TO: OHSAA Football Officials

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

Subject: Play Clock Bulletin; 8/26/19

These Rulings supersede any previous ones you have heard or read, including, but not limited to State Clinics, State SRI Meetings, & Local Meetings regarding the new Rule 3-6-1 (40/25 Second Play Clock). This bulletin clarifies what we want done and supersedes CB Play 3.6.1.

1. 40 Second PC: There are 3 times when we use the 40 second Play Clock: 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 game clock & then signal the next down; & C. An incomplete pass – covering officials will signal incomplete pass. All officials will then signal the next down.

2. Administrative Stoppages: All other situations such as a Team Time-out; Officials Time-out; 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.) Check the OHSAAFB.COM website for a more complete listing.

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”. NEW – 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 Game Clock, the U spots the ball & moves “in position”, then the R & LJ will signal start the Game Clock 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 play clock, the BJ and/or R will sound their whistles. The Crew will signal stop the game clock (2X). The BJ/R will signal reset the play clock to 25 seconds, then R (with whistle) will mark the ball ready & wind the game clock, if it was running. If it doubt, reset the play clock 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 Play Clock 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. Play clock is set at 40 seconds.

13. **Legal Kick**: K5 punts beyond the LOS, R4 muffs the punt, & K7 recovers. This is a legal kick & first down for the KT. Play clock 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 game clock, and then ask the **R** to “take a look”. This is an administrative stoppage. Set the play clock at 25 seconds.

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

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

17. **Communication with Head Coaches**: When meeting with the Head Coaches ask them “if they go fast”. If so, emphasize that they cannot snap the ball until the **U** is “in position”.

18. **Varsity Only**: The new 40/25 second play clock will be used in Varsity Games ONLY.