

PLAY CLOCK SUMMARY

STOPPED DUE TO PLAY CLOCK:

Reach line to gain	:40
After kick off	40 **NEW 2018 RULES CHANGE
After a team scores	40 **NEW 2018 RULES CHANGE
Helmet comes completely off:	
Any A player	25
Any B player	40
Any B player (less than $:60 - 2nd\& 4^{th}$	40
Fumble forward O/B	40
Fumble backward O/B	40
Runner O/B	40
Backward pass O/B	40
Incomplete pass	40
Team B injury	40
(Or injury to both teams' players)	40
Team A injury:	25
Possession A-B-A (Non- Kick)	40

Possession change, B snaps	25
Timeout – (Official, Replay)	25
Media, Coach's Challenge, Conference)	25
Timeout-Team	25
Delay of game offense	25
Play Clock interruption (3-2-2-e)	25
Inadvertent whistle (Non – Kick)	25
Illegal pass to conserve time	25
Dead ball inbounds	40
Dead ball inbounds (under :40)	N/A
Start of 2 nd , 4 th qtr's	25
Extension of Period	25

Review

1. FOCUS AND CONCENTRATION IS A MUST

- 2. Only Referee / Back Judge will use "pumping hand motion" to reset PLAY CLOCK (one hand = 25 sec two hands = 40 sec)
- 3. If we have a delay of game penalty leave the PLAY CLOCK on :00's until the Referee finish his announcement
- 4. Thank you for your help today. Have a great game.

2018 by Jacques Hooper, ACC Back Judge