



MEMORADUM

August 17, 2006

TO: NCAA Football Conference Administrators, Coordinators of Officials,  
and Sports Information Directors.

FROM: John Adams, secretary-editor  
Football Rules Committee.

SUBJECT: Timing Rules.

Enclosed with this memorandum are several documents intended to clarify how the rules changes for this season will affect clock operators and statistics staffs at NCAA football games. Please forward these instructions and reminders for timing to your clock operators and statistical crews for their use as they prepare for the season.

If you have any questions regarding this information, please contact me at 303/799-9221, ext. 222.

Thank you for your attention and good luck this season.

JA:nb

Enclosure

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## GAME CLOCK OPERATOR PREGAME CHECKLIST

1. Physical location.
2. Can you communicate with the field?
3. Can you hear the Referee's microphone?
4. How many clock and where are they located throughout the stadium?
5. Which clock is official?
6. Clock adjustments – Do you or does someone else? If not, how do you communicate with that person.
7. Have you tested the clocks today?
8. Have you had any mechanical problems with the clocks
9. Use OFFICIALS ON THE FIELD SIGNALS – They will repeat.
  - a. Look to the Referee FIRST
  - b. Next look to the SIDE JUDGE

### DO NOT DECIDE ON YOUR OWN

10. Start clock on KICKOFF WHEN “THE TOE MEETS THE BALL”
11. CROWD NOISE
12. FIELD GOAL ATTEMPT: STOP CLOCK ON OFFICIALS SIGNAL  
(GOOD/NOT GOOD) – FIELD GOALS SHOULD NOT TAKE MORE THAN  
5 SECONDS
13. HALF TIME – start on Referee's signal
14. Make sure at the start of each quarter there is 15 minutes on the clock
15. If false start or encroachment is called WITH the game clock stopped, make sure  
**NO time runs of runs off the clock.** Referee should announce that time will be put back on  
to the clock.  
**TIMER should have a written record of each time the clock is stopped.**

**NCAA TIMING FOR 2006 -- CLOCK STARTS WHEN:**

**A. FREE KICKS - Kickoffs, After Safety**

1. "Toe Meets Ball"

**B. SNAP**

1. Charged Team Timeout
2. Team A is in possession of the ball at the end of scrimmage kick down.
3. Start of a quarter
4. Live ball goes out of bounds
5. Incomplete forward pass

**EXCEPTIONS:**

--ITEMS 4 & 5 ARE SUPERCEDED WHEN TEAM B "IS AWARDED" A FIRST DOWN

--THE CLOCK WILL BE STARTED ON THE READY FOR PLAY

**C. THE CLOCK WILL BE STOPPED AND STARTED ON THE READY FOR PLAY**

1. When Team B is AWARDED a first down
2. When Team A is AWARDED a first down
3. Referee's Timeout
  - a. Injury (player or official)
  - b. Runner's helmet comes off
4. Referee's discretion
5. Complete a penalty
6. Inadvertent whistle ( EXCEPTION: During legal kick
7. Head Coaches Conference or CHALLENGE
8. Sideline warning
9. Illegal pass to CONSERVE time
10. Measurement
11. Ball in Officials possession
12. Fumble out of bounds in ADVANCE of spot of fumble

**D. THE GAME CLOCK WILL BE STOPPED WHEN:**

1. Team A is in possession of the ball at the end of scrimmage kick down.
2. Touchdown, Field Goal, Touchback, Safety
3. Injury Timeout
4. Complete a penalty
5. Live ball goes out of bounds

6. Incomplete forward pass
7. When Team A or B is awarded a first down
8. Inadvertent whistle is sounded
9. Measurement
10. Charged Team timeout
11. Delay caused by both teams
12. Sideline warning

**D. THE GAME CLOCK WILL BE STOPPED WHEN:** (Continued)

13. Ball becomes illegal
14. Ball in officials possession
15. Mandatory equipment is illegal
16. Legal kick down has ended
17. Return kick is made
18. Scrimmage kick is made beyond the neutral zone
19. 25 second clock is interrupted by circumstances beyond the control of either team
20. Runner's helmet comes off
21. REFEREE ONLY SHALL DECLARE A TIMEOUT
  - a. Head Coach conference or CHALLENGE
  - b. Unfair Noise
  - c. Media timeout
  - d. Discretionary

**E. Clock does NOT run during a TRY.**

**F. The game clock is NOT operated during OVERTIME**

**G. Quarters are 15 minutes in duration**

**H. HALF TIME IS DETERMINED BY GAME ADMINISTRATION**

1. Clock starts when ALL players and coaches are clear of the field

**I. MISCELLANEOUS POINTS**

1. Field goals are not to exceed 5 seconds.
2. If the clock is to start on the snap and the clock is stopped. If there is a false start and time is run off the clock. Referee should announce that time will be put back on to the clock.
3. NOTE: TIMER should have a written record of each time the clock is stopped.

### STARTING THE CLOCK – TEAM B Possession

**Guideline:** The clock starts on the ready if the clock was stopped to award a first down to Team B, including following a touchback or if an accepted penalty results in a Team B first down i.e. play #9.

