



COLLEGE FOOTBALL OFFICIATING, LLC

NCAA Football - Quick Clock Tutorial

September 1, 2017

This document is intended to assist clock operators in the understand and application of NCAA Football rules. If you have questions or need a clarification, please contact NCAA Secretary-Rules Editor Steve Shaw at footballrules@ncaa.org.

General Guidelines

- If a forward pass is incomplete, the clock stops and starts on the next snap.
- After a legal kick down, the clock is stopped and starts on the next snap. (Consider a 3rd down block of a kick)
- After a change of possession during the down, and Team B (Defense) is next to snap the ball, the clock stops and starts on the next snap.
- If a Team A (Offense) ball carrier is ruled out of bounds, the clock stops. If there is 2:00 or more left in the half, the clock starts on the Referee's ready for play signal. With less than 2:00 remaining in the half, the clock starts on the snap.
- If Team A (Offense) is awarded a first down, the clock stops, and is started on the Referee's ready for play signal. If the only reason the clock is stopped is for a measurement, it will restart on the Referee's ready for play signal.
- If the only reason the clock is stopped is to complete a penalty, for an injured player or for a player's helmet coming off, the clock will restart on the Referee's ready for play signal (see 10 second subtraction below).
- If the game clock is stopped only to complete a penalty for a foul by the team ahead in the score inside the last two minutes of the half, it will start on the snap at the option of the offended team.
- If a team is charged with a team time out, the clock will start on the snap. If there is a Referee's discretionary time out and it is the only reason for stopping the clock, the clock will start on the Referee's ready for play signal.

Note: If there are multiple reasons for stopping the clock, starting the clock on the snap supersedes starting the clock on the Referee's ready for play signal. A 10-second runoff supersedes both these options.

10-Second Subtraction

There are 3 instances where a 10-second subtraction could come into play with less than 1:00 left in a half:

- 1) If the game clock is running and a foul is committed that causes the clock to stop immediately.
- 2) If the game clock is running and a player's helmet comes off and it is the only reason to stop the clock.
- 3) If the game clock is running and a player injury is the only reason to stop the clock.

The offended team may accept or decline the 10-second subtraction. If the 10-second subtraction is accepted, the game clock will start on the Referee's ready for play signal. If the 10-second subtraction is declined, the game clock will start on the snap.

The fouling team may avoid a 10-second subtraction by utilizing a remaining time out.

Minimum Time to Spike the Ball

If the clock is stopped with 3 or more seconds remaining in a quarter, and the clock will start on the Referee's signal the Offense may spike the ball and if executed properly could have time remaining for another play.

If the clock is stopped with 2 or 1 seconds in a quarter and will start on the Referee's signal, there is only enough time for 1 more play.

Fumble - Out of Bounds by Team A (Offense)

If a forward fumble goes out of bounds, Team A will retain the ball and it will be brought back to the spot of the fumble and the clock will start on the Ready for Play.

If a backward fumble goes out of bounds, Team A will retain the ball at the Inbounds spot (where the ball crosses the boundary) and the clock will start on the ready for play unless fewer than 2 minutes remain in the half and then it will start on the snap.

Extension of a Period

A period is extended for an untimed down if time expires during a down in which:

- A penalty is accepted for a live ball foul (except if it includes loss of down)
- There are Offsetting fouls
- Inadvertent Whistle

Note: The period is extended for a try after a touchdown.

Other Items:

- Each team will be allowed 3 team timeouts per half. When a team's timeouts are exhausted and it requests a time out, the officials shall not acknowledge the request.
- Any player, head coach may request a team charged time out. In addition, an incoming substitute may request a timeout when he is inside the numbers.

- Each team shall be allowed 1 timeout in each extra period. Unused timeouts from any regulation period or other extra period may not be carried over.
- If a player is injured, the official will not make any judgment as to the extent of the injury. He will stop the clock for the injured player. (To curtail any advantage by feigning injuries – attention is directed to The Football Code, Coaching Ethics, Section h.)

Unfair Clock Tactics

As a guideline, Referee’s will consider invoking Rule 3-4-3 when the game clock is under 5 minutes of each half. Rule 3-4-3 states that the Referee shall order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair.

Play Clock Status:

When an official signals that the ball is dead, the Play Clock shall begin a 40-second count.

If the officials signal the Game Clock to be stopped for any of the following reasons, the Play Clock shall be set to 25 seconds, and will start on the Referee’s signal:

- | | |
|-------------------------|---|
| -Penalty administration | -Charged Team or Media Timeout |
| -Measurement | -Team B is awarded a 1 st down and will next snap the ball |
| -After a kick down | -After a Score |
| -Start of each period | -Start of a Team’s possession series in an extra period |
| -Instant Replay review | -Other administrative stoppage |

<u>Player Injury:</u>		<u>Helmet off not due to foul:</u>	
Offense	25 seconds	Offense	25 seconds
Defense	40 seconds	Defense	40 seconds

If there is an option for a 10-second runoff: If there is an option for a 10-second runoff:

Offense	25 seconds	Offense	25 seconds
Defense	40 seconds	Defense	40 seconds

-If the 40 second play clock is running and reads 25 or less when the ball is first ready to be snapped, the Referee will reset the play clock to 25 seconds.

-If either of the visual 40/25-second timing devices become inoperative, both clocks shall be turned off, and the Play Clock will be kept by the Back Judge on the field.

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