

25 & 40 Second Play Clocks

San Angelo Football Officials



25-Second Clock, if the game clock is stopped for any of the following:

- Penalty administration
- Charged Team Timeout
- Media Timeout
- Injury timeout for offensive player
(40-seconds for injury to defensive player)
- Measurement
- Team B is awarded a first down
- After a kick down
- Score
- Start of each period
- Start of a team's possession in extra periods
- Instant replay review
- Other administrative stoppage
- An offensive player's helmet comes completely off
(40-seconds if a defensive player's helmet)
- Referee's Signal: one open palm in an over-the-head pumping motion

40-Second Clock

- For all other game situations
- The 40-second clock shall begin when an official signals the ball dead
- Referee's Signal: both palms open in an over-the-head pumping motion

Special Instructions

- For incomplete passes, first downs, and out of bounds, the game clock will stop, and the 40-second play clock will start when an official signals the ball dead.
- If the 40-second clock is running and the ball is not ready, when the play clock reaches **25** seconds, the Referee will signal to reset the play clock at 25 seconds.
- If the play clock reads 0:00 and there is a delay of game penalty, leave the display at 0:00 until the penalty is enforced.
- If the game clock is running with 25 seconds or less (40 seconds or less if applicable) remaining in any period, the play clock shall *not* run. If the game clock is stopped, the play clock will run.