

# Tips for Managing the 40/25 Second Play Clock

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**BASIC PREMISE:** The play clock will **ALWAYS** start at 40 seconds unless there is an *administrative* stoppage.

REFER TO THE FOLLOWING TABLE FOR SITUATIONS WHEN THE PLAY CLOCK WILL BE SET AT 25 SECONDS:

SITUATION	PLAY CLOCK	REFEREE SIGNAL
Administration of a penalty	25 seconds	Chop or Wind
At the start of a period	25 seconds	Chop
Measurement	25 seconds	Chop or Wind
Offensive (Team A) Helmet Off	25 seconds	Chop or Wind
Offensive (Team A) Injury	25 seconds	Chop or Wind
Defense (Team B) Awarded a First Down	25 seconds	Chop
After Any Kick Down	25 seconds	Chop
After Any Score	25 seconds	Chop
Start of a Team's Possession in an Extra Period (Overtime)	25 seconds	Chop
Inadvertent Whistle	25 seconds	Wind
Timeout by Either Team	25 seconds	Chop
Timeout by Official	25 seconds	Chop or Wind
Touchback	25 seconds	Chop
Try Down (PAT)	25 seconds	Chop
Period Extension	25 seconds	Chop

If the R wants the **play clock** reset, regardless of whether or not it is running, he will signal the play clock operator (PCO) to restart the **play clock**. For 40-Seconds, the referee will signal with both palms open in an over-the-head pumping motion. For 25-Seconds, the referee will signal with one open palm in an over-the-head pumping motion. There is usually no need to stop the **game clock** to reset the **play clock** unless the PCO does not reset upon the R's signal. The **play clock** should be reset to 25-seconds when, through no fault of the players, the ball is not ready for play and the **play clock** has run down below 25-seconds.

Contrary to NCAA Rules, the UIL has written an exception stating that if a Team A ball carrier, backward fumble or backward pass is ruled out of bounds, the **game clock** will start on the **SNAP** anytime during the game. After a Team A forward fumble that goes out of bounds, the **game clock** starts on the R's signal.

The B and L are the R's safety net if the R does not start the **game clock** at the appropriate time. If the B and/or L are signaling to start the **game clock** and the game clock operator (GCO) has positive knowledge that the **game clock** should be running, the GCO should start the **game clock**.