

2023 NCAA Football <i>Game & Play Clock</i> (Updated 7/10/23)	START	SET
<u>Next play is snap and the ONLY STOPPAGE WAS:</u>	<u>Game Clock</u>	<u>Play Clock</u>
Injury - Team A player	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	25
Injury -Team B player	Wind	40
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	40
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	40
Helmet off - Team A player	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	25
Helmet off -Team B player	Wind	40
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	40
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	40
Helmets off or Injuries on both A and B = no 10 second run off	Wind	40
Foul - Team A	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	25
Foul - Team B foul	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off accepted	Wind	25
<i>Under 1:00 2&4 QT</i> 10 second run off declined	Snap	25
Out of bounds -Team A runner	Wind	40
<i>Under 2:00 2&4 QT</i>	Snap	40
Out of bounds- Team A backward pass	Wind	40
<i>Under 2:00 2&4 QT</i>	Snap	40
Out of bounds - Team A fumble forward out of bounds	Wind	40
Out of bounds - Team A fumble backward out of bounds	Wind	40
<i>Under 2:00 2&4 QT</i>	Snap	40
Team A dead ball inbounds	Running	40
Timeout - Ball becomes illegal	Snap	25
Timeout - Mandatory or illegal equipment	Wind	25
Timeout - Team	Snap	25
Timeout - Replay or Media	Previous status	25
Timeout - Head coach conference or challenge	Wind	25
Timeout - Referee interrupts 40/25 clock	Wind	25
First Down - Possible or Awarded via measurement	Wind	25
First Down - Awarded Team A (except under 2:00 2&4 QT)	Running	40
<i>Under 2:00 2&4 QT</i>	Wind	40
First Down - Possession change A-B-A (except under 2:00 2&4 QT)	Running	40
<i>Under 2:00 2&4 QT</i>	Wind	40
First Down - Team B	Snap	25
First Down - Possession change A to B, B foul, possession back to A	Wind	25
TD, FG or Safety scored but play repeated	Snap	25
Play following Free Kick (KO and free kick following safety)	Snap	40
Play following legal scrimmage kick	Snap	25
Play following scrimmage kick beyond neutral zone or return kick	Snap	25
Free Kick touched in field of play	Legal Touch	40
Kickoff in end zone and B returns	Ball enters field of play	40
Delay - offense	Previous status	25
Delay - offense (in scrimmage kick formation)	Snap	25
Delay - offense (3-4-3 consuming time)	Snap	25
Delay - defense (not letting A player up)	Snap	25
Incomplete pass	Snap	40
Play clock interruption	Previous status	25
Inadvertent whistle – except legal kick play	Wind	25
Illegal pass to conserve time	Wind	25
Start of 2 & 4 quarter	Snap	25
Touchdown	Try/Untimed Down	40
Live ball foul on play when 1 & 3 QT expires = no extension of quarter	Snap to start next quarter	25
Live ball foul on play when 2 & 4 QT expires = extend quarter	Untimed Down	25
LOD foul by team in possession = extend at offended team's option	Untimed Down or End of Qt	25 or End of Qt
<i>QB Spike - :02 or less any QT = no clocking</i>	Last Play	
<i>QB Spike - :03 and above any QT = may clock if done in time</i>	Stopped	40
Penalty by team tied or ahead under 2:00 in 2&4 QT	OPTION	25
Note: 10 second run off rules supersedes all other timing rules		
When two or more stoppages occur on the same play, snap supersedes wind		