

Clock Procedures

- **NJHFL Length of Quarters:** Each quarter is 10 minutes in length for B team on up. Youth team is 15 minute running time (unless the referee stops the clock), the last 2 minutes of each half is stop time (see below for stop time procedures).

Clock procedures per NFHS rules.

- **The Head Referee** – Is responsible for controlling play on the field as well management of the clock. The head referee typically lines up behind the team on offense and usually wears a white hat.
- **Starting/Stopping the Clock:**
 - Starting/re-starting the clock: **Only** the head referee starts/re-starts the clock. He will either wind his nearest arm in a windmill like motion, which indicates start clock immediately, or he may raise his arm over his head and make a snapping motion with fingers to indicate clock starts on the snap of ball. If no signal is made, clock starts on snap of the ball. **The clock operator should always keep an eye on head referee.**
 - Stopping the clock: Any referee can stop the clock. To stop the clock they will do so by waving their arms over their head. Once they do, clock is to stop immediately. Afterwards, watch head referee for re-starting of clock
- **Kick-offs** - The clock does not start until the RECEIVING TEAM touches the ball. The clock stops once the play is over (watch for stop signal). Clock re-starts when the ball is snapped by the offensive team.
- **First Downs** – If a first down is made, the clock stops (watch for stop signal), even if ball is in field of play. Once the ball is made ready for play (referee places ball on the field), the head referee will signal to re-start the clock. If the ball did go out of bounds, the clock re-starts on the snap (watch for start signal).
Please Note: If the referees are unable to visually verify a first down has been made, the head referee may call for a first down measurement. If he does, he will stop the clock for the measurement. Once the measurement has been made, he put ball back into play indicating either a first down has been made or how far it is to make the first down. Clock will then re-start on his motion and/or on the snap. Watch for his signal
- **4th down/punt situation** - If the clock was stop prior to i.e.: incomplete pass, ball out of bounds, the clock re-starts on the snap of the ball, otherwise clock keeps running until play is over. Watch head referee for signal.
- **Turnover of Ball** – If the ball is turned over by the offensive team i.e.: fumble, interception, fail to make first down. The clock stops once the play is over and/or on a referee signals for clock to stop. Clock re-starts on head referee's signal
- **Intermission** - 10 minutes in length. The field clock should be set to run and start on the head referee's signal.
- **Team Time-Out** - Any official may signal a team time-out and the clock stops. The clock will re-start on the snap of the ball.
- **Incomplete Pass** – The clock stops. It re-starts on the next snap.
- **Plays near the sideline** – Watch for the sideline official nearest to the play. He will either give a windmill motion to indicate the ball is in bounds to keep clock running or wave his arms over his head to indicate ball is out of bounds to stop clock. **Please Note:** If an apparent first down is made, any referee may make the motion to stop the clock after initially signaling to keep clock running. Be alert for both signals.
- **Scoring Play** - The clock stops following a touchdown, field goal, touchback or safety. Watch for stop signal
- **Extra point** – It is not a timed down. The clock **DOES NOT** run.
- **Penalties** – The clock will stop for penalties (immediately for illegal procedure and encroachment) or upon conclusion of the play for other penalties (watch for appropriate signal). If the clock was running when the penalty occurred, the officials will re-tart the clock when the ball is made ready for play. If the clock was stopped when the penalty occurred the clock will remain stopped until the snap. WATCH THE HEAD OFFICIAL FOR THE SIGNALS.
- **Injuries** – Referee(s) will stop the clock on any injury, clock re-starts when head referee signals to. If no signal, then clock starts on snap of ball.