



## COLLEGE FOOTBALL OFFICIATING, LLC

### 10-SECOND RUNOFF: PLAY SITUATIONS

#### RULE REFERENCES

<u>Foul:</u>	Rule 3-4-4
<u>Helmet Off:</u>	Rule 3-3-9-b-2
<u>Injury:</u>	Rule 3-3-5-f

In each of the following plays, assume that:

- The game clock is running with less than one minute in the half when the ball is snapped.
- A helmet coming off is not the result of a foul by the opponent.
- Each team has at least one timeout remaining.

#### FOUL THAT CAUSES THE GAME CLOCK TO STOP

1. Guard A63 in a three-point stance lifts his hand from the ground prior to the snap.

**RULING:** Team A dead-ball foul for a false start. Five-yard penalty. Team B has the option of a 10-second runoff. Team A may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

2. Defensive tackle B77 jumps into the neutral zone and makes contact with an opponent.

**RULING:** Team B dead-ball foul for offside. Five-yard penalty. Team A has the option of a 10-second runoff. Team B may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

3. As Team A breaks its huddle, A22 and A33 continue in motion laterally as their teammates all stop and set into their positions. A22 comes to a stop but A33 continues his motion at the snap. All eleven players are never set for one second before the ball is snapped.

**RULING:** The officials shut down the play at the snap: Dead-ball foul, illegal shift that converts to a false start. Five-yard penalty. Team B has the option of a 10-second runoff. Team A may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

4. Team A players all set for one second, then A22 and A33 start in motion (no false start). At the snap, A22 has been set for one second while A33 continues his motion. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Team A live-ball foul, illegal shift. Five-yard penalty. There is no 10-second runoff because the foul did not cause the clock to stop. Play clock: 25 seconds. Game clock starts on the referee's signal.

5. B77 is lined up in the neutral zone at the snap but does not make contact. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Defense offside. Five-yard penalty. There is no 10-second runoff because the foul did not cause the clock to stop. Play clock: 25 seconds. Game clock starts on the referee's signal.

6. A substitute enters Team A's huddle, and no teammate leaves the field. Then Team A breaks the huddle with 12 players.

**RULING:** Dead-ball foul, substitution infraction. Five-yard penalty. Team B has the option of a 10-second runoff. Team A may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

#### **CLOCK STOPS DUE TO FOUL AND HELMET OFF**

7. As he is about to be tackled near the sideline, ball carrier A22 throws the ball backward and out of bounds to stop the clock. During the play A66's helmet comes off.

**RULING:** Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). A66 must leave the game for one play. Team B has the option of a 10-second runoff because both actions are by Team A. Team A may avoid the runoff and/or keep A66 in the game by being granted a team timeout; note that the single timeout accomplishes both. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

8. As he is about to be tackled near the sideline, ball carrier A22 throws the ball backward and out of bounds to stop the clock. During the play B35's helmet comes off.

**RULING:** Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). B35 must leave the game for one play. Team B may keep B35 in the game by being granted a team timeout. No option for the 10-second runoff because the actions causing the clock to stop are by opposing teams. Play clock: 40 seconds. Game clock starts on the referee's signal.

### **CLOCK STOPS DUE TO FOUL AND INJURY**

9. As he is about to be tackled near the sideline, ball carrier A22 throws the ball backward and out of bounds to stop the clock. During the play A82 is injured.

**RULING:** Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). A82 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. Team B has an option for the 10-second runoff because both actions causing the clock to stop are by Team A. Team A may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

10. As he is about to be tackled near the sideline, ball carrier A22 throws the ball backward and out of bounds to stop the clock. During the play B75 is injured.

**RULING:** Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). B75 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. No option for the 10-second runoff because the actions causing the clock to stop are by opposing teams. Play clock: 40 seconds. Game clock starts on the referee's signal.

