

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.