

WMFOA RULES – ON FIELD CLINIC 8/15/19

1. TIMING

- A. 12 MINUTE QUARTERS – ALL DIVISIONS
- B. 40/25 SECOND PLAY CLOCK (REFEREE HAS JUDGEMENT TO “PUMP UP” THE PLAY CLOCK); REFEREE HAS THIS CLOCK IN 4-MAN GAME; BACK JUDGE IN 5-MAN GAME
- C. 3 TIMEOUTS – 1 MINUTE EACH; BALL SHOULD BE BLOWN READY TO PLAY WITHIN 5 SECONDS OF THE TIMEOUT EXPIRING
- D. 1 COACH CAN COME TO TEAM’S HUDDLE BETWEEN THE 9’S DURING A TIMEOUT. NO MORE THAN 11 PLAYERS CAN BE IN THE HUDDLE AT THAT TIME
- E. ELECTRONIC DEVICES CAN ONLY BE USED IN THE BENCH AREA; CAN’T BE BROUGHT OUT TO THE FIELD
- F. 3-MINUTE MANDATORY WARM-UP PERIOD AFTER HALFTIME CLOCK IS EXPIRED
 - a. THIS CANNOT BE SHORTENED EVEN IF BOTH COACHES AGREE; HALFTIME CLOCK CAN BE SHORTENED, WARM-UP PERIOD CANNOT
 - b. BOTH TEAMS MUST BE BACK IN THE FIELD AREA FOR THIS 3-MINUTE PERIOD
 - c. UNSPORTSMANLIKE PENALTY CHARGED TO H.C. IF HIS TEAM IS NOT ON THE FIELD
- G. A RUNNING CLOCK WILL BE USED IN THE FOLLOWING CASES:
 - a. DIFFERENTIAL OF 42 POINTS AT THE BEGINNING OF OR AT ANY TIME DURING THE 3RD Q
 - b. DIFFERENTIAL OF 30 POINTS AT THE BEGINNING OF OR AT ANY TIME DURING THE 4TH Q
 - c. THE RUNNING CLOCK WILL CONTINUE FOR THE REMAINDER OF THE GAME ONCE STARTED; WILL ONLY STOP VIA TIMEOUT

2. KICK-OFF (FREE KICK)

- A. ALL MEMBERS OF KICKING TEAM (EXCEPT KICKER) MUST BE WITHIN 5 YARDS OF THE KICK SPOT AT THE READY FOR PLAY WHISTLE; CANNOT STRADDLE OR HAVE ONE FOOT ON THE LINE; DEAD BALL FOUL
- B. KICKING TEAM OFFSIDE IS DEAD BALL FOUL – NO FREE PLAYS
- C. RECEIVING TEAM ENCROACHMENT IS DEAD BALL FOUL
- D. 4-MAN EACH SIDE OF THE KICKER RULE APPLIES, BUT IS A DEAD BALL FOUL IF VIOLATED
- E. POP UP KICKS (1ST BOUNCE) ARE ILLEGAL; KILL THE PLAY
- F. NO WEDGE BLOCKING RESTRICTIONS
- G. BALL IS DEAD IF IT GOES INTO THE END ZONE AS LONG AS IT REMAINS A “KICK” BY RULE
- H. KICK OUT OF BOUNDS OPTIONS:
 - a. INBOUNDS SPOT 25 YARDS FROM THE PREVIOUS SPOT
 - b. 5 YARD PENALTY & RE-KICK
 - c. 5 YARD PENALTY TACKED ON FROM DEAD BALL SPOT
 - d. SPOT OF 1ST TOUCH BY “K” BEFORE BALL WENT O.O.B.

