

<i>2024 NCAA Football Game &amp; Play Clock (Updated 6/1/24)</i>	START	SET
<b>Next play is from scrimmage and the ONLY STOPPAGE WAS:</b>	<u>Game Clock</u>	<u>Play Clock</u>
<b>Two-Minute Time Out ("2m Time Out") - new for 2024</b>	<b>Snap</b>	<b>25</b>
Team A injury or helmet off	Wind	25
<i>After 2m Time out - 10 second run off accepted</i>	Wind	25
<i>After 2m Time out - 10 second run off declined</i>	Snap	25
Team B injury or helmet off	Wind	40
<i>After 2m Time out - 10 second run off accepted</i>	Wind	40
<i>After 2m Time out - 10 second run off declined</i>	Snap	40
Helmets off and/or Injuries on both teams after 2m TO = no 10 sec run off	Wind	40
Replay created 10 second run off	Wind	25
Foul by either team	Determined by result of play	25
<i>After 2m Time out - 10 second run off accepted</i>	Wind	25
<i>After 2m Time out - 10 second run off declined</i>	Snap	25
Team A runner, backwards pass, or backwards fumble out of bounds	Wind	40
<i>After 2m Time Out</i>	Snap	40
Team A fumble forward out of bounds	Wind	40
Team A scrimmage play ends inbounds short of line to gain	Running	40
Timeout - Ball becomes illegal	Snap	25
Timeout - Mandatory or illegal equipment	Wind	25
Timeout - Team	Snap	25
Timeout - Replay or Media	Previous status	25
Timeout - Head coach conference or challenge	Wind	25
Timeout - Referee interrupts 40/25 clock	Wind	25
Timeout - Measurement	Wind	25
<b>First Down - Awarded Team A - all levels (new for DIII)</b>	<b>Running</b>	<b>40</b>
<i>After 2m Time Out</i>	Wind	40
<b>First Down - Possession change A-B-A - all levels (new for DIII)</b>	<b>Running</b>	<b>40</b>
<i>After 2m Time Out</i>	Wind	40
First Down - Team B	Snap	25
First Down - Possession change A to B, B foul, possession back to A	Wind	25
TD, FG or Safety scored but down repeated	Snap	25
Free Kick touched in field of play	Legal Touch by B	---
Kickoff caught in end zone and B returns	Ball enters field of play	---
Play following Free Kick	Snap	40
Play following legal scrimmage kick	Snap	25
Play following scrimmage kick beyond neutral zone or return kick	Snap	25
Delay - offense	Previous status	25
Delay - offense (in scrimmage kick formation)	Snap	25
Delay - offense (3-4-3 consuming time)	Snap	25
Delay - defense (not letting A player up)	Snap	25
Incomplete pass	Snap	40
Play clock interruption	Previous 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	---	40
Live ball foul on play when 1 & 3 QT expires = no extension of quarter	Snap to start next quarter	25
Live ball foul on play when 2 & 4 QT expires = extend quarter	Untimed Down	25
<i>LOD foul by team in possession = only extend by offended team's option</i>	Untimed Down or End of Qt	25 or End of Qt
<i>QB Spike - :02 or less any QT = no clocking</i>	Last Play	---
<i>QB Spike - :03 and above any QT = may clock if done in time</i>	Snap	40
Penalty by team tied or ahead and result of play would restart on RFP after 2m TO	Offended team's Option	25

**Note: 10 second run off rules supersedes all other timing rules**

**When two or more stoppages occur on the same play: snap supersedes wind and 40 supersedes 25**