

40/25 SECOND PLAY CLOCK CHANGES

STOPPING AND STARTING THE GAME CLOCK

If the ball becomes dead near the sideline inbounds and a first down is gained,

- A. the covering Official will
 - a. use normal coverage
 - b. give one signal to indicate the game clock would normally continue to run (S #2) because the ball became dead in the field of play and then stop the game clock with the time-out signal (S #3) twice to indicate that the line to gain was reached.
- B. the Referee will start the game clock with a wind signal (S #2) when the ball has been respotted and is ready for play unless he receives a signal from the Back Judge that the ball was not ready for play with at least 25 seconds remaining on the 40-second play clock, in which case the Referee will stop the game clock and direct the play clock to be re-set to 25 seconds (with a pumping motion with one arm with a flat palm pointed upward) and follow the 25-second play clock procedure.

STARTING THE PLAY CLOCK

- I. The play clock will be set to 40-seconds when
 - a. the ball is declared dead in field of play on a play from scrimmage and the covering Official raises his arm to indicate that the ball is dead and indicate the number of the next down or gives a wind signal (S #2) followed by a time-out signal (S #3) to indicate the line to gain has been reached.
 - b. the covering Official signals that a pass is incomplete.
 - c. the covering Official signals to stop the game clock because the ball is dead out-of-bounds.
- II. The play clock will be set to 25-seconds when the play clock is started
 - a. after the administration of a penalty.
 - b. when play resumes after a charged or TV/radio time-out is granted.
 - c. for the first play of a quarter or overtime period.
 - d. for a free kick or try.
 - e. when Team B is awarded a first down.
 - f. when play resumes after an Official's time-out is taken for an injury, a player who lost his helmet, equipment repair, a measurement, heat/humidity, or any other reason.
 - g. when the Referee requests a re-set of the play clock because at least 25 seconds of a 40-second play clock were not remaining when the ball was ready for play. (The game clock starts on the snap unless the game clock was running when the Referee requested a re-set of the play clock.)

DECLARING BALL READY-FOR-PLAY

- I. If the play clock is to be set to 25-seconds, the Referee, after the ball is spotted, will
 - a. move to a position approximately 12-15 yards from the line-of-scrimmage and just outside of the tight end position in a normal scrimmage formation.
 - b. announce the down (using appropriate fingers or fist), check that the crew is ready and in position to officiate, release the Umpire off the ball and to his normal position prior to marking the ball ready-for-play and solely verify the number of offensive players if a quick snap is possible.
 - c. sound his whistle, give the ready-for-play signal (S #1) and give the signal to start the game clock if necessary (S #2) twice.
- II. If the play clock is set to 40-seconds after the end of the preceding play,
 - a. the Referee will move to a position approximately 12-15 yards from the line-of-scrimmage and just outside of the tight end position in a normal scrimmage formation.
 - b. the ball is ready for play when the Umpire returns to his normal position after spotting the ball (without a ready-for-play signal or whistle from the Referee).
 - c. stop the game clock and re-set the play clock to 25-seconds (with a pumping motion with one arm with a flat palm upward) and follow the 25-second play clock procedure if he receives a signal from the Back Judge that the ball was not ready for play with at least 25 seconds remaining on the 40-second play clock.

RUNNING PLAY

When the ball comes to his side of the field, the Linesman will

- A. cover the sideline and check for illegal offensive and defensive blocks.
- B. sound his whistle when the ball becomes dead in his area and mark forward progress with downfield foot.
- C. pause after the ball has been blown dead to ensure there is not a foul on the play, then raise his arm above his head, signaling the 40-second play clock to begin.
- D. square off forward progress by moving down the sideline to the spot where the ball became dead and then move perpendicular in towards the center of the field no further than the top of the numbers.
- E. come in and spot the ball if the play ends close to a first down or with a possible change of possession.
- F. keep all players in front of him unless the spot of forward progress is close to a first down or a touchdown, in which case the Linesman comes in as far as possible until he reaches players on that yard line. He does not go around any players.
- G. back out to the sideline if the ball is marked from the numbers.
- H. turn and face the sideline and jog back when the ball is marked inside the numbers.
- I. hold the spot until the Back Judge sets the box on first downs.