NJFOA-North Electric Clock Operator Class

Guidelines

STARTING THE CLOCK

On a kickoff, start when legally touched (nearest official(s) will wind)

On the snap (when the ball is snapped by the offense).

On the Referee’s (white hat) ready for play wind.

MAJOR CLOCK STOPPAGES ( The game clock will start on the next snap.)

Incomplete Pass

Runner going out of bounds

Scores (TD, FGs, Safety)

Touchbacks

TEAM Timeouts

End of Quarter

Change of possession

Legal Kick Plays

After any Delay of Game Foul

MINOR CLOCK STOPPAGES ( The game clock will re-start on Referee’s ready for play signal.)

First down

Penalty

Injury or an Official’s Timeout

Player’s helmet comes off during the play

Measurements

\*\*\*\*Any combination of a minor clock stoppage plus a major clock stoppage would require the clock to start on the snap. “MAJOR trumps MINOR”

Starting clock on KOs

When the kick is touched by the RECEIVING team inbounds, the nearest official will wind the clock. (if they don’t, ECO should wind the clock)

Do not start the clock on a kickoff that goes out of bounds untouched by receivers.

Do not start the clock on a kickoff that goes into the end zone untouched by receivers.

NJ Modified Timing Rule (33 point deficit in the 2nd half)

For all levels of play, during the regular season and post season, if the score differential reaches 33 points or more, in the second half, the game clock will only stop for penalties, injuries, timeouts (team or official) or score. (see P.I.T.S. below)

Game Clock continues to run except in the following conditions: (P.I.T.S.)

**P**enalty…**I**njury…**T**imeout(team or official)…**S**core

**\*\*\* Even if the score differential drops below 25 (24 or less) points, we will remain in P.I.T.S. format.\*\*\***

Notes

Each quarter is 12:00. Halftime is at the direction of the home team management.

When the clock is stopped and next started with a legal snap, no official will wind the clock. The ECO will start the clock when the ball is snapped.

During an extra point try the clock does not run. This is known as an untimed down.

During Overtime, the clock does not run. However, ECOs will still keep the down/distance and the score.

Under 2 minutes, penalty called. If the offended team accepts the penalty, the clock will start on snap. Unique situation – only under 2 minutes. Normally clock starts on ready for play after penalty.