

## INSTRUCTIONS TO FOOTBALL CLOCK OPERATORS

Football Clock Operators, **Game** Clock and **Play** Clock, are integral members of the officiating crew and game administration. Unfair advantages accrue when the clock(s) are not started or stopped promptly. Great care must be exercised to see that no time lag occurs in starting or stopping the clock(s).

### GAME CLOCK OPERATORS

A. Game Clock Operators are to report to the officials' dressing room at the stadium **1 hour and 15 minutes** before game time for the following purposes:

1. To synchronize timer's watch with the official game time as established by the **Side Judge**.
2. To advise officials as to the location of the Clock Operators in the press box or on the sideline. Determine procedure for communications with the timers and check this procedure preceding game.
3. To discuss coordination of starting and stopping the clock in accordance with the NCAA playing rules.

B. Pre-Game

1. The game clock is to be tested before game time and will run 20 minutes prior to the scheduled kickoff and during the 20-minute halftime intermission. The 20-minute halftime will start immediately after the second periods ends, the referee should begin the intermission by signaling to start the game clock. The clock should be turned off with **2 minutes remaining** in the halftime. All pre-game and half-time activities will be synchronized with the official game clock the following 1:30 PM schedule kickoff as a reference:

STARTING Time:	1:30 PM
Referee / Umpire Visit Home Coach	12:00 PM
Referee / Umpire Visit Visiting Coach	12:15 PM
Field / Side Judge Observe Teams	12:30 PM
Linesman / Line Judge Observe Teams	12:50 PM
Back Judge / Line Judge Equipment	
Cards To Team Rep's.	1:00 PM
Field Clock Timing Begins	1:10 PM
Kick - Off	1:30 PM

2. The game clock operator shall have an extra stopwatch available in case of failure of the game clock. He shall immediately contact the officials by field phone, giving them the correct data regarding the official time. The **Side Judge** will then pick up the correct time on his stopwatch. The game clock operator should confirm that the Side Judge has a stopwatch.

3. Should the game clock become inoperative, the Referee or the public address announcer will indicate to the crowd that the game clock will not be official until the malfunction is corrected and subsequent announcement made over the P.A. system. The Side Judge and Field Judge will communicate with their sideline remaining time as often as possible.

**Note:** When either the game clock or play clock becomes operable and there is sufficient opportunity to redesignate the clock(s) as official, (time out, change of possession, score, etc.), the officials will do so by notifying both Coaches and the Public Address announcer. The **Side Judge** and **Back Judge**, in conjunction with the Referee and Game Management personnel, will determine if a previously malfunctioning clock is ready to be restored to official use. **Do not wait** until the quarter ends to redesignate a functioning clock as official.

#### C. Game Clock Procedures.

1. On all free kicks, start the clock when **touched legally** in the field of play or crosses the goal line after being touched legally by Team B in its end zone.
2. Under NCAA football playing rules, the official who declares the ball dead will be the first official to signal a time-out when the team in possession of the ball meets the requirements for a first down. Key yourself on him, as the clock will usually stop on long gainers.
3. Any official may signal a time-out, so be alert to stop the clock.
4. The game clock is **not to be stopped** on plays near a boundary line unless an official so signals. Many times the ball goes out of bounds after having been declared dead in the field of play and no time-out occurs. If a pass is touched or caught out of bounds, the incompleteness signal will stop the clock. Note: On ~~some~~ plays near the sideline and in advance of the line to gain, an official ~~may give a winding signal to indicate the ball is inbounds and follow it by a will give the stop the clock signal~~ **only**. ~~signal for an apparent first down. Be alert for both signals.~~
5. Game officials and game clock operator are to be sure that a time-out is indicated and the game clock is stopped under the following circumstances:
  1. Penalty administration.
  2. Charged team timeout.
  3. Media timeout.
  4. Injury timeout.
  5. Measurement.
  6. Change of possession.
  7. After a kick down.
  8. Score.
  9. Start of each period.
  10. Start of a team's series in an extra period.
  11. Instant replay review.

## 12. Other administrative stoppage.

6. After the **game** clock has been stopped, it will be started again on the Referee **"Start the Clock"** signal, or if **no** such signal is given, the game clock will be started on the **snap**, when appropriate the game clock will start on legal touching of a free kick in the field of play or crosses the goal line after being touched legally by Team B in its end zone.
7. In case of a pile-up anywhere on the field, be alert since **any** official may stop the clock until the congestion is over. The Referee then may start the clock again before the ready for play signal.
8. The game clock should not be stopped if the play clock is started in error with less than **40**seconds remaining in the quarter.
9. The **Side Judge** shall always be aware of the status of the game clock and the time remaining in any period. In the event the clock is running when it should be stopped, the Side Judge shall make and repeat the appropriate signal until the clock has been corrected (only the Referee shall start the clock on the ready for play). If appreciable error is noted, or if inefficiency is habitual, the **Side Judge** shall call time-out and so advise the Referee. Officials will review this procedure with the timer before the game.
10. Timing errors on the game clock or by an official may be corrected by the Referee. Exact information as to the timing error must be available from either the game clock operator or game officials. These timing errors may only be corrected in the period in which they occur.

