Football Game Clock Operator Instructions

Basic Instructions	Length of Quarters
Turn off Horn (if possible)	Varsity - 12 Minutes
Pregame Countdown - 30 to 60 minutes	
Meet with Back Judge - 25 Minutes before Kick Off	

Halftime

Start on Referee's Signal	Referee may wait until teams clear field,
15 Minutes (Optional 20 Minutes)	especially if long walk to locker room

When Clock gets to 0:00 - Add 3 minutes for warmups and run automatically

Kickoff Rules - Starting Half & After Score or Safety

Start Clock	Do NOT Start
Covering officials Winding Signal	Kickoff into end zone/touchback
Ball touched legally inbounds by either team	Kick out - of-bounds
	If inadvertently Started - Reset to correct time

## Scrimmage Plays - Starting with Snap

START Game Clock	STOP Game Clock

START Game Clock	STOP Game Clock
All Snaps (if not already running)	Officials Signals: 1 - 2 - 3 - 4
On Ready-for-Play with Ref's Wind	1. Stop Clock - Time Out - First Down - Out of Bounds - Penalty
← R's Signal - If 40 sec play is already running NO WHISTLE	2. Incomplete Pass
Start on Snap if Ref gives Chop on Ready-for-Play →	3. Touch Down / Field Goal
	4. Safety
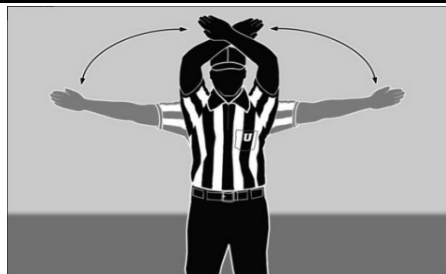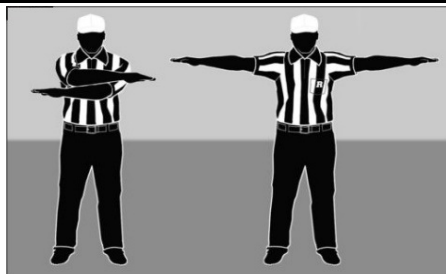
1. Stop Clock - Time Out	2. Stop Clock - Incomplete Pass	3. TD/FG	4. Safety
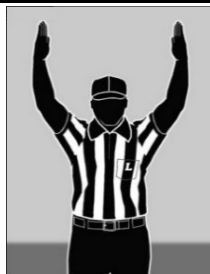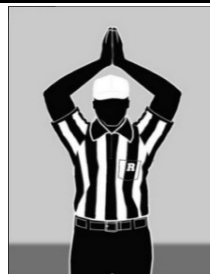
General Guidelines

Clock will re-start on R's Signal	Clock will Start on Snap
After 1st downs, ball inbounds	After Incomplete Passes
Penalties when ball is inbounds	After ball carried or fumbled Out-of-Bounds
After Injuries, Measurements &	After Charged Team Timeouts
Equipment repair (if previously running)	To begin 2nd & 4th Quarters

Untimed Downs Clock does not run

Extra Points after Touchdown	Last play of quarter has replay due to penalty

Running Clock (35 point spread mandates use of a running clock for the remainder of the game)

Based on BOTH head coaches agreement	Key off of Referee's direction

Generally only stopped for injuries and charged team timeouts

Game officials will still use their normal signals and mechanics even though clock remains running