

10 SEC runoff rule in 10 minutes

Outline

Only the 10-sec runoff and not the whole rule.

1. The Rule – Fouls
2. Injury (3-3-5-f)
3. Helmet Comes Off (3-3-9-b.2-5)
4. I'll discuss issues after we break

The Rule

1. The rule only applies if the clock is **running** inside one minute of either half.
 - a. For example, Previous play was an incomplete pass, rule won't apply.

2. Only fouls that stop the clock **immediately** apply to this rule.
 - a. Understanding the difference between a foul and the penalty will help.
 1. A FST is a **foul** that causes the clock to stop immediately.
 2. An ILF is a foul that allows the play to continue, and the enforcement of the **penalty** causes the clock to stop
 - b. Which **fouls** cause the clock to stop **immediately** (most common):
 1. FST
 2. Encroachment
 3. Illegal Snap
 4. DOG of the Defense (stemming/Disconcert signals)
 5. Illegal shift that converts to a FST
 6. Illegal sub on the Off (2 of 3)
 7. Illegal kick if no 1st dwn was gained
 8. DOF w/contact
 9. Team A not within 9 yds at snap
 10. ING to stop the clock
 11. Backward pass OOBs to stop the clock
 12. Any other foul w/intent to stop the clock
 13. **Incomplete Ill fwd pass (Defined by rule)**

The Rule (con)

3. The rule applies to either team.
4. The 10-sec subtraction is not automatic: the offended team has an option.
 - a. The offended may accept the yardage and decline the run-off. If the yardage is declined, then the 10-sec runoff is declined by rule.
5. After penalty administration: if there is a runoff, the game clock starts on the R's signal. If there isn't a runoff, the game clock starts on the snap.
6. The fouling team can avoid the 10-sec runoff by using a TO but the penalty is still enforced. In this case the Game clock starts on the snap.
7. 10-sec runoff doesn't apply w/offsetting fouls.

Foul Examples

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.

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.

2/8 @ B-45. Game clock is running w/45 seconds. A44 runs up the middle for a 4 yd gain & B25 tackles A44 by the facemask.

RULING: 15 yard pen from the EOR. Automatic 1st down for Team A. No option for a 10 sec runoff. Play clock: 25 seconds. Game clock starts on the referee's signal.

10-sec runoff - Injury

1. If the player injury is the only reason for stopping the clock (**other than that player's helmet or a teammate's helmet coming off, Rule 3-3-9**) with less than one minute in the half, the opponent has the option of a 10-second runoff.
 - a. The play clock will be set at **40 seconds** for an injury to a player of the **defensive team** and at **25 seconds** for an injury to a player of the **offensive team** (Rule 3-2-4-c-4).
 - b. If there **is** a 10-second runoff the game clock will start on the **referee's signal**. If there is **no 10-second** runoff the game clock will start on the **snap**.
 - c. The 10-second runoff may be avoided using a charged team timeout if available (The player may **NOT** return for the down).
 - d. There is no option of a 10-second runoff if there are injuries to opposing players.

Injury Examples

45 seconds in the 2nd QTR. 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 3-4-4.a does not say "only reason for stopping the clock".** 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.

35 seconds in the 4th QTR. 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.

10-sec runoff – Helmet Off

1. Rule: If a player's helmet comes completely off through play, other than as the direct result of a foul by an opponent, the player must leave the game for the next down. The game clock will stop at the end of the down (not to be confused with #6 below). The player may remain in the game if their team is granted a charged timeout (The player can remain, and the 10-sec runoff is avoided w/one TO).
2. *Ten-Second Runoff*. If there is less than one minute in the half the opponent has the option of a 10-sec runoff, unless the helmet comes off as the direct result of a foul by the opponent.
3. If there is a 10-sec runoff the game clock will start on the referee's signal. If there is no 10-second runoff the game clock will start on the snap. The play clock will be set to 25 Sec if by the offense & 40 sec if by the defense.
4. The 10-sec runoff may be avoided using a charged team timeout, if available.
5. There is no option for a 10-sec runoff if helmets come off opposing players.
6. If the ball carrier's helmet comes off as in paragraph 1 (above) the ball is dead immediately (Rule 4-1-3-q).

10-sec runoff - Helmet

37 seconds on the clock in the 2d QTR. 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.

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.

48 sec on the game clock. BC A32's helmet is removed by a facemask foul by B97. A32 is tackled inbounds short of the line to gain.

RULING: A32 remains in the game. Rule 3-3-9-b-2 states that there is a 10-second runoff **unless the helmet comes off as the direct result of a foul by the opponent**. So, there is no 10-runoff. Play clock: 25 seconds. Team A has an option to start the game clock on the referee's signal or on the snap which will depend on the score.