

New 40 Second Play Clock Rule

The Standard 25 Second play clock will be used:

1. Following a touchback.
2. Following a charged time out by either team.
3. Following a penalty assessment and/or enforcement.
4. Following an official's timeout for an injury to a player or "helmet off". **
5. Following a change of possession.
6. Following a media timeout.
7. Following an official's timeout for a measurement.
8. Following any other official's timeout.
9. Following a touchdown for the Try.
10. At the start of a period or overtime.

** Referee's Discretion, 40 or 25

The New 40 Second play clock will be used:

1. At the end of a running play that ends inbounds or out of bounds.
2. At the end of a pass play, whether the pass is complete or incomplete.
3. Following an official's timeout for an injury to a player or "helmet off". **

** Referee's Discretion, 40 or 25

The 40 second clock shall start as soon as the play ends and the ball is dead. The covering official raises his arm straight up indicating that the ball is dead, which signals for the start of the 40-second play clock.

If the play ends out of bounds, the official will signal to stop the game clock, which will also start the 40-second play clock.

The clock operator (or Back Judge) will immediately start the 40 second clock, unless something else occurs that requires the 25-second play clock to be used. The 40-second play clock will be used most of the time following a play.

If during the play a change of possession occurs, the covering official will not signal to start the 40-second play clock. The timeout signal will stop the game clock and the 25-second play clock will start on the Referee's ready-for-play signal.

On an incomplete pass, the covering official will give the incomplete pass signal, which will also start the 40-second play clock. If the incomplete pass is on fourth down the timeout signal will stop the game clock and the 25-second play clock will start on the Referee's ready-for-play signal.

The signal to reset the play clock to 25 seconds is one arm pumped in the air by the referee or the back judge.

The signal to reset the play clock to 40 seconds is both arms pumped in the air by the referee or the back judge.

It is going to be necessary to have well trained ball personnel on both sides of the field. Each team will need to provide 2 ball persons and 3 game balls for each game. Ball persons should be easily identifiable with vests, t-shirts, etc. that contrast with the team uniforms on their sideline. They should also be old enough to understand and execute the ball rotation system that is used with the 40/25 play clock rule.

It is going to be necessary to have well trained chain crew personnel provided by the home team. After every play, the "box" man on the chain crew must hustle (RUN) to the next spot because once the ball is placed, the ball can be snapped, as the 40 second play clock will be running.

As soon as a first down is signaled the "box" man must hustle (RUN) to the next spot, followed immediately by the rest of the chain crew. Stopping the game clock to signal first down will not cause the play clock to reset to 25 seconds - the 40 second play clock will be running.

Using young kids or injured players that cannot execute their responsibilities in a timely manner will create major problems in connection with the 40/25 play clock rule.

It is expected that the ball will be marked ready for play within 8-10 seconds of the end of the play. The umpire will not stand over the ball waiting for the chains to be set when there is a first down. Once the officials are in position to officiate, the umpire will step away from the ball and the ball may be snapped. If they are not in position, the umpire will stand over the ball and prevent it from being snapped until he is released by the referee.

Additionally, if the 40-second play clock is used at the sub-varsity level, a 5-man crew must be used. The mechanics are inoperable with less than 5 crew members.