



EVENT	PLAY CLOCK STARTS AT	GAME CLOCK STARTS AT	REFEREE'S SIGNAL
Penalty Administration (*Offended team option under 2 minutes each half)	25	Ready*	Wind
Charged Timeout/Start of Period	25	Snap	Chop
Injury/Helmet Off/Equipment Team A	25	Ready	Wind
Injury/Helmet Off/Equipment Team B	40	Ready	Wind
Change of Possession - Team B Snaps	25	Snap	Chop
Touchdown	25	N/A	Chop
Try, Field Goal, Safety	25	Varies	Chop
Measurement	25	Ready	Wind
Legal Kick - New Series Awarded	25	Snap	Chop
Start of Overtime Period	25	N/A	Chop
Other Administrative Stoppages	25	Ready	Wind

Fold

Fold

EVENT	PLAY CLOCK STARTS AT	GAME CLOCK STARTS AT	REFEREE'S SIGNAL
Dead Ball Inbounds	40	Running	None
Dead Ball Out of Bounds	40	Snap	None
Incomplete Pass	40	Snap	None
Team A Awarded 1st Down (No measurement or other delay)	40	Signal	Wind
Double Change - (excluding kicks) Team A Snaps	40	Ready	Wind
Team B Foul	40	Ready	Wind

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