### **CLOCK STOPS DUE TO HELMET OFF**

11. During the play, A55 loses his helmet. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** A55 must leave the game for one play and Team B has the option of a 10-second runoff. Team A may avoid the runoff and/or keep A55 in the game by being granted a team timeout; note that the single timeout accomplishes both. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

12. During the play, B77 loses his helmet. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** B77 must leave the game for one play and Team A has the option of a 10-second runoff. Team B may avoid the runoff and/or keep B77 in the game by being granted a team timeout; note that the single timeout accomplishes both. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

13. During the play helmets come off A77 and B53. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both A77 and B53 must leave the game. No option for a 10-second runoff because helmets came off opposing players. Team A may keep A77 in the game by being granted a team timeout, and similarly Team B may keep B53 in the game by being granted a team timeout. However, neither player may remain in the game via a timeout charged to the opponent. Play clock: 40 seconds. Game clock starts on the referee's signal.

### **CLOCK STOPS DUE TO INJURY**

14. During the play, A55 is injured. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** A55 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. Team B has the option of a 10-second runoff. Team A may avoid the runoff by being granted a team timeout. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

15. During the play, B78 is injured. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** B78 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. Team A has the option of a 10-second runoff. Team B may avoid the runoff by being granted a team timeout. Play clock: 40 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

16. During the play both A66 and B39 go down with injuries. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both A66 and B39 must leave the game for at least one down and each must remain out until he is cleared to return by his team's medical personnel. No option for a 10-second runoff because the injuries are to opposing players. Play clock: 40 seconds. Game clock starts on the referee's signal.

### **CLOCK STOPS DUE TO INJURY AND HELMET OFF**

17. During a play in which A33's helmet comes off, A79 goes down with an injury. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both A33 and A79 must come out of the game. Team B has an option for the 10-second runoff because both actions causing the clock to stop are by Team A. Team A may avoid the runoff and/or keep A33 in the game by being granted a team timeout; note that the single timeout accomplishes both. However, A79 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. Play clock: 25 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

18. During a play in which A33's helmet comes off, B55 goes down with an injury. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both A33 and B55 must come out of the game. Team A may keep A33 in the game by being granted a team timeout. B55 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. No option for the 10-second runoff because the actions causing the clock to stop are by opposing teams. Play clock: 40 seconds. Game clock starts on the referee's signal.

19. During a play in which B66's helmet comes off, B28 goes down with an injury. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both B66 and B28 must come out of the game. Team A has an option for the 10-second runoff because both actions causing the clock to stop are by Team B. Team B may avoid the runoff and/or keep B66 in the game by being granted a team timeout; note that the single timeout accomplishes both. However, B28 must leave the game for at least one down and remain out until he is cleared to return by his team's medical personnel. Play clock: 40 seconds. Game clock starts on the referee's signal if there is a 10-second runoff and on the snap if there is no runoff.

20. During a play in which B44's helmet comes off, A84 goes down with an injury. The ball carrier is tackled inbounds short of the line to gain.

**RULING:** Both A84 and B44 must come out of the game. Team B may keep B44 in the game by being granted a team timeout. A84 must leave the game for at least one down and must remain out until he is cleared to return by his team's medical personnel. No option for the 10-second runoff because the actions causing the clock to stop are by opposing teams. Play clock: 40 seconds. Game clock starts on the referee's signal.

**NOTE:** In Plays 7-20 where the 10-second runoff is possible, there would be **no option of a runoff** if the game clock were stopped for any other reason (e.g., incomplete pass, first down, ball carrier out of bounds, etc.).

### **PLAY CLOCK SUMMARY**

#### **Player Injury**

Offense: 25 seconds

Defense: 40 seconds

*If there is a 10-second runoff option:*

Offense: 25 seconds

Defense: 40 seconds

#### **Helmet Off Not Due to a Foul**

Offense: 25 seconds

Defense: 40 seconds

*If there is a 10-second runoff option:*

Offense: 25 seconds

Defense: 25 seconds

#### **Foul that causes the clock to stop**

Offense: 25 seconds

Defense: 25 seconds

*If there is a 10-second runoff option:*

Offense: 25 seconds

Defense: 25 seconds

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