



Clock Operator Instructions

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Unfair advantages occur when the game clock is not started or stopped correctly by rule.

Great care must be exercised to see that no time lag occurs in starting or stopping the clock.



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Starting, Stopping And Adjusting The Clock In Accordance With The Playing Rules

- On all kickoffs, the nearest official(s) will signal the legal touching by indicating that the clock should start.
- The official who declares the ball dead will be the first official to signal a time-out when a first down occurs.
- Any official may signal a team time-out; therefore, the operator should be alert to stop the clock.
- On plays near a boundary line, if a pass is caught out of bounds, the incompleteness signal will stop the clock.
Note: On plays near the out-of-bounds line and in advance of the line to gain, an official may give a winding signal to indicate the ball is inbounds and follow it by a stop-the-clock signal for an apparent first down. Be alert for both signals.
- The clock operator will automatically stop the clock following a touchdown; field goal, touchback or safety after the appropriate signal has been made.
- After the clock has been stopped, the referee will start it again on the referee's start-the-clock signal and if no such signal is given, the operator will start it on the snap.
- The referee may start the clock again before the ready-for-play signal.
- The extra point is not a timed down.
- Do not reset the clock for the next period until the referee declares the period over by facing the press box and holding the ball overhead.

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Directions: Print in duplex (back-to-back) on card stock. Makes four (4) cards.