

NCAA Football Game & Play Clock	START GAME CLOCK	SET PLAY CLOCK
Next play is snapped and the ONLY STOPPAGE WAS:		
Injury - Team A Player	Wind	25
Under 1:00 2&4 QT :10 run off accepted	Wind	25
Under 1:00 2&4 QT :10 run off declined	Snap	25
Injury - Team B Player	Wind	40
Under 1:00 2&4 QT :10 run off accepted	Wind	40
Under 1:00 2&4 QT :10 run off declined	Snap	40
Helmet - Team A Player	Wind	25
Under 1:00 2&4 QT :10 run off accepted	Wind	25
Under 1:00 2&4 QT :10 run off declined	Snap	25
Helmet - Team B Player	Wind	40
Under 1:00 2&4 QT :10 run off accepted	Wind	40
Under 1:00 2&4 QT :10 run off declined	Snap	40
Helmet Off or Injuries on both A & B anytime = no :10 runoff	Wind	40
Foul - Team A	Wind	25
Under 1:00 2&4 QT :10 run off accepted	Wind	25
Under 1:00 2&4 QT :10 run off declined	Snap	25
Foul - Team B	Wind	25
Under 1:00 2&4 QT :10 run off accepted	Wind	25
Under 1:00 2&4 QT :10 run off declined	Snap	25
Out of Bounds - Team A runner	Wind	40
Under 2:00 2&4 QT	Snap	40
Out of Bounds - Team A backward pass	Wind	40
Under 2:00 2&4 QT	Snap	40
Out of Bounds - Team A fumble forward out of bounds	Wind	40
Out of Bounds - Team A fumble backward out of bounds	Wind	40
Under 2:00 2&4 QT	Snap	40
Team A Dead Ball Inbounds	Running	40
Timeout - Team	Snap	25
Timeout - Replay or Media	Prev. Status	25
Timeout - Head Coach Conference or Challenge	Snap	25
Timeout - Referee Interrupts 40/25 Clock	Wind	25
First Down - Possible or Awarded via Measurement	Wind	25
First Down - Awarded Team A	Wind	40
First Down - Awarded Team B and will next snap the ball	Snap	25
First Down - Possession change A to B, possession back to A	Wind	40
First Down - Possession change A to B, B foul, possession back to A	Wind	25
TD, FG or Safety scored, but play is repeated	Snap	25
Free Kick; KO and Free Kick following safety	Snap	40
Scrimmage Kick - Touchback	Snap	25
Scrimmage Kick - Kick play ends	Snap	25
Scrimmage Kick beyond neutral zone	Snap	25
Free Kick in field of play	Snap	40
Kickoff in end zone and R touches	Ball in field of play	40
Delay - Offense	Wind	25
Delay - Offense in scrimmage kick formation	Snap	25
Delay - Offense (3-4-3 burning time)	Snap	25
Delay - Defense not letting A player up	Snap	25
Incomplete Pass	Snap	40
Play Clock Interruption	Prev. Status	25
Inadvertent Whistle (Except legal kick play)	Wind	25
Illegal Pass to conserve time	Wind	25
Start of 2 & 4 Quarter	Snap	25
Touchdown	Try/Untimed Down	40
QB Spike - :02 or less any QT = No Clocking	Last Play	
QB Spike - :03 and above any QT = may clock if done in time	Snap	40
Penalty by team tied or ahead - under 2:00 in 2&4 QT	OPTION	25

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