

NJFOA Electric Clock Operator 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 out of bounds (OB)	Score (TD, FG, Safety)
Touchback	TEAM Time-outs	End of Quarter
Change of possession (COP)	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 of an Official's Time-out	Measurements
Player's helmet comes off during the play	

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

Kick Offs:

- Start the clock:
 - When a kickoff is touched by the RECEIVING team inbounds, the nearest official will wind the clock.
- Do not start the clock:
 - When a kickoff **goes out of bounds** untouched by receivers.
 - When a kickoff **goes into the end zone** untouched by receivers.
- Onside and pooch kick situations: (always abide what the on-field officials do)
 - The KICKING team may touch/recover a kick that has traveled 10 yards, but they cannot advance it. Therefore, the clock would not start, the officials should not wind.
 - If the KICKING team touches and muffs the ball after it has traveled 10 yards and the RECEIVING team gains the ball, it cannot be advanced. Therefore, the clock would not start, the officials should not wind.

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.)

Penalty...Injury...Timeout (team or official) ...Score

*** If the score differential drops below 25 (24 or less) points, then regular timing rules go back into effect.***

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.