

BASIC PREMISE: The play clock will **ALWAYS** start at 40 seconds unless there is an administrative stoppage.

REFER TO THE FOLLOWING TABLE FOR SITUATIONS WHEN THE PLAY CLOCK WILL BE SET AT 25 SECONDS

SITUATION	PLAY CLOCK	REFEREE SIGNAL
Administration of a penalty	25 seconds	Chop or Wind
Measurement	25 seconds	Chop or Wind
Helmet off	25 seconds	Chop or Wind
Injury	25 seconds	Chop or Wind
Official timeouts	25 seconds	Chop or Wind
Replace player for illegal equipment	25 seconds	Chop or Wind
At the start of a period	25 seconds	Chop
Defense awarded first down	25 seconds	Chop
After any kick down	25 seconds	Chop
After any score	25 seconds	Chop
Start of team's possession in overtime	25 seconds	Chop
Team timeouts	25 seconds	Chop
Touchback	25 seconds	Chop
Point after touchdown	25 seconds	Chop
Extending a period	25 seconds	Chop
Inadvertant whistle	25 seconds	Wind