

25/40 CHEAT SHEET

Event	Play Clock Starts at	Game Clock Starts at	Covering Officials' Signal	Referee's Signal
Dead Ball Inbounds	40	Running	Hand above Head	None
Dead Ball Out of Bound	40	Snap	Waves hands above head	None
Incomplete Pass	40	Snap	Waves hands in front of body	None
Team A awarded 1 st Down	40	Signal of 1 st Down*	Waves hands above head	Depends on Result of the play
Injury/Helmet Off of Defensive Player	40	Ready for Play	Waves hands above head	Depends on Results of the play
Double change of Possession-Team A snaps	40	Ready for Play*	Hand above head	None
Penalty Administration – Defensive Foul Only	40	Ready for Play*	Waves hands above head	Depends on Result of the play

Event	Play Clock Starts at	Game Clock Starts at	Covering Officials' Signal	Referee's Signal
Penalty Administration	25	Ready for Play*	Waves hands above head	Depends on Result of the play
Charged Team Timeout	25	Snap	Waves hands above head	Ready for Play
Injury/Helmet Off of Offensive Player	25	Ready for Play	Waves hands above head	Depends on Result of the play
Measurement	25	Ready for Play	Waves hands above head	Depends on Result of the play
Change of Possession-Team B Snaps the ball	25	Snap	Waves hands above head	Ready for Play
Touchdown	25	N/A	Touchdown	Ready for Play
Try, Safety	25	Varies**	Varies**	Ready for Play
Start of Each Period	25	Snap	N/A	Ready for Play
Legal Kick	25	Snap	Waves hands above head	Ready for Play
Start of Overtime	25	N/A	N/A	Ready for Play
Other Administrative Stoppages ***	25	Ready	Waves hands above head	Depends on Result of the play

* If event does not occur in conjunction with any other event that stops the clock.

** The game clock will start on the free kick by rule.

*** Includes inadvertent whistle and period extension.