

GAME Clock (GC) Operator – NFHS (2016)

1. Have Game Clock (GC) run out **(1) minute before KO** – ensure game starts on time.
2. Start GC (30) minutes before KO time.
3. Any official can signal to **stop the clock**:
 - Kill-the-clock, Incomplete pass, Any Score, Touchback
4. If GC is stopped → Watch “R” (White Hat) → “R” will signal RFP:
 - If “R” “chops” (does not wind) – GC starts on the **SNAP**
 - “R” will **wind GC** when the GC is to start on RFP
 - Penalty, 1st down, official's time out, etc.
5. GC may be stopped for a **pile-up, fumble, etc.**, by any official – IF the GC is stopped → **“R” may wind GC as soon as pile is cleared**
6. On **KICKOFFS** – GC starts when ball is legally touched in the field of play → **covering official (s) will wind**
7. GC does **NOT** run on **Try**, period extensions, etc.
 - “R” will give untimed down signal
8. When a run, pass or fumble ends **in End Zone**
 - stop GC even if no signal → especially if officials conference
9. Officials do not run a separate watch on the field – if GC malfunctions – **let us know time remaining**, and we will pick it up
 - When the GC is operating again, officials will start using the field GC at next convenient game stoppage
10. **(20) minute halftime** → wait for “R’s” signal to start
11. After Halftime - **(3) minute warm-up** – put it on the GC & run it
12. Turn GC **OFF** after 3rd time if: (3 Strikes)
 - Operator must be corrected or
 - GC malfunctions
13. Come in at half time in case of any problems/adjustments

GAME Clock (GC) Operator – Point Differential (2016)

1. During the **2nd Half** → If score differential reaches **30 points**
2. **Referee** (White Hat) will point to the timer, tap his wrist, and give the wind signal with his Index FINGER
3. **All game officials will still use normal timing signals**
 - **CLOCK OPERATOR** must know when to stop the GC
4. GC will be **stopped** ONLY for:
 - **Injured Player**
 - **Charged Team Time Out**
 - **Change of Possession**
 - **End of a Quarter**
 - **A Score** → “R” will wind on the RFP on the kickoff
 - **TRY**
 - **An Extended Delay**
 - “R” will face the clock operator and signal **STOP THE CLOCK**
5. When the GC is stopped for any reason in #4, the GC will start on the Ready For Play – “R” will face the clock operator and give the **WIND** Signal (**EXCEPTION: Does NOT run on a TRY / PAT**)
6. GC will **run** during the following:
 - **Incomplete Pass**
 - **Runner goes out of bounds**
 - **Penalty Enforcement**
 - **A 1st Down is gained**
 - **Change of possession & the team that snapped or free kicked has the ball at the end of the down**
7. If differential becomes **LESS than 30 points** then use REGULAR timing rules