3. SCRIMMAGE KICKS

- A. BALL CROSSES N.Z. AND COMES BACK BEHIND N.Z. WITHOUT BEING TOUCHED CAN BE ADVANCED BY EITHER TEAM (OR RE-KICKED BY K)
- B. AUTOMATIC 1ST DOWNS ARE: ROUGHING THE SNAPPER, KICKER (AND HOLDER FOR FG TRY)
- C. 5 YARD RUNNING INTO THE KICKER, HOLDER, PENALTIES
- D. LEVERAGING OFF A TEAMMATE TO BLOCK A KICK IS LEGAL; CLIMBING ON OR CONTINUED CONTACT IS ILLEGAL
- E. BLOCKING BELOW THE WAIST IS ALLOWED IN THE FBZ, FOLLOWING SAME CRITERIA AS SHOTGUN FORMATION; BLOCK MUST BE IMMEDIATE AND FROM A 3 OR 4 POINT STANCE AND ON AN OPPONENT YOU ARE HEAD UP ON.
- F. FG's – DEAD BALL SPOT IF MISSED:
 - a. BALL COMES TO THE 20 ON ALL FAILED KICKS THAT CROSS THE GOAL LINE
 - b. BALL IS TREATED LIKE ANY OTHER SCRIMMAGE KICK ON A FAILED FG THAT STAYS IN THE FIELD OF PLAY; R CAN ADVANCE IT, OR K CAN TOUCH IT TO DOWN IT.
 - c. IF NO TEAM TOUCHES A FAILED FG THAT IS IN THE FIELD OF PLAY AND IT DOESN'T REACH THE GOAL LINE, THE BALL IS DEAD AT THAT SPOT AND BELONGS TO R AT THAT SPOT

4. SCRIMMAGE DOWN

- A. AFTER THE BALL IS READY FOR PLAY, ENTERING THE NEUTRAL ZONE BY EITHER TEAM IS A FOUL. FOR DEFENSE, THIS IS NOW A BLOW AND THROW; NO FREE PLAYS
- B. TEAM A MAY HAVE NO MORE THAN 4 PLAYERS IN THE BACKFIELD. AT LEAST 5 PLAYERS ON THE L.O.S. MUST BE NUMBERED 50-79. THIS WORDING IS NEW TO 2019 RULE BOOK.
- C. NUMBERING VIOLATION (50-79) IS A PENALTY AT THE SNAP
- D. "R" WIND CLOCK AFTER 1ST DOWN AND BALL IS READY FOR PLAY; NO WHISTLE AS PLAY CLOCK IS ALREADY RUNNING
- E. MECHANICS AT END OF THE PLAY TO START 40 SECOND PLAY CLOCK
- F. BALL BECOMES READY FOR PLAY WHEN UMPIRE PUTS BALL DOWN AND GETS TO HIS POSITION
- G. 3 SECONDS FOR REPLACED PLAYER TO START LEAVING THE FIELD; THIS COULD MEAN MORE THAN 11 IN THE HUDDLE; NO IRON CROSS REFERENCE IN NFHS RULEBOOK
- H. NEED TO UNDERSTAND SUBSTITUTES; WHO IS ON THE FIELD; WHO IS NOT; REPLACED PLAYERS WHO COME OFF THE FIELD CANNOT GO BACK IN UNTIL NEXT PLAY UNLESS OF INJURY, TIMEOUT, OR OFFICIALS TIMEOUT
- I. EXPANDED NEUTRAL ZONE; LINEMAN CAN ONLY BLOCK 2 YARDS DOWNFIELD ON A PASS PLAY UNTIL BALL HAS BEEN THROWN AND BALL CROSSES THE NEUTRAL ZONE
- J. A SHIFT IS DEFINED AS "ONE MAN OR MORE" IN MOTION (NOT TWO). THIS MEANS FOLLOWING ANY SHIFT, THERE MUST BE A ONE-SECOND PAUSE (TO GET SET) BEFORE THE SNAP OR ONE PLAYER MAY GO LEGALLY IN MOTION AND STILL BE MOVING AWAY FROM OR PARALLEL TO HIS SCRIMMAGE LINE WHEN THE BALL IS SNAPPED.
- K. UNDERSTAND THE FREE BLOCKING ZONE AND WHO CAN AND CANNOT BLOCK LOW OR IN THE BACK; WHEN DOES THE FBZ DISSOLVE
- L. UNDERSTAND WHAT STANCE LINEMAN ARE IN IF QB IS IN SHOTGUN; 3 OR 4 POINT STANCE MEANS THEY ARE LEGAL TO BLOCK LOW IN THE FBZ AS LONG AS THEY GO LOW RIGHT AWAY AT THE PLAYER THEY ARE HEAD-UP WITH WITH NO HESITATION; 2 POINT STANCE THEY CANNOT BLOCK LOW AT ALL

