

OFF-SEASON REPLAY QUIZ – TIMING

1. Second and 15 on B-40. With 0:10 remaining in the 2nd quarter receiver A80 catches a pass at the B-34 and runs toward the sideline where he is tackled at the B-30. The Line Judge rules A80 out of bounds at that spot with 0:02 remaining on the game clock. Replays show A80's left knee hit the ground in bounds before he touched the sideline.

A 3-5 on B-30 (0:02, snap). Whether a runner was down in bounds or out of bounds at the same spot is not reviewable. Basically, replay cannot review whether the clock should have kept running or been stopped. If the runner had been down in bounds five yards behind the OB spot, replay can review that, put him down, and since we are going from a stopped clock to a running clock inside one minute there would be a 10-second runoff.

2. Third and 8 on A-32. Receiver A88 catches a pass and is tackled in bounds at the A-41 with 8:45 remaining in the 3rd quarter. The officials spot the ball at the A-39 and the game clock continues to run.

A 1-10 on A-41, reset the game clock to 8:45 and wind on the ready for play. The line to gain is reviewable, and on 3rd down there is a significant competitive impact. The ruling on the field allowed the game clock to run, and the ruling in replay created a stopped clock so we reset.

3. KO A-35. On the opening kickoff of the 2nd half, returner B32 fields the kick at the B-2 and runs to the B-24 where he stumbles (14:54) but regains his balance and advances to the 50 where he is tackled (14:47). Replays show that B32's right knee touched the ground at the B-24.

B 1-10 on B-24, reset game clock to 14:54, and it starts on next snap. If the call on the field had been correct initially the clock would have stopped at that point (due to COP during down). The clock continued to run past that point, so we reset it.

4. Third and 5 on B-35. With 0:45 remaining in the 2nd quarter QBA1 scrambles to the B-34 where he throws a pass that is ruled complete to back A20 at the B-29 near the sideline (0:38). The officials spot the ball at the B-29. Replays show A20 bobbled the ball and did not gain control of it until he was out of bounds.

A 4-9 on B-39, illegal forward pass A1, 0:38 and run 10 seconds. Two aspects to review, the catch at the sideline and whether the QB was beyond the line of scrimmage when the pass was thrown. Since the QB was over the line we can create a foul for an illegal forward pass and since the pass was incomplete there is a runoff. B can decline the runoff and A can use a remaining timeout to avoid it.

5. Second and 10 on 50. With 1:07 remaining in the 4th quarter Team A trails 27-23 and is out of timeouts. Receiver A80 catches a pass and runs to the B-41 where he is tackled and loses the football (1:01). B40 picks up the loose ball and returns it to the A-40 where he is pushed out of bounds (0:52). Replays show A80's left elbow was down before he lost the football.

A 3-1 on B-41, reset clock to 1:01 and wind on the ready for play. There is no runoff in this situation because at the time the runner was down the game clock was outside one minute. If the game clock was at 0:59 or below there would be a runoff. The key is that the play as it was officiated on the field created a stopped clock inside a minute and the reversal created a running clock outside a minute. In this situation we reset, but no runoff.

6. Third and 12 on the B-42. With 0:09 remaining in the 4th quarter Team A trails 17-14 and is out of timeouts. Receiver A82 catches a pass and runs to the B-39 where he is tackled in bounds and the game clock expires. Replays show A82's right knee was down with 0:01 remaining on the game clock.

Game over, B wins. The clock does not stop when A82 is down short of the line to gain so replay cannot stop the game and put time back on the clock. Had A82 been down beyond the line to gain replay would stop and put 0:01 on the game clock and the clock would start on the ready for play.

7. Second and Goal on B-8. QBA1's pass falls incomplete in the end zone and time expires in the 1st quarter. Replays show when the ball hit the ground there was 0:02 remaining on the game clock. The game is being played indoors.

A 3-G on B-8, 15:00 2nd Qtr., clock on snap. At the end of the 1st and 3rd quarters replay should only get involved in putting time back on the clock if there is a significant weather issue that could impact the result of the next down. This would most likely involve a strong wind and a kicking situation.

8. Second and 10 on A-40. With 0:50 remaining in the 4th quarter the score is tied at 28. QBA1 scrambles to the A-34 where he is hit (0:45) and throws a pass while falling that is intercepted by B56 at the 50 who returns it to the A-30 where he is tackled (0:37). Replays show QBA1's right knee down before he released the pass.

A 3-16 on A-34, reset clock to 0:45 and run 10 seconds. Either team can take a remaining timeout to avoid the runoff. The ruling on the field stopped the game clock and the reversal created a running clock inside of one minute so there is a runoff. We always run 10 seconds from the point where the play should have ended.

9. Second and Goal on B-9. With 0:07 remaining in the 4th quarter Team A trails 21-20 and is out of timeouts. QBA1 scrambles out of the pocket and completes a pass to TE A85 in the end zone and time expires. Replays show when A85 caught the pass there was 0:01 remaining on the game clock.

TD A, game over, Team wins 26-21. Since the next play would be a try replay cannot reset the clock in this situation. By rule, the try is not attempted in this situation, so the game is over. Replay should alert TV as to why the game was not stopped.

10. Second and 15 on B-40. With 0:12 remaining in the 4th quarter Team A trails 24-21 and is out of timeouts. Receiver A80 catches a pass at the B-27 and is immediately tackled. Team A rushes to the line, gets legally set, and with 0:02 remaining C A78 snaps the ball. QBA1 spikes the ball and it hits the ground with 0:01 on the game clock. The Referee signals 4th down and Team A huddles up for one more play.

A 3-2 on B-27, 0:01 snap. No reason for replay to get involved here. The game clock was running so the QB can spike the ball in this situation to stop it. The rule prohibiting a spike to stop the clock pertains to a situation where the game clock is stopped but will start on the ready for play. This will most likely occur when the offense makes a 1st down.