

EAIFO WNE Chapter
8/21/18

10 Second Run Off
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10 Second Run Off



- The 10 second run off option exists to prevent one team from taking advantage of its own penalty or injury by stopping the clock without using a time out.
- The 10 second run off is applicable to a foul, injury or a player's helmet coming off (not directly due to a foul) while the clock is running, and these are the *only reason for stopping the clock*.
- The 10 second run off only applies during the last minute of the 2nd and 4th quarters. The 1st and 3rd quarters are not subject to the 10 second run off.
- If there are 10 seconds or less on the game clock, a run off can end the half or the game.
- Clock will start on the **ready** if time is subtracted.
- Clock will start on the **snap** if foul or time subtraction is declined.

10 Second Run Off



- Fouls That Are Subject to a 10 Second Run Off:

1. Any foul that prevents the snap (e.g., false start, encroachment, defensive offside by contact in the neutral zone, etc.) (A.R. 3-4-4-III);
2. Intentional grounding to stop the clock;
3. Incomplete illegal forward pass;
4. Backward pass thrown out of bounds to stop the clock;
5. Any other foul committed with the intent of stopping the clock.

- No time subtracted if:

- For a foul, the offended team accepts yardage and declines time subtraction
- For a foul, the offended team declines the yardage
- For a foul, the fouling team calls a timeout

10 Second Run Off



- Injuries Are Subject to a 10 Second Run Off:

1. If player injury is the only reason for stopping the clock (other than his or a teammate's helmet coming off) with less than one minute in a half, the opponent has the option of a 10 second run off.
2. The play clock will always be set to 40 seconds for an injury to a player of the defense unless a time out is taken.
3. The play clock will be set to 25 seconds for an injury to a play of the offense.
4. There is no 10 second run off if there are injuries to opposing players.
5. The injured player must leave for at least one play and cannot buy his way back in with a time out.
6. No time subtracted for an injured player if that player's team takes a timeout.

10 Second Run Off



- Helmets Coming Off Are Subject to a 10 Second Run Off:
 1. When a helmet coming off (not directly by foul) is the only reason for stopping the clock (other than an injury to the player or a teammate) with under one minute in the half, the opponent has the option for a 10 second run off.
 2. The play clock will always be set to 40 seconds for a helmet coming off of a player of the defense unless a time out is taken.
 3. The play clock will be set to 25 seconds for a helmet coming off of a player of the offense.
 4. There is no 10 second run off if helmets come off opposing players.
 5. The player losing a helmet through play (not directly by foul) must leave for at least one play and can buy his way back in with a team time out.
 6. No time subtracted for a player's helmet coming off, if that player's team takes a timeout.

