

## APPENDIX T2

### 2008 Procedure for Clock Operators

1. When the ball is free kicked, the game clock shall be started when the ball is legally touched in the field of play or crosses the goal line after being touched legally by Team B in its end zone and subsequently stopped when the ball is dead by rule.
2. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra point
3. Under NCAA football playing rules the official who declares the ball dead will be the first official to signal a time out when the team in possession of the ball meets the requirements for first down. Key yourself on him, as the clock will usually stop on long gainers.
4. Any official may signal a team time out, so be alert to stop the clock.
5. The clock is not to be stopped on plays near a boundary line unless an official so signals. Many times the ball goes out of bounds after having been declared dead in the field of play and no time out legally occurs. If a pass is touched or caught out of bounds, the incompleteness signal will stop the clock. Note: On some plays near the sideline and in advance of the line to gain, an official may give a winding signal to indicate the ball is inbounds and follow it by a stop the clock signal for an apparent first down. Be alert for both signals.
6. Game officials and clock operators are to be sure that a time out is indicated and the clock is stopped under the following circumstances:
  - a. Whenever a team or an official's time out is charged.
  - b. After any score.
  - c. When a live ball goes out of bounds.
  - d. On a penalty.
  - e. When either team is awarded a first down.
  - f. Following an incomplete pass.
7. After the clock has been stopped, it will be started again on the Referee's "Start the Clock" signal, or if no such signal is given, the game clock will be started on the snap.
8. When team B is awarded a first down, the clock will be stopped and will start on the ready for play signal. Exception would be after a timeout or end of period.
9. In case of a pileup anywhere on the field, be alert, an official may stop the clock until the congestion is over. The Referee then may start the clock again before the ready for play signal.

10. The game clock should not be stopped if the 40/25-second clock is started in error.
11. When time for half expires, start the field clock on Referee's signal when the field is cleared of players and officials.
12. There are 20 minutes between halves.
13. When the period ends, the Referee will so indicate by holding a ball overhead with one hand and arm extended. Following the signal, a horn or siren may be sounded.
14. The Referee may correct timing errors on the game clock, or by an official. Exact information as to the time error must be available from either the electric clock operator or game officials. These timing errors may only be corrected in the period in which they occur.
15. When crowd noise problems interfere with the progress of the game, the clock will start on the snap.
16. The electric clock operator is an integral member of the officiating crew and game administration. Unfair advantages accrue when the game clock is not started or stopped promptly. Great care must be exercised to see that no time lag occurs in starting or stopping the clock.
17. The Conference office and DAC Football Supervisor are to be contacted if there is any breakdown in cooperation between game officials and the clock operator during the game, or if any malfunction of the electric game clock occurs. Timers are encouraged to report crews that are not cooperative or whose signals are not clear and accurate.