

40-second play clock

Use a 40-second play clock in these situations.

- Regular plays from scrimmage
- Running plays when the ball carrier is tackled in-bounds
- Running plays when the ball carrier is tackled out-of-bounds
- Running plays when the ball carrier gains a first down
- Passing plays when the receiver is tackled in-bounds
- Passing plays when the receiver is tackled out-of-bounds
- Passing plays when the receiver gains a first down
- Passing plays when the pass is incomplete

25-second play clock

Use a 25-second clock in these situations.

- Prior to a try following a score
- To start a period or overtime series
- Following administration of an inadvertent whistle
- Following a charged time-out
- Following an official's time-out (except after a 1st down that doesn't require a measurement)
- Following the stoppage of the play clock by the referee for any other reason

Official's time-out

(rules 3-5-7 & 3-5-10)

- For measurement of a possible 1st down
- When a 1st down is declared (Use a 40-second play clock when there is no measurement.)
- Following a change of team possession
- When captains and coaches are notified of the time remaining
- For a player in need of equipment repair, when a player's equipment is missing, or when a
 player is improperly wearing equipment
- To dry or change the ball
- For unusual heat or humidity which may create a health risk to the players
- When a coach-referee conference concerning the misapplication of a rule results in the referee altering his ruling
- After a foul, to administer the penalty
- For any unusual delay in getting the ball ready for play
- For a TV/radio time-out that is permitted and granted as authorized by state association policy
- For a one-minute intermission between the first and second and the third and fourth periods and following a try, successful field goal or safety and prior to the succeeding free kick
- When there is an apparently injured player or a player is bleeding
- When a player exhibits signs, symptoms, or behaviors consistent with a concussion
- When a player's helmet comes completely off during a down or subsequent dead-ball action related to the down without being directly attributable to a foul by an opponent