

Starting the Game Clock Procedures

Event - Result of Play	Referee/White Hat's Signal	Start Game Clock on...
Dead Ball Inbounds	None	Running
Dead Ball Out of Bounds	None	Snap
Incomplete Pass	None	Snap
Team A Awarded 1st Down - Dead Ball Inbounds	Wind the Clock	On the Wind
Team A Awarded 1st Down - Dead Ball Out of Bounds	None	Snap
Double Change of Possession - Team A Snaps	Wind the Clock	On the Wind
Penalty Administration - Dead Ball Inbounds*	Chop & Wind the Clock	On the Wind
Penalty Administration - Dead Ball Out of Bounds	Chop	Snap
Penalty Administration - Incomplete Pass	Chop	Snap
Penalty Administration - Delay of Game	Chop	Snap
Double Foul/Offsetting Penalties- Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Double Foul/Offsetting Penalties- Dead Ball Out of Bounds	Chop	Snap
Injury/Helmet Off/Equipment Issue - Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Injury/Helmet Off/Equipment Issue - Dead Ball Out of Bounds	Chop	Snap
Measurement - Dead Ball Inbounds	Chop & Wind the Clock	On the Wind
Measurement - Dead Ball Out of Bounds	Chop	Snap
Change of Possession - Team B Snaps	Chop	Snap
Try of Point after a Touchdown	Untimed Down	Clock does not run
Free Kick after a Try/Field Goal/Safety	Chop	On the covering official's wind
Start of Each Quarter	Chop	Snap
Start of an Overtime Period**	Chop	Game Clock is set at 0:00
Any Other Administrative Stoppage	Varies- Follow Referee	Either on the Chop and Wind or the Snap
* If a penalty occurs with less than 2 minutes remaining in either half, the offended team has the option to start the game clock on the snap. (Rule 3-4-7)		
** The game clock does not run in an Overtime Period. Set at 0:00. Only the Play Clock runs.		
FYI: A dead ball is a ball not in play. The ball is dead during the interval between downs.		
FYI: When a team attempts to consume or conserve time illegally, the referee shall order the game clock or play clock started or stopped. (Rule 3-4-6)		
NOTE: Follow the Referee's signal regardless of the above procedures even if the Referee is wrong.		