

APPENDIX T1

Procedure for 40/25 Second Clock

1. The 40/25-second clock operator will report to the Referee 30 minutes prior to the game.
2. **40-Second Clock**
 - A. When any official signals that the ball is dead, the play clock shall begin a 40-second count.
 - B. If the 40-second count is interrupted for reasons beyond the control of the officials or the play-clock operator, 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.
 - C. 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 that the play clock be set at 25-seconds. When play is to be resumed, the referee will give the ready-for-play signal 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.
3. **25-Second Clock.**
 - A. If the officials signal the game clock to be stopped for any of the following reasons, 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.
 - B. When play is to be resumed, the referee will give the ready-for-play signal and the play clock will begin the 25-second count.
4. Reset the displays at 40 or 25-seconds anytime the **Referee interrupts the 40 or 25-second count.**
5. 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.
6. The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively, in a period.
7. The 40/25-second clock operator is an integral member of the officiating crew and game administration. Unfair advantages accrue when the 40/25-second clock is not started promptly. Great care must be exercised to see that no time lag occurs in starting the clock.
8. The Conference office and DAC Football Supervisor are to be contacted if there is any breakdown between game officials and the 40/25-second clock operator during the game. Timers are encouraged to report crews that are not cooperative or whose signals are not clear and accurate.