

## NOTES TO THE TIMER

Please read carefully

**PLEASE PAY ATTENTION** - You are a vital member of our crew, and we need you to work with us.

**DON'T ANTICIPATE STOPPING THE CLOCK** (esp. near the sidelines) - wait for the covering official's 'Kill' signal (Kill signals also include incomplete pass, Touchback, and unsuccessful Field Goal attempt).

**KNOW THE TIMING RULES** - if you're uncertain of something, please ask.

**Clock Starts** on the **SNAP** after:

- Incomplete Pass
- Out-of-Bounds
- Change of Possession (including all kicks)
- Scoring Play (Remember: Clock does NOT run during Point-After-TD play)
- Charged Team Time-Out

**Clock Starts** on the **Ready-for-Play** whistle and **Clock-Wind** signal (only Referee signals) after:

- 1st Downs
- Penalties (except Delay-of-Game - starts on the SNAP)
- Official's Time-Out (including Measurements & Injuries/Equipment)

If Referee doesn't wind, don't start the clock until the ball is snapped.

- Disable the horn if possible, else turn it off immediately if time expires during a play;

- If the clock malfunctions, please have the announcer report it - we will maintain the clock on the field;

- Halftime will be \_\_\_\_\_ minutes long. We will signal when to start it after the teams have left the field. When it winds down to 0:00, wait for our signal to set and start the 3:00 minute warm-up period;

- Overtime: we'll signal for 3:00 minute intermission, and then clock is done;

- 40 Pt 2nd Half Running clock (once 40 point difference is reached, succeeding score changes have no affect):

**Clock stops** only for:

- Scoring Play
- End of Quarter
- Team Charged Time-Out
- Extended Injury Time-Out

**Clock continues to run** after/during:

- Incomplete Pass
- Out-of-Bounds
- 1st Down (incl Measurements)
- Change of Possession
- Penalties

Note: We will continue to use standard clock mechanics - just ignore them (Back Judge will assist with wind signal if necessary)