

PLAY CLOCK PROCEDURES				
Event	Play Clock	Referee's Signal		
Dead Ball Inbounds	40	None		
Dead Ball Out of Bounds	40	None		
Incomplete Pass	40	None		
Team A Awarded 1st Down	40	None		
Double Change of Possession - Team A Snaps	40	Wind		
Penalty Administration*	Def 40/Off 25	Wind		
Double Foul/Offsetting Penalties	25	Wind		
Injury/Helmet Off/Equipment Issues*	Def 40/Off 25	Wind		
Measurement (Dead Ball Inbounds)	25	Wind		
Measurement (Dead Ball Out of Bounds)	25	Chop***		
Change of Possession - Team B Snaps	25	Chop***		
Try After a Touchdown	25	Chop***		
Free Kick After a Try/Field Goal/Safety	25	Chop***		
Start of Each Period	25	Chop***		
Legal Kick	25	Chop***		
After a Time Out	25	Chop***		
Start of Overtime Period	25	Chop***		
Any Other Administrative Stoppage**	25	Wind		
* See Rule 3-6-1a1e (Page 48 2025 Rule Book) Exceptions for Defensive Injuries, Equipment Issues & Fouls				
** Includes Inadvertent Whistle and Period Extension by an Untimed Down				
*** The Referee will chop you in. Begin at the end of the Referee's whistle.				