

time the game, a play clock is used to ensure time is not unduly wasted.

A 40/25-second play clock is used. Unless the game is stopped for administrative reasons (e.g., change of possession, penalty, an injury, equipment or charged timeout, etc.), the offensive team has 40 seconds to snap the ball after it is

25 seconds (3-6-1a).

Here are some examples beginning with a common scenario. Additional scenarios are in Appendix E. Table 7-1 shows all scenarios.

Event *	Play Clock Starts at	Game Clock Starts on	Covering Official's Signal #	Referee's Signal
Dead ball inbounds	40	Running	S7	None
Dead ball out of bounds	40	Snap	S3	None
Incomplete pass	40	Snap	S10	None
Team A awarded 1st down	40	Signal	S3	Wind
Penalty administration	25	Ready	S3	Wind
Charged team timeout	25	Snap	S3	Chop
Injury/Helmet off/Equipment Issue – Team A	25	Ready	S3	Wind
Injury/Helmet off/Equipment Issue – Team B	40	Ready	S3	Wind
Measurement	25	Ready	S3	Wind
Double Change of possession- Team A snaps	40	Ready	S7	Wind
Change of possession- Team B snaps	25	Snap	S3	Chop
Touchdown	25	N/A	S5	Chop
Try, FG, Safety	25	Varies**	Varies**	Chop
Start of each period	25	Snap	N/A	Chop
Legal kick when new series is awarded	25	Snap	S3	Chop
Start of an overtime period	25	N/A	N/A	Chop
Other administrative stoppage ***	25	Ready	S3	Wind

* If event does not occur in conjunction with any other event that stops the clock.

** The game clock will start by rule on the free kick.

*** Includes inadvertent whistle and period extension.

S3 is stop the clock, S7 is "dead ball - start play clock," S10 is incomplete pass.

Table 7-1