

New 40 Second Play Clock Rule

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. **
4. Following an official's timeout for a Helmet-Off situation. **

** Referee's Discretion, 40 or 25 (If you feel that the defensive player injury is suspect, or the defensive player Helmet-Off is deliberate and intended to stop the game clock, the referee can wind the game clock in conjunction with a 40" play clock)

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. The other signals that start the 40 second clock are the incomplete pass signal, the "wind" signal by the wing official close to the sideline and the "stop the clock" signal for a runner out of bounds or a 1st down.

The clock operator will immediately start the 40 second clock, unless something else occurs that requires the 25-second play clock to reset. The 40-second play clock should be the most used reset following a play.

When a 1st down occurs inbounds, the 40 second play clock starts when the covering official stops the game clock. The Referee will do a "silent wind" of the game clock as soon as the Umpire is on his way to set the ball. He does not have to wait until the ball is actually set. The exception to this is when we are near the end of a half and the offense is in a "hurry-up" mode. In this case the Referee should delay starting the game clock until the ball is actually set. If the offense is right on the ball, the Umpire and Referee both need to talk with the QB about waiting to snap the ball. The Referee will release the Umpire and then wind the game clock. A whistle from the Referee can be used in this situation so the QB knows when the ball can be snapped. The whistle has no effect on the 40 second clock, which is still running. There will be further discussion on this point, and final clarifications will be sent out.

If at the end of a play a change of possession occurs, the covering official will stop the clock. The Back Judge (or visible clock operator) will set the play clock for 25" and start it on the Referee's chop and whistle.

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.

Ball Boys

It's going to be necessary to have well-trained ball personnel on both sides of the field for all varsity games.

For proper ball rotation, there must be at least two ball boys on the press box (home) side of the field, and at least one ball boy on the chains (visitors) side of the field. It is recommended that ball boys on the press box side are provided by the home team, and the ball boy on the chains side is provided by the visiting team.

Three game balls from each team will be mandatory. Two balls from each team on the press box side of the field, and one ball from each team on the chains side of the field. The balls need to be clearly marked so both the ball boys and the officials can easily determine which ball belongs to which team. These three balls will be used for ALL plays in the game: plays from scrimmage, field goals/trys and kickoffs. Substitution of a "special" ball for kicking will not be allowed.

Ball boys should be easily identifiable with vests, t-shirts, etc. that contrast with the team uniforms on their sideline.

A thorough pre-game meeting with ALL of the ball boys needs to be conducted with the BJ, HL & LJ all in attendance. This should be the 1st thing to happen after the meeting with the head coaches. Ball boys should be available 30 minutes prior to game time.

The ball boys need to be alert for a possible ball exchange on EVERY play. They should be positioned 2 yards behind the sideline and 10 yards downfield from the spot where the ball is being snapped. When an incomplete pass is thrown downfield, or a play ends out of bounds, the ball boy on that side of the field should hold the appropriate incoming ball above his head so the officials can easily spot them.

The ball boys can come onto the field a few yards to facilitate the underhand throw to the official, but never all the way out towards the middle of the field. Many times, the Umpire will need to head towards the sideline to get the new ball, as the wing official may be downfield on the play. Once the new ball is in, the ball boy should retrieve the old ball. In the case of a rainy day, the wet ball should be exchanged with the closest sideline as necessary.

Whenever there is a change of possession, the new team ball will ALWAYS come in from the press box side of the field. The old ball will go out the same side. This needs to happen even if the play ended on the chains side of the field. This procedure ensures that we will always have one ball on each sideline for the team on offense.

For a kick try, a ball boy from the press box side of the field will place a kicking-team ball next to the goal post for the BJ to use on the subsequent kickoff. He will then get into position to retrieve the ball that is kicked on the try.

Poor ball boys will severely impact the smooth flow of the game under the new 40" play clock rule. They should be old enough to both understand and efficiently execute their responsibilities.

Chain Crews

It's going to be necessary to have a well-trained chain crew for all varsity games. Using injured players or older personnel that are not able to move quickly will not be acceptable.

The chain crew should be easily identifiable with vests, t-shirts, etc. that contrast with the team uniforms on their sideline.

A thorough pre-game meeting with the chain crew needs to be conducted with the HL & U in attendance. Administration needs to ensure that the chain crew is available for this meeting 30-minutes prior to game time.

After every play, the "box" person on the chain crew must hustle (RUN) to the next spot because once the ball is placed, it can be snapped - the 40 second play clock will be running. When a first down is signaled the "box" person must hustle (RUN) to the next spot. The 40 second play clock will be running. Stopping the game clock to signal first down will not cause the play clock to reset to 25 seconds.

The chain crew is an extension of the officiating crew. Team box sideline rules will apply to the chain crew as well. Team personnel must avoid interfering with the chain crew and its operations.

With the 40 or 25 second play clock, it is possible the ball may be snapped prior to the box being set. If this rare situation occurs, the head linesman will drop a bean bag at the spot where the box person should place the box.

It is expected that the ball will be marked ready for play within 8-10 seconds of the end of a play. The umpire will stand over the ball until all of the officials are in position to officiate. If they are not, the umpire will prevent the ball from being snapped until he is released by the referee.

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.