

SCCFOA - CLOCK OPERATOR PROCEDURES

The game clock is the official game timepiece. The assigned game clock operator (Timer) will work under supervision of the SJ. Timer will report to SJ before game for instructions in or near official's dressing room. Discuss with them procedures for field to press box communications. This includes location of Timer in press box and location of field phones for press box communication. Tell SJ of these arrangements should there be a concern with 25-second clock and SJ needs to talk to 25-second clock operator.

During pregame meeting, SJ gives other officials correct time. Confirm game start time and length of halftime with home management. If TV or Radio game, coordinate with Liaison person and Referee, making sure all agree on the number of TV/Radio timeouts per quarter and length of TV/Radio timeouts. Tell REF and UMP when to meet with coaches. Notify crew when time to go onto the field. Carry or wear extra watch with you during the game.

Items to cover with the Game Clock Operator are:

1) **NEW FOR 2008:**

a) The game clock starts on the referee's start the clock signal after:

- i) A player in possession of the ball goes out of bounds
- ii) A fumble, or
- iii) A backward pass goes out of bounds

NOTE: The rule **does not apply** in the last two minutes of either half.

b) The game clock starts on the referee's start the clock signal after:

- i) A fumble forward and out of bounds **anytime during the game** (even the last two minutes of either half).

c) If there is a delay in placing the ball and the 40-second clock has run down to 20, the referee declares a referee's timeout, has the play clock reset to 25, then gives the ready. **The game clock starts on the snap unless it had been running when the referee declared a timeout.**

2) Synchronize SJ's watch with Timer's watch. SJ should have Western Union time - obtained before game. Make sure Timer has an extra timing device or stopwatch if Timer needs to hand time the game if the game clock breaks.

3) Find out if the clock is working properly. Note any problems or situations (e.g., parts of clock not working, Timer cannot wind clock up - only down, blind spots on field, etc.). Tell Timer a horn or buzzer should not sound when clock runs down to '00' and a play is still in progress. Horn or buzzer should only go off after last play of a quarter is over. It may be necessary to turn off the horn or buzzer function (if possible) to prevent it from going off prematurely.

4) Field clock is to start running down 60 minutes before game start. Just prior to 60 minutes, stand at midfield and give 'wind' signal to Timer in Press Box to start 60-minute countdown. When it reaches 1 minute, have Timer reset to 15 minutes – normal time for a quarter. SJ times the one minute before the kickoff for each half.

5) Give Timer a copy of 'Clock Operator Instructions' sheet if appropriate.

- 6) Discuss with Timer the standard official's signals that affect the clock (when to start or stop clock, adding or subtracting time from clock based on Referee's hand signals, officials winding on kickoffs after a legal touch, wind signal near a sideline, netc.).
- 7) When first and third quarter ends, reset clock to 15 minutes when Referee signals end of quarter (ball held over head).
- 8) Reset clock to 20 minutes for halftime and start the clock when the Referee gives the Wind-the-Clock. Game clock is the official timing device for keeping track of the halftime period.
- 9) Discuss how Timer will communicate to field officials when there is a clock problem. This could be done via public address announcement.
- 10) If clock is no longer official game timepiece:
 - a) Have the Timer come down to the field to time game.
 - b) Both coaches are to be notified immediately when the game clock breaks and time is to be kept on the field.
 - c) When there are 2 minutes remaining in either half, Timer shall tell SJ who then becomes official Timer using his watch. This signals the Referee to give a 2-minute notification to both teams.
 - d) With less than 2 minutes remaining in each half, when clock stops by rule, SJ gives remaining time to other officials so that this information can be relayed to each team. A team representative may leave their team area along the limit line to get timing information to relay it back to their team area.
- 11) Should game clock become operative after a malfunction, SJ shall give timing duties back to Timer (except when less than 2 minutes remain in either half). This includes telling Timer of time remaining in the half.
- 12) When SJ gets onto field before start of game, test to see if field phones are working and that SJ can communicate with the Timer in the press box.
- 13) Write down time the game ended and give to Referee at post game meeting for game report.

SCCFOA - CLOCK OPERATOR INSTRUCTIONS

- 1) **NEW FOR 2008:**
 - a) The game clock starts on the referee's start the clock signal after:
 - i) A player in possession of the ball goes out of bounds
 - ii) A fumble, or
 - iii) A backward pass goes out of boundsNOTE: The rule **does not apply** in the last two minutes of either half.
 - b) The game clock starts on the referee's start the clock signal after:
 - i) A fumble forward and out of bounds **anytime during the game** (even the last two minutes of either half).
 - c) If there is a delay in placing the ball and the 40-second clock has run down to 20, the referee declares a referee's timeout, has the play clock reset to 25, then gives the ready. **The game clock starts on the snap unless it had been running when the referee declared a timeout.**
- 2) Synchronize your time with Side Judge's time. Carry extra timing device or stop watch in case you need to hand time game if game clock fails to work.
- 3) Insure game clock is working before game. Note any problems or situations and give this information to the Side Judge before the game. If the clock has a horn or buzzer feature, make sure it does not go off during action of the last play of a quarter. Horn or buzzer should only sound after all action of the last play of a quarter is over and the ball is dead. It may be necessary to turn off the horn or buzzer function, if possible, to prevent it from sounding while the last play of a quarter is in progress.
- 4) Start game clock running down 60 minutes before kickoff. Be ready to start this count down on Side Judge's signal. He should be standing near midfield about an hour before the game. He will give a 'wind' signal when you should start the 60-minute count down. When clock reaches 1 minute, reset it to 15 minutes - normal time for first quarter. The Side Judge will time the minute before kickoff to start each half.
- 5) Make sure you understand official signals that indicate the starting and stopping of clock. Make sure you also understand when clock should start or stop (for example, a touchdown, the snap, NEVER use clock on a try, etc.).
- 6) Ask the Side Judge if you are unsure. DO NOT anticipate clock stopping or starting. Wait to get proper signals from field officials. Be alert for officials giving wind signal on kickoffs.
- 7) At the end of the first and third quarters, reset clock to 15 minutes when Referee signals end of quarter by holding ball over his head after time runs out in a quarter and all action has stopped.
- 8) Reset clock to 20 minutes for halftime and start the clock when the Referee gives the Wind-the-Clock signal. Game clock is the official time for timing halftime period. Again, when the clock reaches 1 minute, reset it to 15 minutes before start of the second half.
- 9) During pregame meeting tell Side Judge how you will contact him should a clock problem arise.
 - a) Be prepared to come down to the field to hand time the game if game clock becomes inoperative.

- b) When there are 2 minutes remaining in either half, tell Side Judge of this fact - he then becomes the official Timer of the game. At this point, give the Side Judge the time remaining in the half.
- 10) If game clock becomes operative after a malfunction, Side Judge will give timing duties back to you (except when less than 2 minutes remain in either half). This includes telling you of the time remaining in the half.
- 11) Be prepared for Side Judge trying to talk to you in the press box before game starts. This is to see if field phones are working properly and the two of you can communicate during the game should a timing problem arise.