



Game Clock Operator Instructions

Basic Instructions

Turn off Horn (if possible)

Pregame review with crew - 30 to 60 minutes

Check clock operation controls – reset time, down-distance, score Set clock for 25 minutes before Kick Off – Captains at 5 of for coin toss

Length of Quarters

Varsity - 12 Minutes

Halftime

Start on Referee's Signal

15 Minutes (Optional 20 Minutes)

Referee may wait until teams clear field, especially if long walk to locker room

When Clock gets to 0:00 - Add 3 minutes for warmups and run automatically

Kickoff Rules - Starting Half & After Score or Safety

Start Clock

Covering officials Winding Signal Ball touched legally inbounds by either team

Do NOT Start

Kickoff into end zone/touchback Kick out - of-bounds
If inadvertently Started - Reset to correct time

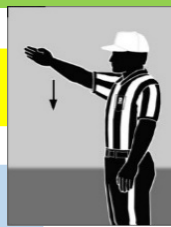
Scrimmage Plays - Starting with Snap

START Game Clock



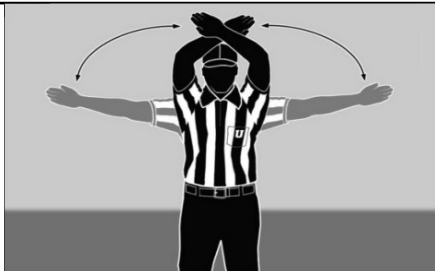
All Snaps (if not already running)
On Ready-for-Play with Ref's Wind R's Signal - If 40 sec play is already running **NO WHISTLE**

Start on Snap if Ref gives Chop on Ready-for-Play →

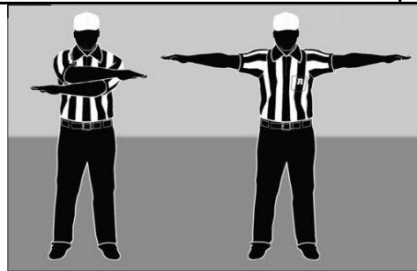


STOP Game Clock

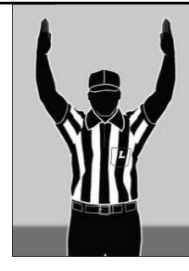
- Officials Signals: 1 - 2 - 3 - 4
1. Stop Clock - Time Out - First Down - Out of Bounds - Penalty
 2. Incomplete Pass
 3. Touch Down / Field Goal
 4. Safety



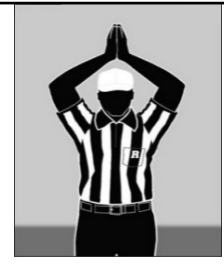
1. Stop Clock - Time Out



2. Stop Clock - Incomplete Pass



3. TD/FG



4. Safety

General Guidelines

Clock will re-start on R's Signal

After 1st downs, ball inbounds
Penalties when ball is inbounds After Injuries, Measurements & Equipment repair (if previously running)

Clock will Start on Snap

After Incomplete Passes
After ball carried or fumbled Out-of-Bounds After Charged Team Timeouts
To begin 2nd & 4th Quarters

Untimed Downs

Extra Points after Touchdown

Last play of quarter has replay due to penalty

Running Clock (42 point spread in the 3rd quarter of 30 point spread in the 4th quarter mandates use of a running clock for the remainder of the game)

Based on BOTH head coaches agreement

Key off of Referee's direction

Generally only stopped on Referee's discretion or possible injuries

Game officials will still use their normal signals and mechanics even though clock remains running