



2024 Football Clock-Operator Study Guide

Number	Question	Answer A	Answer B
1	If a touchdown is scored, the game clock will be stopped when the covering official gives the touchdown signal. (Football Manual #8 on page 129)	True	False
2	When halftime is over, set the clock to 4:00 for the mandatory warm-up period, and start it immediately. (Football Manual #12 on page 129)	True	False
3	The ball is run up the middle and is short of the line-to-gain. A 40-second clock starts when the ball is declared dead but the game clock does not stop. (Case Play Comments, 3.6.1 Comment 2 (1))	True	False
4	A pass is complete for a first down and the tackle is inbounds, but A77 is flagged for holding during the play. The game clock stops to administer the penalty if accepted. If this happens inside the last two minutes of either half, Team B is given the option to start the game clock on the snap. (Case play 3.6.1 Comment 2 (5))	True	False
5	The game clock shall start for a period if a period begins with a snap, when the ball is legally snapped. (Rule 3-4-1b)	True	False
6	If time for any period expires during a down (clock indicates 0:00), play shall continue until the down ends, even if a mechanical signal is allowed to sound. (Rule 3-3-2)	True	False
7	Unless the game clock is already stopped, an official's time-out shall be taken as soon as the ball becomes dead following a change of team possession or whenever the covering official declares the ball dead, and it appears to the game official the ball has reached the line-to-gain. (Rule 3-5-9)	True	False
8	A charged Time-Out is 2 minutes. (Rule 3, TABLE 3-1)	True	False
9	There shall be a Mandatory Warm-Up period of 3 minutes following intermission. (Rule 3, TABLE 3-1)	True	False
10	On an incomplete pass, the 40-second play clock starts immediately when the ball is declared dead but the game clock stops and then starts on the snap. (Case Play 3.6.1 Comment 2 (2))	True	False
11	To reset the Play Clock, the Referee shall stop the game clock if running and signal with both palms open in an over-the-head pumping motion that the Play Clock should be reset at 40 seconds and started immediately. (Case Play 3.6.1 SITUATION A)	True	False
12	When the ball is dead after a running play that ends out of bounds, the 40-second play clock is not started. (Case Play 3.6.1 COMMENT C)	True	False
13	The Referee has the authority to start or stop the game clock or the play clock if in the Referee's opinion one team is illegally conserving time or consuming time. (Case Play 3.4.6 COMMENT)	True	False
14	Team B is trailing with less than two minutes remaining in the game. On third down, A53 commits a holding foul and Team A is stopped short of the line to gain inbounds. RULING: Whether or not B accepts A's foul for holding, B may choose to start the game clock on the snap. (Rule 3-6-1; Case Play 3.4.7 SITUATION D)	True	False
15	In overtime, each team is allotted one time out. Unused time outs in regulation carry over to the overtime period. (Rule 3-5-1)	True	False

16	Clock Operators shall observe and follow the signals given by the officials on the field even if their signals are incorrect according to rule. (Football Manual #4 on page 128)	True	False
17	Clock Operators shall make no statement to any coach, representative of the press box or other persons about what takes place on the field. (Football Manual #9 on page 131)	True	False
18	If an overtime period is to be played, stay at your position. The play clock will be used in the overtime period. (Football Manual #10 on page 131)	True	False
19	The Referee shall have the authority to correct obvious errors in timing by the game clock if discovery is prior to the second live ball following the error. (Rule 3-4-8)	True	False
20	The game clock shall start for a period if a period begins with a free kick when the kick is touched, either by K or R. (Rule 4-1a)	True	False