

# Clock Operator



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# The Clock Operator's Role

- You are a part of the crew
- You can have the same (or even more of an) impact on the game as the other officials.
- Display professionalism to the game staff and fans in the press box and stands.





# Tools

- Collared shirt
  - Blue CFOA polo preferred
  - If you are field qualified, have your uniform in the car.
- Long pants
- Close-toed shoes with socks
- A countdown timer that is NOT a cell phone
  - Digital watch, stopwatch, kitchen timer





# Pregame Responsibilities

- Read Rule 3
- Contact R as soon as you receive your game assignment
- Arrive at meeting time/place set by R
- Participate in pregame meeting
  - When will clock hit 0:00 prior to coin toss
  - Procedure to correct clock, if needed
  - Halftime
  - Overtime
  - Running clock
  - Postgame meeting place, if needed
  - Get crew card





# Arriving at the press box

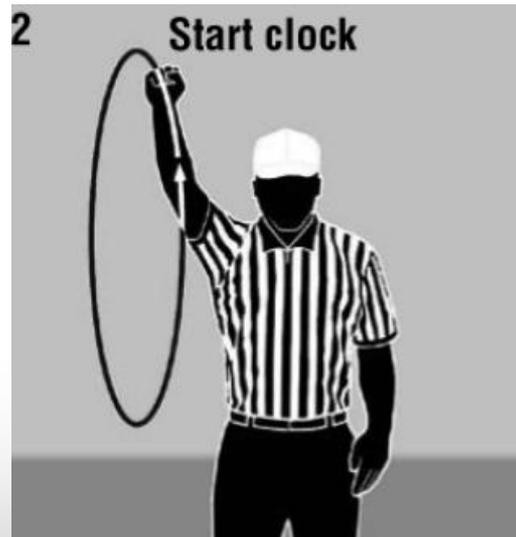
- Give crew card to PA announcer
- Familiarize yourself with the controller
  - Set clock to hit 0:00 at agreed upon time (usually 6:55)
  - Turn off auto-horn
  - Turn off tenths, if able
- If the school furnishes someone to keep down and distance, allow them to do so.
- Do not allow horn to sound during national anthem.





# Starting the clock

- Only the Referee can signal to start the clock:
  - EXCEPTION: On a free kick, start on any official's signal.





# Starting the clock

- If the ball is snapped and the clock isn't already running – start it:
  - EXCEPTIONS: (1) The clock doesn't run on a try. (2) Any other untimed down by rule.





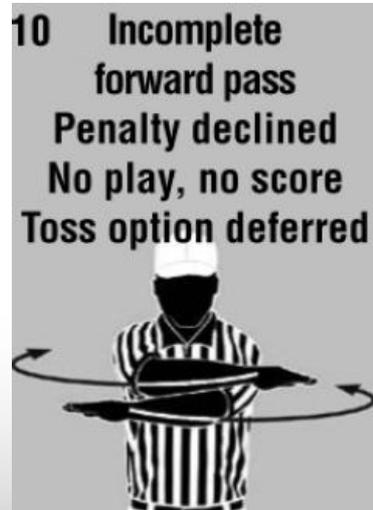
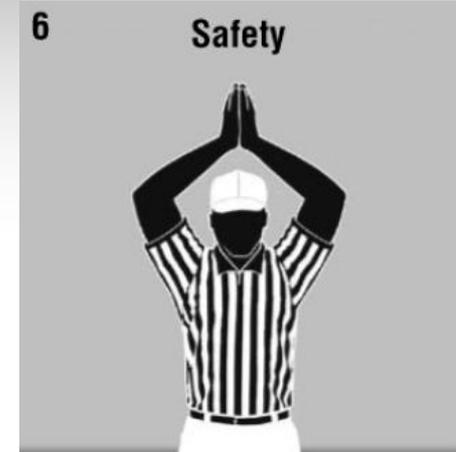
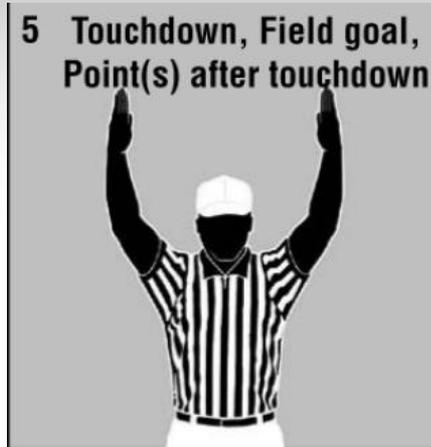
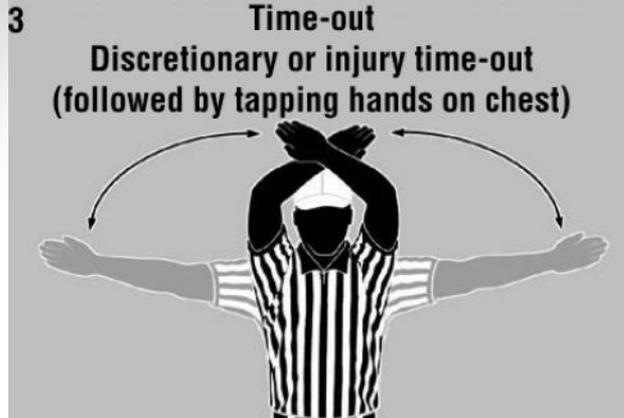
# Stopping the clock

- Any on-field official can stop the clock.
- What are the five signals that stop the clock?





# Stopping the clock





# Halftime

- Set the clock for 17:00 (varsity)
  - Wait for Referee's signal to start
  - If you're joining the crew at halftime, use your aux. timer and make sure you're back before time expires.
- At the end of 17 mins., set the clock for 3:00 and start it.
  - Even if the band is still playing.
  - Don't wait for a signal.
- At the end of 17+3, set clock for 3<sup>rd</sup> quarter.





# Running clock

- When a team has a 35+ point lead in the 2<sup>nd</sup> half.
  - Discuss signal in pregame
- Once running clock rules are in effect – do not revert to regular timing – even if the margin decreases.
- Only stop the clock on Referee's signal. All other officials will continue regular mechanics.





# Clock malfunction

- Aren't you glad you brought your watch?
- Go down to the field and mirror the LJ outside the two-yard belt. Relay time to them as needed.
- Do not return to the press box until there's a natural stoppage.
  - Time out or end of period.
- Four-minute warnings.





# Overtime

- At the end of regulation with a tie score, put 3:00 on the clock and start it.
- Once the 3 mins. elapses, leave the clock at 0:00.
- Stay in the press box and keep score.





# Postgame

- When the game is over – get out.
  - Don't wait around to chat or discuss the game.
- Move quickly through the stands to exit.
- Meet up with the rest of the crew.
  - Whatever/wherever you discussed during pregame.





# Emergency Action Plan

- The referee is responsible for making sure all officials are accounted for, this includes the clock operator.
- In the event of a problem in the stands or on the field, immediately step away from the window and remain out of sight of the fans.
- The clock operator should not attempt to leave the press box until security arrives. If no press box, retreat to a safe area as soon as possible. Referee discuss this with game administrators before the game.