**Exceptions:** (a) period ends; (b) team timeout.

#	PLAY SITUATION	CLOCK STATUS
1	<i>PUNT: B44 completes a fair catch, ball rolls out of bounds or touchback.</i>	<i>READY (B first down)</i>
2	<i>PUNT: B44 advances and runs out of bounds. Team B offside. Penalty accepted.</i>	<i>READY (Stopped to award B first down)</i>
3	<i>PUNT: Ball, untouched, hits ground in Team B's end zone. Team A takes a timeout.</i>	<i>SNAP (After any team timeout)</i>
4	<i>PUNT: B44 advances, fumbles and A66 recovers while grounded.</i>	<i>SNAP (A snaps after punt)</i>
5	<i>PUNT: B44 muffs untouched punt beyond the neutral zone. A66 recovers.</i>	<i>SNAP (A snaps after punt)</i>
6	<i>PUNT: Third down. Blocked. Ball does not cross neutral zone. A66 recovers while grounded.</i>	<i>SNAP (A snaps after punt)</i>
7	<i>PUNT: Third or fourth down. Blocked. Ball does not cross neutral zone. B55 recovers while grounded. B99 commits a live ball foul.</i>	<i>READY (Stopped to award B first down)</i>
8	<i>FREE KICK: B44 advances and runs out of bounds. Team A only had three players to one side of the kicker. Penalty is accepted from previous spot.</i>	<i>READY (Stopped to award B first down)</i>
9	<i>FREE KICK: B44 advances and fumbles. A66 recovers and scores a touchdown. A77 grasps B44's face mask during B44's advance.</i>	<i>READY (B first down)</i>
10	<i>PASS: A88 fumbles on B's 6. Ball is on B's 2 when B44 bats the ball backward. Ball hits goal line pylon. Team B roughs passer. Penalty is accepted.</i>	<i>SNAP (Score A would have been awarded a safety)</i>
11	<i>PASS: B44 intercepts in B's end zone. Fumble from end zone rolls out of bounds on B's 2.</i>	<i>READY (TB B first down)</i>

12	<i>PASS: B44 intercepts, advances and fumbles. A66 recovers while grounded.</i>	<i>READY (A first down)</i>
13	<i>PASS: Fourth down. A12's legal forward pass is incomplete. Team B commits pass interference.</i>	<i>READY (Stopped to award B first down)</i>
14	<i>RUN: A33's fumble hits Team B's goal line pylon. Team B commits a personal foul during the down. Penalty is accepted.</i>	<i>READY (Stopped to award B first down touchback)</i>
15	<i>RUN: Fourth and 3. A33 runs out of bounds for no gain. Team B offside. (Clock would have started on snap if Team A had gained a first down)</i>	<i>READY (Stopped to award B first down)</i>
16	<i>RUN: Fourth and 3. A33 runs out of bounds for a gain of about three yards. Team B offside. (Clock starts on snap if Team A gains a first down, on the ready if short of the line to gain, stopped to award B first down)</i>	<i>SNAP/READY (Measurement required)</i>

**ALL of the above plays were approved by John Adams at the Summer CCA Supervisors Meeting on June 10, 2006.**

**Mental Checklist to assist in correctly enforcing the clock status:**

1. WHY did you stop the clock?
2. Eliminate fouls from your thinking in answering Question 1.
3. If the answer is, TO AWARD TEAM B A FIRST DOWN.....Ready For Play signal!!!

**2006 GAME CLOCK OPERATOR**

**QUICK REFERENCE GUIDE**

1. LOCATION /COMMUNICATION METHOD
2. CLOCKS SYNCHRONIZED
3. ADJUSTMENT CAPABILITIES
4. GO WITH OFFICIALS SIGNALS, SIDE JUDGE WILL REPEAT
5. REVIEW TIMING RULES CHANGES ( SEE TIMING SHEET 2006)
6. SET CLOCK TO 15 MINUTES BEFORE TEAMS LINE UP 1 & 3 QUARTERS
7. HALFTIME RUN THE ENTIRE TIME 20 MINUTES
8. REFEREE WILL START HALFTIME CLOCK
9. KICKOFF –FREE KICK “TOE MEETS THE BALL”
10. FUMBLED FORWARD OUT OF BOUNDS – READY FOR PLAY
11. FUMBLED BACKWARD OUT OF BOUNDS – SNAP
12. CROWD NOISED –SNAP
13. SCORING PLAYS –STOP ON SIGNALS

14. MEASUREMENTS, PENALTY MEASUREMENT-
  - a. WATCH REFEREE (WHITE HAT) (READY –FOR PLAY)
  - b. FOCUS ON THE REFEREE DURING THESE TIMES
15. WHEN CLOCK HAS BE STOPPED FOR INCOMPLETE PASS, OUT OF BOUNDS, CHARGED TEAM TIMEOUTS, SCORING PLAY (*EXCEPTION TRY AFTER TOUCHDOWN*) -- CLOCK WILL NEXT START ON THE SNAP. NO SIGNAL WILL BE GIVEN
16. PLAYS CLOSE TO THE SIDELINE - OFFICIALS WILL WIND
  - a. LET THE CLOCK RUN WHEN IN DOUBT
17. OVERTIME- CLOCK IS NOT USED