- M. FORWARD FUMBLE IN BOUNDS; END OF THE PLAY IS THE SPOT WHERE THE BALL IS RECOVERED, REGARDLESS OF DOWN; STILL NEED BEANBAG AT SPOT OF FUMBLE AS THIS IS THE END OF THE RUN AND MAY BE NEEDED FOR PENALTY ENFORCEMENT
- N. FORWARD FUMBLE OUT OF BOUNDS; END OF THE PLAY IS THE SPOT WHERE THE BALL WENT OUT OF BOUNDS, REGARDLESS OF DOWN; STILL NEED BEANBAG AT SPOT OF FUMBLE AS THIS IS THE END OF THE RUN AND MAY BE NEEDED FOR PENALTY ENFORCEMENT; CLOCK STATUS IS OUT OF BOUNDS
- O. THERE IS NO 4TH DOWN FUMBLE RULE; NO NEED FOR A SIGNAL
- P. IDENTIFY WHAT TYPE OF PLAY IT IS WHEN YOU THROW A FLAG (RUNNING PLAY/LOOSE BALL PLAY); PENALTY ENFORCEMENT IS DIFFERENT DEPENDING ON THE TYPE OF PLAY; YOU MAY NEED TO GET HELP FROM YOUR PARTNERS
- Q. NO FREE THROW-AWAY FOR QB; ALL PASSES MUST HAVE AN ELIGIBLE RECEIVER IN THE AREA
- R. QB CAN ONLY LEGALLY SPIKE THE BALL TO KILL THE CLOCK WITH HAND TO HAND SNAP; IF IN SHOTGUN, AND HE SPIKES THE BALL, IT IS INTENTIONAL GROUNDING
- S. QB CAN CROSS THE L.O.S., THEN RETREAT BEHIND AND THROW A FORWARD PASS
- T. D.P.I. – ALWAYS 15 YARD PENALTY; HALF THE DISTANCE FROM 30 YARD LINE IN (UP TO THE 2 YARD LINE); NOT AUTOMATIC 1ST DOWN
- U. O.P.I. – ALWAYS 15 YARD PENALTY; HALF THE DISTANCE FROM 30 YARD LINE BACK; (NO LOSS OF DOWN)
- V. ONLY AUTOMATIC 1ST DOWN FOR SCRIMMAGE PLAYS IS ROUGHING THE PASSER
- W. PUSHING, PULLING, OR LIFTING A RUNNER TO ASSIST WITH FORWARD PROGRESS IS A FOUL
- X. BLIND SIDE BLOCKS – NO BLIND SIDE BLOCKS OUTSIDE OF FREE BLOCKING ZONE; BLIND SIDE BLOCK IS LEGAL IF INITIATED WITH “OPEN HANDS” ANYWHERE ON THE FIELD
- Y. TRIPPING AN OPPONENT ANYWHERE ON THE FIELD IS A FOUL
- Z. HORSE COLLAR FOUL ANYWHERE ON THE FIELD IS A FOUL
- AA. 2 UNSPORTSMANLIKE PENALTIES AGAINST A PLAYER REQUIRES EJECTION
- BB. FACEMASK PENALTIES:
 - a. 15 YARD (TWISTING/TURNING FACEMASK OR HELMET OPENINGS)
 - b. 5 YARD (GRASPING FACEMASK, HELMET OPENING, OR CHIN STRAP)
- CC. PLAYER’S HELMET COMES COMPLETELY OFF (AND NOT THE RESULT OF A HELMET FOUL):
 - a. MUST LEAVE THE GAME FOR ONE DOWN (TIMEOUT CANNOT BUY HIM BACK)
 - b. MUST CEASE TO PARTICIPATE UNLESS HE IS ENGAGED ALREADY
 - c. IF A BALL BECOMES LOOSE AT HIS FEET, HE CAN FALL ON IT; HOWEVER, IF HE TAKES MORE THAN TWO STEPS TO RE-ENGAGE IN THE PLAY, HE SHOULD BE ASSESSED A PERSONAL FOUL
 - d. IF A PLAYER BLOCKS A PLAYER WHO HAS LOST HIS HELMET (NOT ALREADY ENGAGED), HE SHOULD BE ASSESSED A PERSONAL FOUL

