



PLAY CLOCK OPERATOR INSTRUCTIONS (40/25)

1. **Use 40 second play clock, NO whistle & NO ready for play signal:**

- a. After every scrimmage play (run – in or out of bounds or pass – complete or incomplete) that does not involve:
 - i. Foul by A or a double foul
 - ii. Legal Kick
 - iii. Score
 - iv. Time-Out (team or official)
 - v. Turnover

NOTE: Referee give silent wind to start game clock after offense gains 1st down in-bounds as soon as the ball is **marked ready for play**. If box (down marker) is not in place yet, Head Linesman will drop a bean bag to mark the spot.

2. **40 second play clock will start 1 second after:**

- a. official signals incomplete pass
- b. official signals to stop the clock when:
 - i. player goes out of bounds; or,
 - ii. line to gain is reached (“first down”)
- c. runner is tackled in bounds & official raises his/her open hand above his/her head or extend both arms to the side and parallel with the ground
 - i. only spotting official raises hand (opposite official extend both arms to the side and parallel with the ground)
- d. Foul by **Team B**
- e. Official time-out for replacement of **Team B player** for injury or whose helmet comes off

3. **Use 25 second play clock, Whistle & RFP signal:**

- a. Before first play of quarter (or overtime period)
- b. After:
 - i. Foul by **Team A** (or double foul)
 - ii. Official time-out for replacement of **Team A player** for injury or whose helmet comes off
 - iii. Official time-out for replacement of a **Team A & Team B player** for injury or whose helmet comes off
 - iv. Legal Kick (and either team is awarded new series)
 - v. Score (for the ready-for-play on the try)
 - vi. Time-Out (including official time-out for measurement)
 - vii. Turnover
- c. Anything not covered in the manual

4. **Use 25 second play clock, NO whistle & NO ready for play signal:**

- a. When play clock was set to 40, but the ball was not ready for play before play clock went below 25 seconds
- b. If ball is not ready for play, Back Judge gives 1-hand pump signal to Referee to reset play clock to 25 seconds

5. **To reset play clock:**

- a. 2-hand pump = 40
- b. 1-hand pump = 25

6. **Other PCO Instructions:**

- a. Reset the Play clock to 40 seconds as soon as the ball is snapped