

# NJFOA – North Jersey Chapter

## 40-second Play Clock Techniques

*Crew's goal should be to set the ball ready for play and return to their pre-snap positions as expeditiously as possible but definitely within 10-12 seconds after the ball becomes dead, or more quickly if dictated by the offense's pace of play.*

When a down ends...	...the play clock	...and the game clock	Comments
...and the game clock continues to run	will be reset to 40-seconds and will start when the ball is declared dead	will continue to run	
...because a runner or loose ball is out of bounds	will be reset to 40-seconds and will start when the ball is declared dead	will start on the subsequent snap	
...because of an incomplete pass	will be reset to 40-seconds and will start when the ball is declared dead	will start on the subsequent snap	
...and Team A has advanced the ball beyond the line to gain	will be reset to 40-seconds and will start when the ball is declared dead	will start after the ball is set ready for play	R gives "silent wind" (no whistle)
...and a score of any type is ruled	will be reset to 25-seconds and will start with the R's RFP signal	will next start as dictated by rule	R sounds whistle with RFP signal
...and a touchback is ruled	will be reset to 25-seconds and will start with the R's RFP signal	will start on the subsequent snap	R sounds whistle with RFP signal
...and the game clock is stopped for... <ul style="list-style-type: none"> <li>• a foul during/after the down</li> <li>• a charged, Media, Heat/Humidity or officials TO</li> <li>• a new series to be awarded to Team B (or R)</li> <li>• the end of a period</li> <li>• a legal kick has occurred during the down</li> <li>• a replay review</li> <li>• any other administrative stoppage</li> </ul>	will be reset to 25-seconds and will start with the R's RFP signal	will start as dictated by rule	R sounds whistle with RFP signal