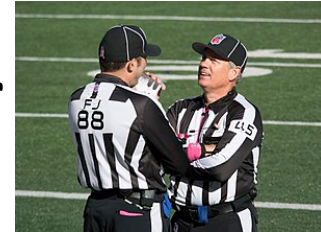
10 Second Run Off



Situation	Play Clock		10 Second Run-Off Eligible		Player Must Leave the Game		Time Out Can Buy Him Back In	
	40 Seconds	25 Seconds	Yes	No	Yes	No	Yes	No
Defensive Player Loses Helmet								
No Fouls & Over 1 Minute Remaining in Half	X				X	X		X
Foul by Team A Causes Helmet to Come Off Anytime During the Game	X				X	X	X	N/A
No Fouls, Under 1 Minute Remaining in the Half, & Only Reason to Stop Clock	X		X		X	X		X
Unrelated Foul by Team A & Over 1 Minute Remaining in Half	X				X	X		X
Unrelated Foul by Team A & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	X				X	X		X
Unrelated Foul by Team B & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	X				X	X		X
Foul by Team B & Over 1 Minute Remaining in Half	X				X	X		X
Foul by Team B & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	X				X	X		X
Foul by Team B & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	X		X		X	X		X
Clock Stopped for Incomplete Pass, Runner OOB, or 1st Down Anytime in the Game ²	X				X	X		X
Offensive Player Loses Helmet								
No Fouls & Over 1 Minute Remaining in Half	X				X	X		X
Foul by Team B Causes Helmet to Come Off & Anytime in the Game	X				X	X	X	N/A
No Fouls, Under 1 Minute Remaining in the Half, & Only Reason to Stop Clock	X		X		X	X		X
Foul by Team A & Over 1 Minute Remaining in Half	X				X	X		X
Foul by Team A & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	X				X	X		X
Foul by Team A & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	X		X		X	X		X
Unrelated Foul by Team B & Over 1 Minute Remaining in Half	X				X	X		X
Unrelated Foul by Team B & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	X				X	X		X
Unrelated Foul by Team B & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	X				X	X		X
Clock Stopped for Incomplete Pass, Runner OOB, or 1st Down Anytime in the Game ²	X				X	X		X
Both Teams Lose Helmets								
No Fouls & Over 1 Minute in Half	X				X	X		X
Team A Loses Helmet Because of a Team B Foul & Over 1 Minute in Half	X				X	Team B	Team A	X
Team B Loses Helmet Because of a Team A Foul & Over 1 Minute in Half	X				X	Team A	Team B	X
No Fouls & Under 1 Minute in Half, & Only Reason to Stop Clock	X				X	X		X
Team A Loses Helmet Because of a Team B Foul & Under 1 Minute in Half	X				X	Team B	Team A	X
Team B Loses Helmet Because of a Team A Foul & Under 1 Minute in Half	X				X	Team A	Team B	X
Clock Stopped for Incomplete Pass, Runner OOB, or 1st Down Anytime in the Game ²	X				X	X		X
Defensive Team Injury								
Over 1 Minute Remaining in the Half	X				X	X		X
Under 1 Minute Remaining in the Half	X		X		X	X		X
Foul by Team A Causes Injury to Team B Player Anytime During Game	X				X	X		X
Over 1 Minute Remaining in the Half with a Foul by Either Team	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team A (foul was NOT 10 sec run-off eligible)	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team A (foul WAS 10 sec run-off eligible)	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team B (foul was NOT 10 sec run-off eligible)	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team B (foul WAS 10 sec run-off eligible)	X		X		X	X		X
Over 1 Minute Remaining in the Half with a Helmet Off by Either Team (No Foul)	X				X	X		X
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)	X				X	X		X
Under 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	X		X		X	X		X
Clock Stopped for Incomplete Pass, Runner OOB, or 1st Down Anytime in the Game ²	X				X	X		X
Offensive Team Injury								
Over 1 Minute Remaining in the Half	X				X	X		X
Under 1 Minute Remaining in the Half	X		X		X	X		X
Foul by Team B Causes Injury to Team A Player Anytime During Game	X				X	X		X
Over 1 Minute Remaining in the Half with a Foul by Either Team	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team A (foul was NOT 10 sec run-off eligible)	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team A (foul WAS 10 sec run-off eligible)	X		X		X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team B (foul was NOT 10 sec run-off eligible)	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Team B (foul WAS 10 sec run-off eligible)	X				X	X		X
Over 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)	X				X	X		X
Over 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	X		X		X	X		X
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)	X				X	X		X
Under 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	X		X		X	X		X
Clock Stopped for Incomplete Pass, Runner OOB, or 1st Down Anytime in the Game ²	X				X	X		X
Injury by Both Teams								
Over 1 Minute Remaining in the Half	X				X	X		X
Under 1 Minute Remaining in the Half	X				X	X		X
Over 1 Minute Remaining in the Half with a Foul by Team A	X				X	X		X
Over 1 Minute Remaining in the Half with a Foul by Team B	X				X	X		X
Under 1 Minute Remaining in the Half with a Foul by Either Team	X				X	X		X
40 Second Play Clock If:								
Team B helmet off (with any combination of events)								
Team B injury (with any combination of events)								
Team B intentionally delays game to conserve time (Referee's discretion)								
Exception:								
When either team calls a time-out, play clock is set to 25 seconds								
25 Second Play Clock If:								
Any other game situation not listed above occurs								
10 Second Run-Off NOT Applicable If:								
A TD is called by the offending team								
Offsetting fouls								
Fouls/fouls (non-run-off) and/or administrative stoppages (incomplete pass, 1st down, etc.) ³⁻⁴								
A normally 10 second run-off eligible situation occurs AFTER change of possession								
Any combination of injury, helmet off or foul where both teams commit one of these acts								
One team commits a 10 sec run-off eligible foul & a non-10 second run-off foul & there are no other events								
10 Second Run-Off IS Applicable If:								
One team commits a foul that causes the clock to stop under 1 minute in half								
One team loses a helmet and/or is injured and it is the only reason to stop the clock under 1 minute in half								
One team loses a helmet or is injured & commits a 10 sec run-off eligible foul								
General Statements:								
A TD can ALWAYS avoid a 10 second run-off								
If a 10 second run-off is declined, the game clock will ALWAYS start on the snap								
If a 10 second run-off is accepted, the game clock will ALWAYS start on the ready for play								
If penalty yardage is declined, the 10 second run-off is automatically declined								
A TD can ALWAYS buy a player with a helmet off back into the game								
A TD MUST be called by the team requesting a player return to the game after a helmet off								
A single TD can buy a player back in (for helmet off) & avoid a 10 second run-off on the same play								
A TD can NEVER buy an injured player back into the game								

Notes:
¹All play situations listed above assume a run play (not incomplete pass) and a team A player is tackled inbounds. Short of the line to gain (unless otherwise stated).
²Common administrative stoppages that void a 10 Second Run-Off: incomplete forward pass, Team A first down, ball carrier out of bounds, fumble forward out of bounds, fumble backward out of bounds, Team B first down & legal kick down end.
³Administrative stoppages ONLY apply to PHO & injury situations, not 10 second run-off eligible fouls (i.e. incomplete illegal forward pass, incomplete IWS, etc.). If the same team commits a 10 sec run-off foul & a non-run-off foul with no other events occurring on that play, a 10 sec run-off still applies.
⁴If the same team commits a 10 sec run-off foul & a non-run-off foul with no events by the opposing team, a 10 sec run-off does not apply.