5. TRY

- A. A TRY ENDS WHEN:
 - a. IT IS SUCCESSFUL
 - b. TEAM B GAINS POSSESSION
 - c. IT’S OBVIOUS A KICK TRY WILL NOT SCORE
 - d. THE BALL OTHERWISE BECOMES DEAD BY RULE
- B. IF TEAM B SECURES POSSESSION ON A TRY, THEY CANNOT ADVANCE, PLAY IS DEAD. EVEN ON A 2-PT TRY BY THE OFFENSE; TEAM B CANNOT SCORE ON A TRY
- C. THERE CAN BE A 1 POINT SAFETY SCORED BY TEAM A UNDER RULES GOVERNING PLAY

6. REMINDERS BY POSITION

A. UMPIRES

- a. GETTING BALL SET AND READY FOR PLAY
 - 1. BALL IS READY WHEN YOU SET IT AND MOVE TO YOUR POSITION; NEED TO REMIND SNAPPER
 - 2. DON'T MOVE OFF THE BALL TOO QUICKLY, NEED TO ENSURE CHAINS ARE MOVED AND OTHER OFFICIALS ARE IN PLACE
 - 3. WHILE WE DON'T WANT TO MOVE OFF THE BALL TOO QUICKLY, WE ALSO CAN'T SLOW THINGS UP. NEED TO FIND THE SWEET SPOT.
- b. GOOD UNDERSTANDING OF THE FREE BLOCKING ZONE AND WHO IS IN IT AT THE TIME OF THE SNAP
- c. PENALTY ENFORCEMENT; NEED TO PROVIDE HELP AS NEEDED

B. WINGS

- a. PROPER SIGNALS AT THE END OF A DOWN TO START THE 40 SEC PLAY CLOCK
 - 1. DON'T NEED TO BE TOO QUICK, THE PLAY CAN KILL ITSELF, YOU CAN USE YOUR WHISTLE, THEN RAISE YOUR ARM TO SIGNAL THE PLAY CLOCK TO START
- b. GETTING BALL TO THE UMPIRE AFTER A DOWN
 - 1. YOU MAY NEED HELP, ESPECIALLY ON LONG INCOMPLETE PASSES
 - 2. POSSIBILITY OF BALL PERSON ON EACH SIDELINE
- c. MOVING THE CHAINS
 - 1. NEED TO BE ABLE TO STAY UP WITH THE PLAY; MAY NEED TO MOVE QUICKER THAN IN PAST SEASONS FOR TEAMS THAT GO HURRY-UP
- d. ATTENTION TO SUBSTITUTES
 - 1. NOT ENOUGH TO JUST MAKE SURE THE NUMBER OF PLAYERS IS CORRECT; NEED TO UNDERSTAND WHO CAME IN AND WHO CAME OFF

