TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Sr. Director of Officiating & Sports Management

Subject: Play Clock Bulletin; 8/13/21

These Rulings supersede any previous ones you have heard or read regarding Rule 3-6-1 (40/25 Second PC). Abbreviations: Game Clock (GC) & Play Clock (PC)

1. 40 Second PC: There are 4 times when we use the 40 second PC: A. A run that ends inbounds – all officials will use S7 & indicate the next down; B. A run that ends OOB – all officials will signal stop the GC & then signal the next down; C. An incomplete pass – covering officials will signal incomplete pass. All officials will then signal the next down; & D. Defensive Player is injured or has an equipment issue -- GC is stopped for an official’s time-out -- Reset PC to 40.

2. Administrative Stoppages: All other situations such as a Team Time-out; Officials Time-out (Exception – Defensive Player is Injured or an equipment issue); a Foul; Change of Possession; Prior to a Free Kick; Inadvertent Whistle; Prior to a Try; to Start a Period or OT. (This listing is not inclusive.) For an Administrative Stoppage the PC will be reset to 25 seconds.

3. Hustle But Do Not Hurry: Once the ball is dead the U will hustle to secure the ball, spot it, & immediately move “into position”. The term “in position” is defined as the U being clear of the linebackers (5 YDS) & looking at the Center. Obviously, the U will continue to move to his IP at 7 YDS. The U will communicate with the Center not to snap the ball until he is “in position”. If the Center snaps the ball before the U is “in position”, a Dead Ball, Delay of Game Foul will be enforced against Team A.

4. Dead Ball Officiating: It is Imperative that the Crew continues as we always have – officiate the Dead Ball Action.

5. Substitutions: The spotting of the ball & moving “into position” by the U is never delayed to allow for substitutions by either team.

6. Hustle But Do Not Hurry: Once the U is “in position” Team A can snap the ball. If the down box is not yet set, the HL will drop a bean bag.

7. Silent Wind: A3 runs for a first down & is tackled inbounds. The Crew stops the GC, the U spots the ball & moves “in position”, then the R & LJ will signal start the GC with a silent wind (no whistle).

8. Delay in Spotting the Ball: If, for whatever reason, there is a delay in spotting the ball of more than 15 seconds on a 40 second PC, the BJ and/or R will sound their whistles. The Crew will signal stop the GC (2X). The BJ/R will signal reset the PC to 25 seconds, then the R (with whistle) will mark the ball ready & wind the GC, if it was running. If it doubt, reset the PC to 25 seconds.
9. Chain Crew: Once the U is “in position” we do not delay for the chain crew or down box operator to “set the chains and/or box”. The HL will simply drop his bean bag.

10. Down Box Not Set: U has spotted the ball & is “in position”. If Team A snaps the ball before the down box is set & before the R/LJ silently wind the GC, this is a legal snap.

11. Fumble by Team A: If there is any delay in determining who has possession of the ball, the PC will be reset to 25 seconds due to the Administrative stoppage.

12. Double Change of Possession: A3 runs & fumbles, then B5 recovers the ball, runs & fumbles, then A5 recovers & is tackled. This is a double change of possession & a first down for Team A. PC is set at 40 seconds.

13. Legal Kick: K5 punts from behind the LOS & the punt travels beyond the NZ. R4 muff{s the punt, & K7 recovers. This is a legal kick & first down for the KT. Same ruling if the Receiving Team catches or recovers the punt. PC is set at 25 seconds.

14. Close to a First Down: If the LJ is not sure if the Runner has reached the line to gain for a first down, he will stop the GC, and then ask the R to “take a look”. This is an administrative stoppage. Set the PC at 25 seconds.

15. Late in the Period: If the GC has less than 40 seconds & the PC were to be set at 40 seconds, the PC is shut down if the GC is running. If the GC has less than 25 seconds & the PC were to be set at 25 seconds, it is shut down if the GC is running.

16. BJ & Count Down: Whether there is a visible PC or not, the BJ will continue to visibly count down 5-4-3-2-1.

17. Communication with Head Coaches: When meeting with each HC ask him “if his team goes fast”. If so, emphasize that they cannot snap the ball until the U is “in position”.

18. Varsity Only: The 40/25 second PC will be used in Varsity Games ONLY.