## 40/ 25 -SECOND PLAY CLOCK OPERATORS

- A. The **40 / 25** second visual play clocks is the official delay-of-game timepiece and is operated by an assigned play clock operator under the supervision of the **Back Judge**. The play clock operator will report to Referee and/or **Back Judge 1 hour and 15 minutes** prior to the game. He will be instructed when to set the displays to **40 / 25**-seconds.

## **40-SECOND PLAY CLOCK**

1. When an official **signals** that the ball is dead, the play clock shall begin a 40-second count.
2. If the 40-second count is interrupted for reasons beyond the control of the officials or the play-clock operator (e.g., clock malfunction), the **referee** shall stop the game clock and signal (**both** palms open in an **over-the-head pumping motion**) that the play clock should be re-set at 40 seconds and started immediately.
3. In the event that the 40-second clock is running and the ball is **not ready**

to be snapped **after 20 seconds** into the count, the **referee** shall declare a **timeout** and signal (**one** open palm in an **over-the-head pumping motion**) that the play clock be set at **25 seconds** . When play is to be resumed, the referee will give the **ready-for-play** signal [S1] and the **play clock shall begin** the **25-second** count. The **game** clock will start on the snap **unless** it had been **running** when the referee declared a timeout; in that case, it will start on the referee's signal (Rule 3-2-5-b).

### C. **25-SECOND PLAY CLOCK**

If the officials signal the game clock to be stopped for **any** of the following reason, the **referee** shall signal (**one** open palm in an **over-the-head pumping motion**) that the clock should be set at 25 seconds:

1. Penalty administration.
2. Charged team timeout.
3. Media timeout.
4. Injury timeout.
5. Measurement.
6. Change of possession.
7. After a kick down.
8. Score.
9. Start of each period.
10. Start of a team's series in an extra period.
11. Instant replay review.
12. Other administrative stoppage.

When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock will begin the 25-second count.

### D. Other play clock responsibilities

1. Leave the displays at :00 seconds if there is a **delay** of game penalty until the Referee has completed his signals to the press box after the enforcement of the delay penalty then set the play clock to 25 seconds.
2. Reset the displays immediately to **40** seconds when the ball is put play if there is no delay foul.
3. To reset the displays at **40** seconds or **25-seconds** anytime the Referee interrupts the **play clock** count. **Do not** reset too soon since there may be a need to use the elapsed time to correct timing errors on the game clock.
4. If a visual 40/25-second timing device becomes inoperative, **both** coaches shall be notified by the **referee immediately** and **both** clocks shall be turned off. The **Back Judge** will be responsible for manually timing the count until both play clocks become operational. Note: The **Back Judge** will raise **one** arm straight overhead during the last 10-seconds and will visually count down the last 5-seconds by giving a one handed wave countdown signal.

5. When you believe that the play clocks are working properly, notify the P.A. Announcer to inform the officials/crowd that the play clocks appear to be working. Upon hearing the announcement the **Referee** will point in your direction and the play clocks will be official again.
6. If the official(s) stop the game clock for a pile-up **do not** stop the 40 second play clock (AR 3-3-2-IV). If there is a delay by the officials the play clock shall be stopped by the Referee for administrative stoppage and will be set to 25 seconds on the Referee ready for play signal.
7. When the game clock is running and there is less than 40 seconds left in the quarter, the play clock should be shut off. If the game clock is **not** running, the play clock will be operational.
8. Timing errors on the play clocks may be corrected by the Referee.
9. In an overtime situation the **25** second play clocks shall operate as usual.

The Supervisor of Football Officials should be notified immediately following the game (by the appropriate official) if there is any breakdown in cooperation between game officials and the clock operator(s) during the game, or if any malfunction of either clock occurs. Clock Operators are encouraged to report crews that are not cooperative or whose signals are not clear and accurate.

C. Kalis 6/29/08

CLOCK OPERATOR TWO (2) MINUTE CHART

Time	2Qtr	4Qtr									
2:00			1:30			1:00			0:30		
1:59			1:29			0:59			0:29		
1:58			1:28			0:58			0:28		
1:57			1:27			0:57			0:27		
1:56			1:26			0:56			0:26		
1:55			1:25			0:55			0:25		
1:54			1:24			0:54			0:24		
1:53			1:23			0:53			0:23		
1:52			1:22			0:52			0:22		
1:51			1:21			0:51			0:21		
1:50			1:20			0:50			0:20		
1:49			1:19			0:49			0:19		
1:48			1:18			0:48			0:18		
1:47			1:17			0:47			0:17		
1:46			1:16			0:46			0:16		
1:45			1:15			0:45			0:15		
1:44			1:14			0:44			0:14		
1:43			1:13			0:43			0:13		
1:42			1:12			0:42			0:12		
1:41			1:11			0:41			0:11		
1:40			1:10			0:40			0:10		
1:39			1:09			0:39			0:09		
1:38			1:08			0:38			0:08		
1:37			1:07			0:37			0:07		
1:36			1:06			0:36			0:06		
1:35			1:05			0:35			0:05		
1:34			1:04			0:34			0:04		
1:33			1:03			0:33			0:03		
1:32			1:02			0:32			0:02		
1:31			1:01			0:31			0:01		

TO = Time Out, IC = Incomplete Pass, OB = Out of Bounds  
 TD = Touchdown, FG = Field Goal, P = Penalty  
 FD = First Down, CP = Change of Possession

ECO: \_\_\_\_\_

Date: \_\_\_\_\_

