



## COLLEGE FOOTBALL OFFICIATING, LLC

### 10-Second Runoff

To further clarify the issue of 10-second runoffs created in replay a video has been posted to the CFO site. Please review and consider the following information.

To have a runoff in replay several things must be present:

- At the time a replay review is initiated there is less than one minute on the game clock in either half.
- The replay review results in the on-field ruling being changed.
- The change creates a running clock.
- Game clock still under one minute after the change.

If there is a foul during the down or in the immediate continuing dead ball action, an injured player, or a helmet off the replay runoff rule no longer applies. This includes a foul for targeting (or any foul) that is overturned in replay.

After further discussion there will be one exception. If a live ball foul occurs during the down but following a replay reversal it is enforced as a dead ball foul the runoff would still apply. This is the only exception.

**A 3/10 @ B-35.** Late in the 2<sup>nd</sup> quarter, QBA1 is tackled at the B-40 where he loses the football (0:47). B97 recovers and runs to the A-20 where he is tackled by the facemask by A88 (0:38). The on-field ruling is fumble. Replays show A1 was down before he lost possession.

**Ruling:** A 4/30 @ A-45, reset game clock to 0:47 and 10-second runoff applies. Either team may take a remaining timeout to avoid the runoff. If runoff applies clock to 0:37 and wind. If TO is taken clock to 0:47 and snap.

Only personal and unsportsmanlike conduct fouls are enforced in this situation. Any other foul is ignored, and the runoff would apply.

We understand this adds a layer of complexity but feel we can administer this consistently. We will continue to review these types of situations and look for ways to simplify when possible.

Please let me know if you have any questions.

***Dean Blandino***  
***CFO National Director of Instant Replay***

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