



# 2008 NCAA FOOTBALL 40/25 SECOND SUMMARY



| Situation  | Game Clock  | Play Clock   | Mechanics   | Rule Reference                               |
|--|---|--|---|--|
| Kick Off   | Stops When Legally Touched/Ball Crosses B's GL Coming Out   | R Chops in 25-sec when BJ is at SL                     | BJ hands ball to kicker then moves to SL, puts hand up. R chops in 25-sec clock                       | 3-2-5  |
| Running Play Ends IB   | Running   | 40-sec Clock Starts at end of play after a "One-count" | Official whistles/extends hand up overhead at end of play   | 3-2-4-b-1 (New)                              |
| Running Play Ends OB   | Stops until re-spotted IB (Except last 2 minutes each half - Starts on Snap)                          | 40-sec Clock Starts at end of play after a "One-count" | Official kills clock at OB spot. R will wind once ball is re-spotted IB                               | 3-2-4-b-1 (New); 3-2-5-a-12 (New)            |
| Fumble OB (FWD or BKWD)  | Stops until re-spotted IB (Except last 2 minutes each half - Starts on Snap)                          | 40-sec Clock Starts at end of play after a "One-count" | Official kills clock at OB spot. R will wind once ball is re-spotted IB                               | 3-2-4-b-1 (New); 3-2-5-a-12 (New)            |
| Backward Pass OB   | Stops until re-spotted IB (Except last 2 minutes each half - Starts on Snap)                          | 40-sec Clock Starts at end of play after a "One-count" | Official kills clock at OB spot. R will wind once ball is re-spotted IB                               | 3-2-4-b-1 (New); 3-2-5-a-12 (New)            |
| Incomplete Pass  | Stops; Starts on Snap   | 40-sec Clock Starts at end of play after a "One-count" | Official signals incomplete   | 3-2-4-b-1 (New); 3-2-5-a                     |
| First Down - IB  | Stops until re-spotted IB & chains set  | 40-sec Clock Starts at end of play after a "One-count" | Official kills clock at IB spot beyond L-T-G. R will wind once ball is re-spotted IB & chains are set | 3-2-4-b-1 (New); 3-2-5-a-1                   |
| First Down - OB  | Stops until re-spotted IB (Except last 2 minutes each half - Starts on Snap)                          | 40-sec Clock Starts at end of play after a "One-count" | Official kills clock at OB spot beyond L-T-G. R will wind once ball is re-spotted IB & chains are set | 3-2-4-b-1 (New); 3-2-5-a-1; 3-2-5-a-12 (New) |
| Measurement - Play Ends IB                                       | Stops until re-spotted IB & chains set  | 25-sec Clock Starts at R's wind                        | Official kills clock for measurement. R will wind once ball is re-spotted IB & chains are set         | 3-2-4-c-5 (New)                              |
| Measurement - Play Ends OB                                       | Stops until re-spotted IB (Except last 2 minutes each half - Starts on Snap)                          | 25-sec Clock Starts at R's chop                        | Official kills clock for measurement. R will chop once ball is re-spotted IB & chains are set         | 3-2-4-c-5 (New); 3-2-5-a-12 (New)            |
| Penalty - Dead Ball  | Stops until re-spotted & chains set - clock will retain status prior to foul or by rule (3-4-3, etc.) | 25-sec Clock Starts at R's chop/wind                   | Official kills clock for foul. R will chop/wind once ball is re-spotted & chains are set              | 3-2-4-c-1 (New)                              |
| Penalty - Live Ball  | Stops until re-spotted & chains set - clock will retain status prior to foul or by rule (3-4-3, etc.) | 25-sec Clock Starts at R's chop/wind                   | Official kills clock for foul. R will chop/wind once ball is re-spotted & chains are set              | 3-2-4-c-1 (New)                              |
| Punt Play - B Possession   | Stops; Starts on Snap   | 25-sec Clock Starts at R's chop                        | Official kills clock for end of punt play. R will chop once ball is re-spotted & chains are set       | 3-2-5-d; 3-2-4-c-6 (New)                     |
| Punt Play - A Possession   | Stops; Starts on Snap   | 25-sec Clock Starts at R's chop                        | Official kills clock for end of punt play. R will chop once ball is re-spotted & chains are set       | 3-2-4-c-7 (New)                              |
| Time Out - Team or Media   | Stops; Starts on Snap   | 25-sec Clock Starts at R's chop                        | Official kills clock for Time Out. R will chop once Time Out is over                                  | 3-2-4-c-2 & 3 (New)                          |
| Time Out - Injury  | Stops; clock will retain status prior to injury   | 25-sec Clock Starts at R's chop                        | Official kills clock for Time Out. R will chop once Time Out is over                                  | 3-2-4-c-4 (New)                              |
| Score - TD, PAT, FG, Safety                                      | Stops; clock will start according to free kick or OT rules  | 25-sec Clock Starts at R's chop                        | Official kills clock for score. R will chop once ball is set for succeeding play (PAT, free kick, OT) | 3-2-4-c-8 (New)                              |
| End of 1st/3rd Periods - Running Clock UNDER 40                  | Running   | 40-sec Clock Off                                       | When previous play ends with game clock under 40 seconds, clock operator with turn off the play clock | 3-2-2-f                                      |
| End of 1st/3rd Periods - Running Clock UNDER 40 gets interrupted | Stops; clock will retain status prior to interruption or by rule (3-4-3, etc.)                        | 25-sec Clock Starts at R's chop/wind                   | R will single arm "pump" up to reset play clock to 25 seconds, then chop/wind                         | 3-2-2-f                                      |
| Start of New Period (Including OT "Innings")                     | Stops; Starts on Snap   | 25-sec Clock Starts at R's chop                        | R will chop once ball interval is over  | 3-2-4-c-9 & 10 (New)                         |
| Instant Replay   | Stops until re-spotted & chains set - clock will retain status prior to IR or by rule                 | 25-sec Clock Starts at R's chop/wind                   | Officials kill clock for IR. R will chop/wind once ball is re-spotted & chains are set                | 3-2-4-c-11 (New)                             |
| Inadvertent Whistle  | Stops until re-spotted IB & chains set (Except a kick down)   | 25-sec Clock Starts at R's chop/wind                   | R will single arm "pump" up to reset play clock to 25 seconds, then chop/wind                         | 3-2-5-a-5                                    |
| Other Administrative Stoppages                                   | Stops; clock will retain status prior to interruption or by rule                                      | 25-sec Clock Starts at R's chop/wind                   | R will single arm "pump" up to reset play clock to 25 seconds, then chop/wind                         | 3-2-4-c-7 (New)                              |

**NOTES:**

- 1 **Inter-40** second count is interrupted for reasons beyond the control of the officials or the play-clock operator (e.g., clock malfunction), the referee shall stop the game clock and signal (both palms an over-the-head pumping motion) that the play clock should be re-set at 40 seconds and started immediately.
- 2 If the event that the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall stop the game clock and signal that the play clock be set at 20 seconds. When play is to be resumed, the referee will give the ready-for-play signal [S] and the play clock shall begin the 25-second count. The game clock shall start on the snap (Rule 3-2-5-b).