

40/25 Second Play Clock

Event *	Clock Starts at	Clock Starts on	Referee's Signal
40 Second Play Clock Scenarios			
Dead ball inbounds	40	Running	None
Dead ball out ofbounds	40	Snap	None
Incomplete pass	40	Snap	None
Team A awarded 1st down (out-of-bounds)	40	Snap	None
Team A awarded 1st down (inbounds)**	40	Signal	Silent Wind
Double Change Position-Team A snaps**	40	Ready	Silent Wind
25 Second Play Clock Scenarios			
Injury/Helmet off	25	Ready	Wind or Chop *
Measurement	25	Ready	Wind or Chop *
Other administrative stoppage ***	25	Ready	Wind or Chop *
Change of possession- Team B snaps	25	Snap	Chop
Charged team timeout	25	Snap	Chop
Touchdown	25	N/A	Chop
Try, FG, Safety	25	Varies**	Chop
Start of each period	25	Snap	Chop
Legal kick	25	Snap	Chop
Start of an overtime period	25	N/A	Chop
** The only two times we have a silent wind.			
* Depends on outcome of stoppage and/or clock status prior to stoppage.			