10 Second Run Off



- **Crew Communication**

- Everyone is expected to know when a 10 second run off scenario presents itself.
- However, each crew would benefit to designate at least one member to be the “crew expert” on the rule.
- Officials should be mindful and communicate the status of the clock under one minute to themselves and each other (state “Clock is running” or “Clock is stopped”) prior to each play.
- When a 10 second run off scenario is confirmed, wing officials need to get and relay information from Head Coaches on each option so the Referee can make his announcement.
- If O2O is not in use, wing officials will need to signal options to each other across the field or through other officials.
- While pace of play is important and expediency desired, the bottom line is to get this right.

10 Second Run Off



- **Mechanics for the 10-Second Runoff Rule**
- **Fouling team has no timeouts remaining and it is obvious the opponent would want the 10-second runoff.**
- The Referee will:
 - Make the announcement;
 - Inform the quarterback the game clock will start on the ready;
 - Give the offense a chance to move quickly to the line (if they so desire);
 - Declare the ball ready for play and wind the clock.
- The Umpire must be in position to prevent the snap.
- Announcement with 10 or fewer seconds remaining on the game clock: “False start, offense number 72. Five-yard penalty. The foul occurred with the clock running and less than 10 seconds on the game clock. By rule, the game (or half) is over.”

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- **Mechanics for the 10-Second Runoff Rule**
- **Fouling team has timeouts remaining and it is obvious the opponent would want the 10-second runoff.**
- Ask the head coach of the fouling team if he would like to use a timeout to avoid the 10-second runoff.
- Announcement if head coach chooses to use a timeout to avoid the runoff: “False start, offense number 72. Five-yard penalty. The offense has chosen to use its (first, second or third) timeout to avoid the 10-second runoff.”
- Announcement if head coach chooses not to use a timeout to avoid the runoff: “False start, offense number 72. Five-yard penalty. The foul occurred with the clock running and under one minute in the half. By rule, the penalty includes a 10-second runoff. Please reset the game clock to (appropriate) seconds and it will start on the ready for play.”

10 Second Run Off



- **Mechanics for the 10-Second Runoff Rule**
- **Fouling team has no timeouts remaining and it is not obvious the opponent would want the 10-second runoff (e.g., foul occurs on third or fourth down in the first half).**
- Ask the head coach of the offended team if he wants the 10-second runoff. Announcement if head coach does not want the 10-second runoff: “False start, offense number 72. Five-yard penalty. The defense has elected to decline the 10-second runoff. The game clock will start on the snap.”
- Announcement if the head coach chooses the 10-second runoff: “False start, offense number 72. Five-yard penalty. The foul occurred with the clock running and under one minute in the half. By rule, the penalty includes a 10-second runoff. Please reset the game clock to (appropriate) seconds and it will start on the ready for play.”

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- Announcement if the head coach chooses the 10-second runoff: “False start, offense number 72. Five-yard penalty. The foul occurred with the clock running and under one minute in the half. By rule, the penalty includes a 10-second runoff. Please reset the game clock to (appropriate) seconds and it will start on the ready for play.”
- Announcement if head coach chooses to use a timeout to avoid the runoff: “False start, offense number 72. Five-yard penalty. The offense has chosen to use its (first, second or third) timeout to avoid the 10-second runoff.”
- The latter situation will require a decision by both head coaches. It will be crucial that sideline officials recognize when it arises. They should get the appropriate information to each head coach so that the proper decisions can be made with as little delay as possible.

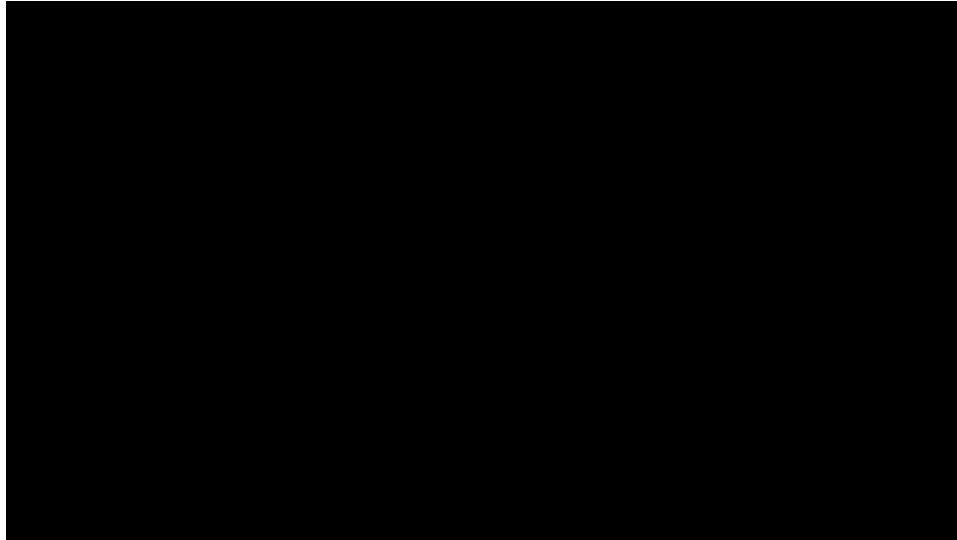
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