

Quick Summary of Clock Operation

SITUATION	PLAY CLOCK	GAME CLOCK
KICKOFF	25-SECOND STARTS ON R SIGNAL (CHOP)	STARTS WHEN LEGALLY TOUCHED
RUNNING PLAY ENDS IN BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	CONTINUES RUNNING
RUNNING PLAY ENDS OUT OF BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON SNAP
FUMBLE OUT OF BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON SNAP
BACKWARD PASS OUT OF BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON SNAP
INCOMPLETE PASS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON SNAP
FIRST DOWN IN BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON R SIGNAL (SILENT WIND)
FIRST DOWN OUT OF BOUNDS	40-SECOND CLOCK STARTS AT END OF PLAY	STOPS AT END OF PLAY. STARTS ON SNAP
MEASUREMENT – PLAY ENDS IN BOUNDS	25-SECOND CLOCK STARTS ON R SIGNAL (WIND)	STOPS AT END OF PLAY. STARTS ON R SIGNAL (WIND)
MEASUREMENT – PLAY END OUT OF BOUNDS	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS AT END OF PLAY. STARTS ON SNAP
PENALTY – DEAD BALL OR LIVE BALL	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. RETAINS STATUS PRIOR TO FOUL
PUNT PLAY – ENDS WITH A OR B POSSESSION	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. STARTS ON SNAP
TIME OUT – TEAM	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. STARTS ON SNAP
TIME OUT – INJURY OR HELMET COMES OFF	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. RETAINS STATUS PRIOR TO STOPPAGE
SCORE – TD, PAT, FG or SAFETY	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. STARTS ACCORDING TO FREE KICK or OT RULES
START OF NEW PERIOD	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STARTS ON SNAP
INADVERTENT WHISTLE	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STARTS ON R SIGNAL (WIND)
OTHER ADMINISTRATIVE STOPPAGES	25-SECOND CLOCK STARTS ON R SIGNAL (CHOP)	STOPS ON SIGNAL. RETAINS STATUS PRIOR TO STOPPAGE OR BY RULE