



Game Clock Procedures

The game clock operator is an integral member of the officiating crew and game administration. Unfair advantages occur when the game clock does not start or stop correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the game clock.

Starting the Clock

Kickoffs

The nearest game official(s) will signal the legal touching of the ball by indicating that the game clock should **start**.

Scrimmage Plays

Start of any play that the clock is not running, the clock should be started at the snap.

Extra Points

The clock should not start on an extra point.

Stopping the clock

Any game official may signal a time-out; therefore, the game clock operator should be alert to stop the game clock. The incompletion signal on a pass play should stop the game clock.

The game clock operator will automatically stop the clock following a first down, touchdown, field goal, touchback or safety after the appropriate official has blown their whistle.

After the game clock has been stopped, the clock operator will start it on the referee's start-the-clock signal and if no such signal is given, the game clock operator will start the clock on the snap without the signal from the referee.

Special Circumstance

1. The referee may start the game clock again in certain instances before the ready-for-play.
2. There are instances when a period shall be extended by an untimed down. During these extensions, leave the game clock at :00. Do not reset the game clock for the next period until the referee declares the period over by facing the press box and holding the ball over their head. Rest the game clock to the appropriate quarter time.



Kentuckiana Football Officials Association



Mercy Rule

If a team has created a deficit that would invoke the Mercy Rule in the second half, the clock will continuously run. The clock will start on the Referees ready-for-play signal (Signal #2 below) on the kickoff after points are scored to get us to the Mercy Rule.

All the officials will continue to do their signals; the clock is only to stop during called timeouts or official timeouts.

Examples

Start the clock when you see a snap or this signal from the referee.



Stop the game clock when you hear the whistle and see either of these two signals.

