

Play Clock Procedures

Event	Play Clock	Referee's Signal
Play Is Done - Dead Ball* Inbounds	40	None
Play Is Done - Dead Ball* Out of Bounds	40	None
Incomplete Pass	40	None
Team A Gains a 1st Down - Inbounds	40	Wind Game Clock
Team A Gains a 1st Down - Out of Bounds	40	None
Double Change of Possession - Team A Snaps	40	Chop & Wind Game Clock
Penalty Administration (Game clock was running.)	Defense 40/ Offense 25	Chop & Wind Game Clock
Penalty Administration (Game clock not running.)	Defense 40/ Offense 25	Chop****
Double Foul/Offsetting Penalties	25	Chop -or- Chop & Wind GC
Injury/Helmet Off/Equipment Issues** (Game clock was running.)	Defense 40/ Offense 25	Chop & Wind Game Clock
Injury/Helmet Off/Equipment Issues** (Game clock not running.)	Defense 40/ Offense 25	Chop****
Measurement (Game clock running after)	25	Chop & Wind Game Clock
Measurement (Game clock not running after)	25	Chop****
Change of Possession - Team B Snaps	25	Chop****
Try for Point after Touchdown	25	Chop****
Free Kick After a Try for Point/Field Goal/Safety	25	Chop****
Start of Each Quarter	25	Chop****
Legal Kick	25	Chop****
Start of Overtime Period	25	Chop****
Any Other Administrative Stoppage***	25	Wind Game Clock
* A dead ball is a ball not in play. The ball is dead during the time between downs.		
** See Rule 3-6-1a1e (Page 48 2025 Rule Book) Exceptions for Defensive Injuries, Equipment Issues & Fouls		
***Includes an Inadvertent Whistle and a Period Extension by an Untimed Down		
****The Referee will chop in and whistle the start of the Play Clock. Begin at the end of the Referee's whistle.		
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