



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 because the foul causes the clock to stop.
- 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 because the foul causes the clock to stop.
- 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 because the foul causes the clock to stop.
- 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 itself 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 itself 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.

7. B77 is in the neutral zone at the snap without making contact. 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.

RULING: Offsetting fouls, repeat the down.

- There is no 10-second runoff because of the offsetting fouls.
- Play clock: 25 seconds
- Game clock starts on the referee's signal.

CLOCK STOPS DUE TO FOUL AND HELMET OFF

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 A66's helmet comes off.

RULING: Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). Five-yard penalty at the spot of the foul, plus loss of down.

- 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.

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 B35's helmet comes off.

RULING: Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). Five-yard penalty at the spot of the foul, plus loss of down.

- 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

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 A82 is injured.

RULING: Foul by A22, backward pass thrown out of bounds to conserve time (Rule 7-2-1). Five-yard penalty at the spot of the foul, plus loss of down.

- 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.

11. 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). Five-yard penalty at the spot of the foul, plus loss of down.

- 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

12. 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.

- 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.

13. During the play, A55 loses his helmet. The ball carrier is tackled inbounds short of the line to gain. Right tackle A77 is flagged for holding.

RULING: A55 must leave the game for one play.

- Team B has the option of a 10-second runoff because the holding foul does not cause the clock to stop.
- 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.

14. During the play, A55 loses his helmet. The ball carrier is tackled inbounds short of the line to gain. Defensive tackle B73 is flagged for being in the neutral zone at the snap.

RULING: A55 must leave the game for one play.

- Team B has the option of a 10-second runoff because the offside foul does not cause the clock to stop.

- 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.

15. During the play, A55 loses his helmet. The ball carrier is tackled inbounds beyond the line to gain.

RULING: A55 must leave the game for one play.

- There is no option for a 10-second runoff because the first down causes the clock to stop.
- Team A may keep A55 in the game by being granted a team timeout.
- Play clock: 25 seconds.
- Game clock starts on the referee's signal.

16. During the play, B77 loses his helmet. The ball carrier is tackled inbounds beyond the line to gain.

RULING: B77 must leave the game for one play.

- There is no option of a 10-second runoff because the first down causes the clock to stop.
- Team B may keep B77 in the game by being granted a team timeout.
- Play clock: 40 seconds.
- Game clock starts on the referee's signal.

17. 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.
- 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

18. 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.

19. 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.

20. During the play, A55 is injured. The quarterback's forward pass is incomplete.

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.

- There is no option of a 10-second runoff because the incomplete pass stops the clock.
- Play clock: 25 seconds.
- Game clock starts on the snap.

21. During the play, B78 is injured. The quarterback's forward pass is incomplete.

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.

- There is no option of a 10-second runoff because the incomplete pass stops the clock.
- Play clock: 40 seconds.
- Game clock starts on the snap.

22. 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

23. 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.
- 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.

24. 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.

25. 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.
- 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.

26. 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.

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

RULING: Both B66 and B28 must come out of the game.

- There is no option for the 10-second runoff because the first down stops the clock.
- Team B may keep B66 in the game by being granted a team timeout.
- 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.

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: 40 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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