

SCCFOA – 40/25 SECOND CLOCK PROCEDURES

The 40/25-second field clocks are the official delay of game timepieces. The 40/25-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 '40/25 Second Clock Operator Instructions' sheet to this person if appropriate.

The 40/25 Second Clock Operator will be instructed to:

- 1) Set the clock display to 25 seconds before the game and second half starts (first play is a kickoff).
- 2) For kickoff, start the 25-second clock when signaled to do so by the Referee.
- 3) The play clock will **automatically reset to 40 seconds** at the end of each play.
- 4) The covering official's signal will designate when to start the play clock.
- 5) Start 40-second clock when the official signals:
 - a) **The ball is dead in field of play:**
Play clock starts when covering official raises his arm or gives a wind signal if near the sideline.
 - b) **Incomplete pass:**
Play clock starts when covering official signals incomplete pass.
 - c) **Ball dead out of bounds:**
Play clock starts when covering official signals to stop the game clock.
- 6) **Manually set the play clock to 25 seconds** when any official signals to stop the game clock for: a penalty, a charged team timeout, media or injury timeout, measurement, change of possession, after any kick down, any score, first play of a quarter, or first play of a team's series in overtime. Then start the play clock when the Referee next gives the wind the clock or ready for play signal.
- 7) The play clock will also be set to **25 seconds** if signal to do so by the Referee (one hand pump above the head or the Referee's ready for play signal). Under no circumstances should the play clock be reset to 25 seconds upon a signal by any official other than the referee. It is common practice for officials to communicate to the referee to "ask" if he wants to consider resetting by making the pumping signal. Resetting is the sole discretion of the referee.
- 8) Leave display at '00' seconds if there is a delay of game penalty called until the Referee has completed his signals to the press box after enforcing the delay of game penalty. After a delay of game penalty has been enforced, set play clock to **25 seconds**.
- 9) If the 40-second count is interrupted or stopped due to a play clock problem, the referee shall stop the game clock and then give a signal (both palms open in an over-the-head pumping motion). This means that the play clock should be re-set to **40 seconds** and started immediately.
- 10) If the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall call timeout and signal that the play clock be set to **25 seconds**. When play is to be resumed, the referee will give the ready-for-play signal and the play clock will begin the 25-second count.

- 11) Turn off both displays should either 40/25-second clock malfunction or become inoperative.
 - a) Both 40/25-second clocks will not operate again until the problem is corrected and both 40/25-second clocks are working.
 - b) Both coaches will be notified immediately if the 40/25-second clock is no longer official.
 - c) The 40-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises hand when 10 seconds remain in the 40-second count.
- 12) Do not use 40-second clock when less than 40 seconds remain in any period if the game clock is running. If the 40-second clock is mistakenly started in this situation, DO NOT stop the game or game clock to correct. If the game clock is not running when less than 40 seconds remaining in any period, then the 40-second clock is used.
- 13) NOTE: If the 40-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 40-second clock can be used to determine the amount of lost time.

SCCFOA - 40/25 SECOND CLOCK OPERATOR INSTRUCTIONS

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- 2) For kickoff, start the 25-second clock when signaled to do so by the Referee.
- 3) The play clock will **automatically reset to 40 seconds** at the end of each play.
- 4) The covering official's signal will designate when to start the play clock.
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