

IFOA

INLAND FOOTBALL OFFICIALS ASSOCIATION

Clock Operator Instructions

Quarters: V 12min

Halftime: _____ + 3 min Warmup Period (as soon as halftime ends, put 3min on clock and start it)

Start the clock when you see this from the White Hat:



or on the SNAP

Stop the clock whenever you see this



from ANY official or these



Don't start the clock on PAT's or 2 Point Tries after TDs

Don't start the clock on Kickoffs until you see the



signal

If we have a **RUNNING CLOCK** (due to 35+ point lead in the 4th Qtr),
only stop the clock for: **Timeouts** **Scores** **Injuries**

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 1 st 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
Measurement	25	Ready	Wind
Other administrative stoppage **	25	Ready	Wind
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			