

40-second Play Clock A Typical Scenario (NFHS)



For the opening kickoff, the BJ hands the ball to the kicker. He goes to his position and raises his arm when ready. The referee blows the ready with a 25-second play clock. The game clock starts if the ball is legally touched.

The kick is caught and returned a few yards. The ball is spotted and the referee blows the ready with a 25-second play clock. The game clock starts on the snap.

1&10. The ball is run up the middle for a five-yard gain. A 40-second play clock starts when the ball is declared dead. The game clock does not stop.

2 & 5. An incomplete pass is thrown. A 40-second play clock starts when the ball is declared dead. The game clock stops and starts on the snap.

3 & 5. The ball is run for a 10-yard gain; the tackle is inbounds. A 40-second play clock starts when the ball is declared dead. The game clock stops for the first down and starts when the ball is spotted. The referee winds the clock, but does not blow his whistle.

1 & 10. A sweep play is run to the right side and the runner is forced out of bounds after a three-yard gain. A 40-second play clock starts when the ball is declared dead. The game clock stops and starts on the snap.

2 & 7. A pass is completed for a 20-yard gain; the tackle is inbounds, but A77 is flagged for holding at the line. The game clock stops to administer the penalty which is accepted. The ball is spotted and the referee blows the ready with a 25-second play clock and starts the game clock.

2 & 17. After a 15-yard run, A22 fumbles and a pile forms; A88 recovers. The game clock is stopped to determine who recovered the fumble. The ball is spotted and the referee blows the ready with a 25-second play clock and starts the game clock.

3 & 2. After either team takes a timeout, the referee blows the ready with a 25-second play clock. The game clock starts on the snap.

3 & 2. A22 runs for no gain, but is injured. The game clock stops and A22 must leave the game for at least one play. The ball is spotted and the referee blows the ready with a 25-second play clock and starts the game clock.

4 & 2. The ball is punted and a fair catch is made. The ball is spotted and the referee blows the ready with a 25-second play clock. The game clock starts on the snap.