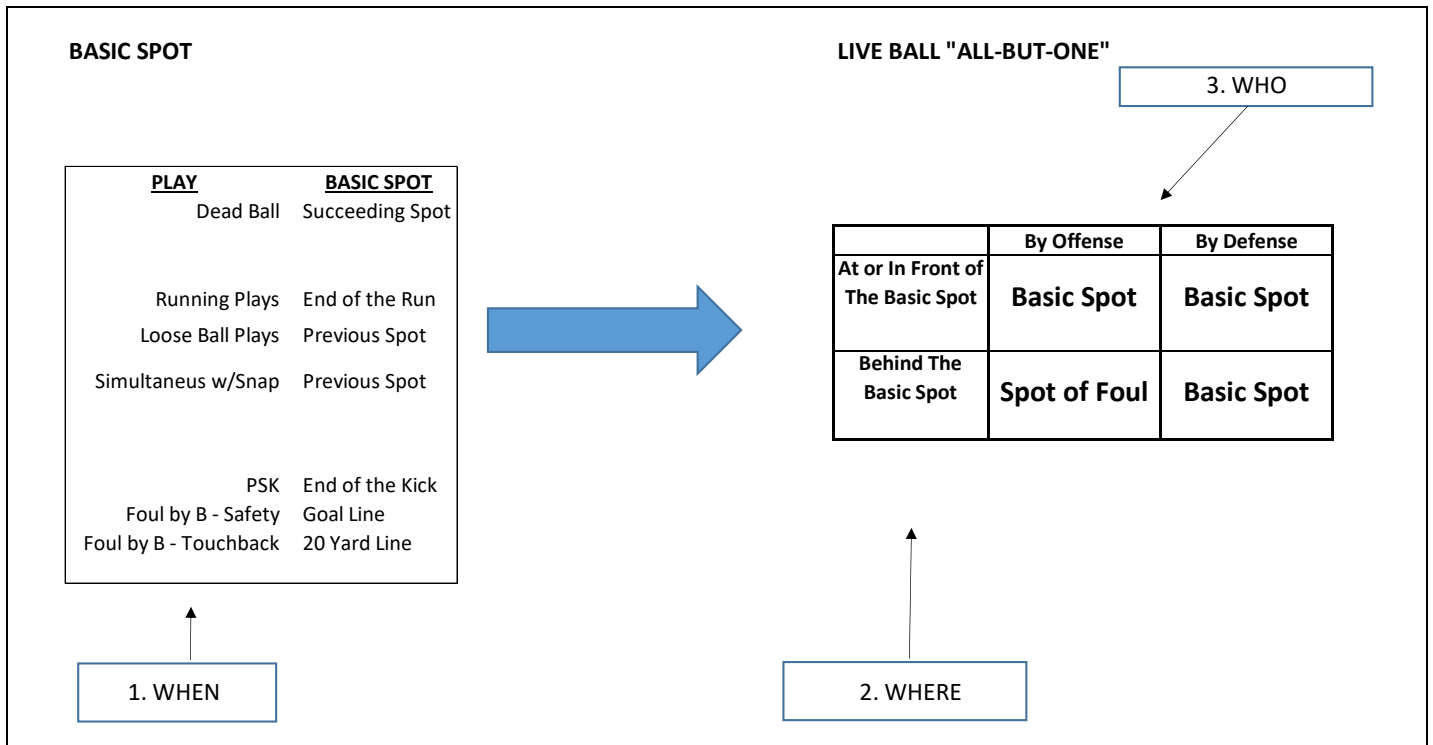
C. BACK JUDGE

- a. PLAY CLOCK RESPONSIBILITY
 - 1. ARM UP AT 10 SECONDS; VISUAL COUNT DOWN FROM 5
 - 2. LOOK FOR REFEREE WHO CAN "BOOST" THE PLAY CLOCK
- b. HELP GETTING BALL TO THE UMPIRE AFTER A DOWN
 - 1. POSSIBILITY OF BALL PERSON ON EACH SIDELINE
- c. HELP IDENTIFY SUBSTITUTES; GET COUNT EARLY SO WE GET THE 5-YARD PENALTY

D. REFEREE

- a. PLAY CLOCK RESPONSIBILITY IN 4 MAN GAME
 - 1. ARM UP AT 10 SECONDS; VISUAL COUNT DOWN FROM 5
 - 2. CAN "PUMP" UP THE PLAY CLOCK IF NEEDED
- b. NO WHISTLE TO START THE GAME CLOCK FOLLOWING AN INBOUNDS PLAY THAT RESULTS IN A FIRST DOWN. JUST WIND THE CLOCK WHEN READY
- c. HELP GETTING BALL SET AFTER DOWN (BALL TO UMPIRE, OR SET IT YOURSELF)
- d. GOOD UNDERSTANDING OF THE FREE BLOCKING ZONE AND WHO IS IN IT AT THE TIME OF THE SNAP
- e. SUBSTITUTES – NO IRON CROSS
 - 1. NOT A PENALTY FOR TOO MANY PLAYERS IN THE HUDDLE IF THE REPLACED PLAYERS LEAVE WITHIN 3 SECONDS
- f. REMIND COACHES IN PRE-GAME MEETING THAT THEY ARE RESPONSIBLE TO HAVE THEIR PLAYERS ON THE FIELD AT THE START OF THE MANDATORY WARM-UP PERIOD AFTER HALFTIME
- g. PENALTY ENFORCEMENT; SLOW DOWN AND SEEK HELP IF NEEDED

