



NFHS Football Clock Rules



Game Clock Starts On:

1. First contact of ball after kickoff (stop clock on ball down)
2. Legal snap
3. Referee's start clock signal
4. Referee's ready-for-play signal, only after
 - a. First down
 - b. Penalty Reinforcement
 - c. Extended injury timeout



Game Clock Stops On:

1. Referee signal
2. Ball down after kickoff
3. After a score
4. First down
5. During penalty reinforcement
6. Extended injury timeout
7. Timeout charged to a team

Notes:

- a) Clock does not run during extra point tries
- b) Clock does not run during extension of period or extra period (overtime)
- c) Clock stops at the end of a legal kick and starts on the next snap
- d) Clock stops on change of possession and starts on the next snap