

GUIDE TO THE 40/25 PLAY CLOCK



EVENT*
Dead Ball Inbounds
Dead Ball Out of Bounds
Incomplete Pass
Team A Awarded 1st Down
Penalty Administration
Charged Team Timeout
Injury/Helmet Off
Measurement
Double Change of Possession - Team A Snaps
Change of Possession - Team B Snaps
Touchdown
Try, Field Goal, Safety
Start of Each Period
Legal Kick
Start of Overtime Period
Other Administrative Stoppages***

PLAY CLOCK STARTS AT	GAME CLOCK STARTS AT	COVERING OFFICIAL'S SIGNAL	REFEREE'S SIGNAL
40	Running	S7	None
40	Snap	S3	None
40	Snap	S10	None
40	Signal	S3	Wind
25	Ready	S3	Wind
25	Snap	S3	Chop
25	Ready	S3	Wind
25	Ready	S3	Wind
40	Ready	S7	Wind
25	Snap	S3	Chop
25	N/A	S5	Chop
25	Varies**	Varies**	Chop
25	Snap	N/A	Chop
25	Snap	S3	Chop
25	N/A	N/A	Chop
25	Ready	S3	Wind

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

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

***Includes inadvertent whistle and period extension.