

GAME Clock (GC) Operator – NFHS (2017)

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 the End Zone**
 - Stop GC even if no signal → especially if officials conference
9. With LESS than 2 minutes in either half – If Penalty is Accepted
 - GC may not start until SNAP – Watch the “R” **(Rule 3-4-7)**
10. 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
11. **(20) minute halftime** → Wait for “R’s” signal to start
12. After Halftime - **(3) minute warm-up** – Put it on the GC & run it
13. Turn GC **OFF** after 3rd time if: (3 Strikes)
 - Operator must be corrected or
 - GC malfunctions
14. Come in at half time in case of any problems/adjustments

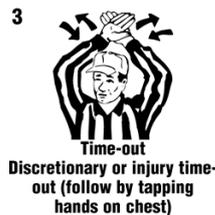
GAME Clock (GC) Operator – Point Differential (2017)

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: GC 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

8. **Rule 3-4-7** is Not Applicable (Accepted Penalty with less than 2 minutes in 4th Quarter)