7. PENALTY ENFORCEMENT



USING THE "ALL BUT ONE" CHART ABOVE, HERE ARE BASIC EXAMPLES OF ENFORCING PENALTIES:

Example 1:

A 1st and 10 on A30

A32 carries the ball for a gain of 4 yards to A34

A76 Holds B58 at A30

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: BEHIND THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: SPOT OF THE FOUL

Example 2:

A 1st and 10 on A30

A32 carries the ball for a gain of 4 yards to A34

A76 Holds B58 at A36

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: IN FRONT OF THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

Example 3:

A 1st and 10 on A30

A7 scrambles to his right and throws a pass that is caught by A82 at A42

A76 Holds B58 at A28 before the pass is thrown

WHEN DID THE FOUL OCCUR: DURING A LOOSE BALL PLAY (Basic Spot is Previous Spot)

WHERE DID IT OCCUR: BEHIND THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: SPOT OF THE FOUL

Example 4:

A 1st and 10 on A30

A7 scrambles to his right and throws a pass that is caught by A82 at A42

A76 Holds B58 at A31 before the pass is thrown

WHEN DID THE FOUL OCCUR: DURING A LOOSE BALL PLAY (Basic Spot is Previous Spot)

WHERE DID IT OCCUR: IN FRONT OF THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE PREVIOUS SPOT

Example 5:

A 1st and 10 on A30

A7 scrambles to his right and throws a pass that is caught by A82 at A42; A82 runs to B46 where is tackled
During A82's run, A35 blocks B22 in the back at A45

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: BEHIND THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: SPOT OF THE FOUL

Example 6:

A 1st and 10 on A30

A7 scrambles to his right and throws a pass that is caught by A82 at A42; A82 runs to B46 where is tackled
During A82's run, A35 blocks B22 in the back at B44

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: IN FRONT OF THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

Example 7:

A 1st and 10 on A30

A7 drops back to pass but is sacked at A26

During the down, A60 holds B58 at A28

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: IN FRONT OF THE BASIC SPOT

WHO COMMITTED THE PENALTY: OFFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

Example 8:

A 1st and 10 on A30

A7 scrambles to his right and throws a pass that is caught by A82 at A42; A82 runs to A44 where is taken down by the facemask

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: AT THE BASIC SPOT

WHO COMMITTED THE PENALTY: DEFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

Example 9:

A 1st and 10 on A30

A32 carries the ball for a gain of 4 yards to A34 where he is horse collar tackled by B48

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

WHERE DID IT OCCUR: AT THE BASIC SPOT

WHO COMMITTED THE PENALTY: DEFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

Example 10:

A 1st and 10 on A30

A7 attempts a pass to A82 at A38, before the pass arrives but while the ball is in flight, B26 interferes with A82's opportunity to make a catch

WHEN DID THE FOUL OCCUR: DURING A LOOSE BALL PLAY (Basic Spot is Previous Spot)

WHERE DID IT OCCUR: IN FRONT OF THE BASIC SPOT

WHO COMMITTED THE PENALTY: DEFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE PREVIOUS SPOT

***Note all DPI fouls are 15 yards, so the ball would move out to A45 even though pass was only to the A38*

Example 11:

A 1st and 10 on A30

A32 carries the ball to A38 where he is tackled

During the play, B28 blocks A35 low outside the free blocking zone at A36

WHEN DID THE FOUL OCCUR: DURING A RUNNING PLAY (Basic Spot is End of the Run)

