

## **SCCFOA - 25 SECOND CLOCK PROCEDURES**

**(For use in Community College Games only)**

The 25-second field clocks are the official delay of game timepieces. The 25-second clock operator will work under the supervision of the BJ and will report to him before the game for instructions in or near the officials' dressing room. Discuss with them the procedures for field to press box communications (coordinate with SJ). You may give a copy of the '25 Second Clock Operator Instructions' sheet to this person if appropriate.

The 25 Second Clock Operator will be instructed to:

- 1) Set the clock display to 25 seconds before the game starts.
- 2) Start 25-second clock on the Referee's Ready-for-Play signal or Wind-the-Clock signal, whichever comes first.
- 3) Leave display at '00' seconds if there is a delay of game penalty called until Referee has completed his signals to the press box after enforcing the delay of game penalty.
- 4) Reset display immediately to 25 seconds when ball is put in play (snapped) if there is no delay foul called.
- 5) Reset display to 25 seconds anytime Referee interrupts 25-second count and gives the reset signal (palm up with pumping arm motion).
- 6) Turn off both displays should either 25 second clock malfunction or become inoperative. Both 25-second clocks will not operate again until the problem is corrected and both 25-second clocks are working. Both coaches will be notified immediately if the 25-second clock is no longer official. The 25-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises his hand when 10 seconds remain in the 25-second count.
- 7) Do not use 25-second clock when less than 25 seconds remain in any period if the game clock IS running. If 25-second clock is mistakenly started in this situation, DO NOT stop game or game clock to correct. If the game clock is not running when less than 25 seconds remaining in any period, then the 25-second clock is used.
- 8) NOTE: If the 25-second clock is erroneously started, it shall be stopped immediately. The BJ may be asked to help the Referee determine the amount of time lost when the clock is stopped for reasons beyond the circumstances of either team. The amount of time run off the 25-second clock can be used to determine the amount of lost time.

## **SCCFOA - 25 SECOND CLOCK OPERATOR INSTRUCTIONS**

- 1) Set the clock display to 25 seconds before the game starts.
- 2) Start 25-second clock on Referee's Ready-for-Play signal or Wind-the-Clock signal, whichever comes first.
- 3) Leave clock at '00' seconds if there is a delay of game penalty called until Referee has completed his signals to press box and the delay of game penalty has been enforced.
- 4) Reset clock immediately to 25 seconds when ball is put in play (snapped) if there is no delay of game foul called.
- 5) Reset clock to 25 seconds anytime Referee interrupts 25 second count and gives the reset signal (palm up with a pumping arm motion).
- 6) Turn off both 25 second clocks should either one malfunction or become inoperative. Both 25-second clocks will not operate again until the problem is corrected and both field clocks are working. The 25 second count will then be kept on the field by the Back Judge.
- 7) Do not use 25-second clock when there is less than 25 seconds remaining in any period if the clock IS running. If the game clock IS NOT running, when less than 25 seconds left in a quarter, operate the 25 second clock in the normal manner.
- 8) Look to the Referee to get a signal to start 25 second clock near the goal line for kickoffs
- 9) The Back Judge will discuss with you how to communicate with officials on the field should a problem arise.
- 10) NOTE: If 25-second clock is erroneously started, stop it immediately.