and start when the ball is declared dead by game officials.

Situation	Play Clock	Referee Signal
Administration of a foul & penalty	25 Seconds	Chop or Wind
At the start of a period	25 Seconds	Chop
Measurement	25 Seconds	Chop or Wind
Helmet Comes Off	25 Seconds	Chop or Wind
Injury	25 Seconds	Chop or Wind
Defense (Team B) awarded a 1st down	25 Seconds	Chop
After any score	25 Seconds	Chop
Start of Team A's possession in OT	25 Seconds	Chop
Inadvertent whistle	25 Seconds	Wind
Timeout by either team	25 Seconds	Chop
Timeout by official	25 Seconds	Chop
Touchback	25 Seconds	Chop
Untimed down	25 Seconds	Chop
Period Extension	25 Seconds	Chop

Ready-for-Play

The ball is ready for play when;

- 1.) When play clock is stopped, the referee marks the ball ready for play after giving the ready for play signal
- 2.) When the play clock is running, the ball has been placed for a down and the game official has stepped away to position while the play clock is running.

Video Below will help to put the above into context on the field.

[Link to Video](#)

Notes

- There is no signal or whistle from the Referee while the 40 second clock is running, except for a silent wind for a first down when the play ended inbounds.
- To reset play clock, Referee and/or BJ should pump with two hands for a reset to :40 seconds or pump with a single hand for a reset to :25 seconds
- Recommend at least two game balls for each team to aide in getting balls placed quickly
- Quick and efficient chain crew is important, a must for “box” personnel
- Umpire should stand over ball until box is near new position. Once he has left line and in position, the ball is ready for play
- It is crucial to talk with clock personnel prior to game to go over new clock rules. Must emphasize silent wind awareness. If there’s one clock operator, BJ will need to run play clock from the field.
- Umpires should have quick conversations with centers and snappers to pause for a second while they get to positions. This should be a quick movement to your position.
- Ball should be down and ready for play with around :30 remaining on play clock. If the clock falls below :25 before ball is placed with no fault to offense, then once placed the Referee and BJ should pump clock back to :25. This should be done without stopping game clock when possible.

Examples of times Game Clock and Play clock may not be started or running at the same time.

- 1.) A 1/10 Ball is run for a 5-yard gain. The game clock does not stop, play clock is reset to :40 and starts within 3 seconds of the end of play.
- 2.) A 2/5 An incomplete pass is thrown. Game clock is stopped, and play clock is reset to :40 and starts within 3 seconds of the incomplete signal.
- 3.) A 3/5 Ball is run a 10-yard gain inbounds. Game clock is stopped for first down. The play clock is reset to :40 and starts within 3 seconds of the end of play. Referee gives silent wind to restart game clock when Umpire has placed ball down.
- 4.) A 1/10 Ball is run for 3-yard gain before runner is forced OOB. Game clock is stopped and starts on snap, the play clock is reset to :40 and starts within 3 seconds of the end of play.
- 5.) A 2/7 Pass is completed for 20-yard gain with runner tackled inbounds. A77 holds on play. Game clock stops for first down and to administer penalty. Ball is spotted, Referee starts :25 play clock and game clock.
- 6.) A 2/17 Ball is run for 15-yard gain, before A fumbles. Official kills clock to dig in pile and finds A recovered fumble at spot of fumble. Once spotted, Referee signals :25 to start and game clock to start.
- 7.) A 3/2 After a timeout, Referee blows his whistle to start :25 play clock.
- 8.) A 3/2 A22 runs for no gain but is injured on play. Game clock is stopped. A22 leaves for one play, ball is spotted, and Referee begins :25 clock and game clock.
- 9.) A 4/2 Ball is punted and fair caught. Game clock is stopped. The ball is spotted, Referee blows his whistle to start :25 play clock, game clock is started on the snap.