

PLAY CLOCK/GAME CLOCK PROCEDURES				
Event	Play Clock Starts At	Game Clock Starts	Covering Official's Signal	Referee's Signal
Dead Ball Inbounds	40	Running	S #7	None
Dead Ball Out of Bounds	40	Snap	S #3	None
Incomplete Pass	40	Snap	S #10	None
Team A Awarded 1st Down	40	Signal	S #3	Wind
Penalty Administration	25	Snap/Ready ²	S #3	Chop/Wind ²
Charged Team Time-out	25	Snap	S #3	Chop
Injury ¹	40/25	Snap/Ready ²	S #3	Chop/Wind ²
Measurement	25	Snap/Ready ²	S #3	Chop/Wind ²
Double Change of Possession – Team A Snaps	25	Ready	S #7	Wind
Change of Possession – Team B Snaps	25	Snap	S #3	Chop
Touchdown	25	N/A	S #5	Chop
Try, Field Goal, Safety	25	Varies ³	Varies ³	Chop
Start of Each Period	25	Varies	Varies	Chop
Legal Kick	25	Snap	S #3	Chop
Start of Overtime Period	25	N/A	N/A	Chop
Other Administrative Stoppages ⁴	25	Ready	S #3	Wind

1 See Rule 3-6-1a(1)e EXCEPTION for defensive injuries and fouls.

2 The game clock will start on the legal touch of a free kick.

3 See Rule 3-4-2,3 for Starting the Game Clock.

4 Includes inadvertent whistle and period extension.