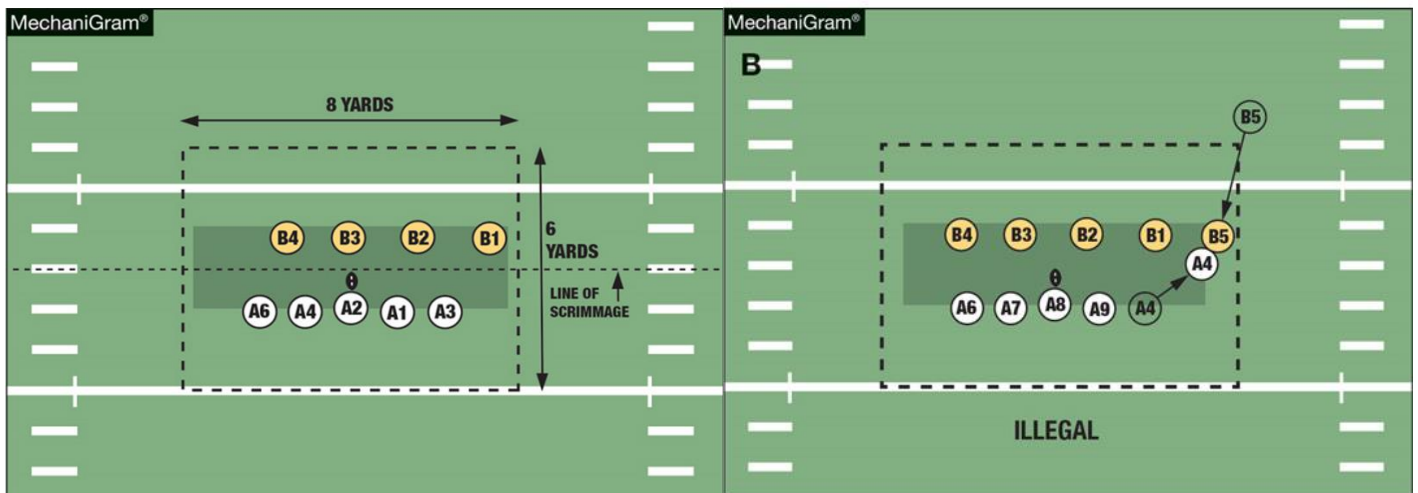
WHERE DID IT OCCUR: BEHIND THE BASIC SPOT

WHO COMMITTED THE PENALTY: DEFENSE

PENALTY IS MARKED OFF FROM: BASIC SPOT WHICH IS THE END OF THE RUN

8. FREE BLOCKING ZONE

- a. The free-blocking zone is a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.
- b. Blocking Below the Waist and Blocking in the Back are permitted in the FBZ when:
 1. All players involved in the blocking are on the line of scrimmage and in the zone at the snap. Defense is deemed on the LOS if they are within 1 yard of the LOS at the snap
 2. The contact is in the zone
 3. The ball has not left the zone.
- c. As long as the line is using “normal” splits and the formation is “balanced” (the distance between the outside foot of each lineman and the inside foot of the adjacent linemen is no greater than 2 feet and an equal number of linemen are on each side of the snapper), all players, including the tight end, are deemed to be in the zone at the snap. If the splits are wider than 2 feet, the tight end is considered out of the zone and therefore cannot legally block below the waist or in the back.
- d. Teams that may use double tight ends; both could be in the FBZ.
- e. While in a shotgun formation, an offensive lineman may legally block below the waist if the offensive player (who is lined up in the Free Blocking Zone) is in a 3 or 4 point stance, and the contact is immediate and with a defensive opponent (who is lined up in the FBZ) on the line and **head up over the offensive lineman**. It will be an illegal block below the waist if the offensive lineman is in a 2-point stance, or if there is any hesitation, or if the block is not against a head up defender, as the ball will be considered to have left the zone prior to the contact below the waist.
- f. Note that the shotgun formation and rules regarding legally blocking below the waist apply to scrimmage kick formations as well. Same rules as with shotgun on who and when the low block can happen



9. 40/25 SECOND PLAY CLOCK

Event *	Play Clock Starts at	Game Clock Starts on	Covering Official's 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	Snap	S3	Chop
Start of an overtime period	25	N/A	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.