## EAIFO WNE Chapter 8/21/18

### **10 Second Run Off**

#### **Dan Donermeyer**





- 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 2<sup>nd</sup> and 4<sup>th</sup> quarters. The 1<sup>st</sup> and 3<sup>rd</sup> 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.



### • 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



### • 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.



• 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.



Situation	Play Cloc	ck	Elig	ible	f Player Must Leave th Game		Him Back In	
	40 Seconds Se	25 conds	Yes	No	Yes	No	Yes	N
rfensive Player Loses Helmet								
No Fouls & Over 1 Minute Remaining in Half	x			х	х		х	
Foul by Team A Causes Helmet to Come Off Anytime During the Game	x			х		х		I/A
No Fouls, Under 1 Minute Remaining in the Half, & Only Reason to Stop Clock	x		х		х		х	
Unrelated Foul by Team A & Over 1 Minute Remaining in Half	x			х	х		х	
Unrelated Foul by Team A & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	х			х	х		х	
Unrelated Foul by Team A & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	х			х	х		х	
Foul by Team B & Over 1 Minute Remaining in Half	х			х	х		х	
Foul by Team B & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)	х			х	х		х	
Foul by Team B & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)	x		x		х		х	
Clock Stopped for Incomplete Pass, Runner ODB, or 1st Down Anytime in the Game <sup>2</sup>	Ŷ			×	Ŷ		x	
Cock stopped for incomplete Pass, wanner Oob, or 1st bown Anythine in the Game	×			^	^		~	
fensive Player Loses Helmet								
enswe Fayer coses remine No Fouls & Over 1 Minute Remaining in Half		x		x			х	
Foul by Team B Causes Helmet to Come Off & Anytime in the Game		x		x	~			I/A
ou by ream is causes Heimet to come urt & Anytime in the Game		x		x		x	D III	VA.
No Fouls, Under 1 Minute Remaining in the Half, & Only Reason to Stop Clock			x		x		x	
-oul by Team A & Over 1 Minute Remaining in Half		х		х	x		х	
oul by Team A & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)		х		х	х		х	
oul by Team A & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)		х	х		х		х	
Jnrelated Foul by Team B & Over 1 Minute Remaining in Half		х		х	х		х	
Jnrelated Foul by Team B & Under 1 Minute Remaining in Half (foul was NOT 10 sec run-off eligible)		х		х	х		х	
Jnrelated Foul by Team B & Under 1 Minute Remaining in Half (foul WAS 10 sec run-off eligible)		х		х	х		х	
Clock Stopped for Incomplete Pass, Runner ODB, or 1st Down Anytime in the Game <sup>2</sup>		х		х	х		х	
h Teams Lose Helmets								
In Fouri & Cover 1 Minute in Half	v			x	x		x	
Ko Poul & Over 1 windle in Fail Jeam A Loses Heimet Recause of a Team B Foul & Over 1 Minute in Half	Ŷ			Ŷ		Team A	x	
ream A Losse Heimel because of a Team A Foul & Over 1 Minute in Half	x			x	Team A		x	
eam B Loses Heimet Because of a Team A Foul & Over 1 Minute in Hair No Foul & Under 1 Minute in Half, & Only Reason to Stop Clock	x			X	I eam A	ream B	x	
No noun a Uniter a minuter in man, a Unity Reason to Stop Llock	X			×	X Team B	Team A	×	
Feam A Loses Helmet Because of a Team B Foul & Under 1 Minute in Half	x						X	
Feam B Loses Helmet Because of a Team A Foul & Under 1 Minute in Half	x			х	Team A	Team B	х	
Clock Stopped for Incomplete Pass, Runner ODB, or 1st Down Anytime in the Game <sup>2</sup>	x			х	х		х	
ensive Team Injury								
Over 1 Minute Remaining in the Half	x			х	х			
Jnder 1 Minute Remaining in the Half	х		х		х			
Foul by Team A Causes Injury to Team B Player Anytime During Game	х			х	х			
Over 1 Minute Remaining in the Half with a Foul by Either Team	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			
Jnder 1 Minute Remaining in the Half with a Foul by Team A (foul WAS 10 sec run-off eligible)	x			Ŷ	x			
Inder 1 Minute Remaining in the Hair with a Foul by Team A (toul WAS 10 sec run-off eligible)	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				
Under 1 Minute Remaining in the Half with a Foul by Team B (foul WAS 10 sec run-off eligible)	x		х		х			
Over 1 Minute Remaining in the Half with a Helmet Off by Either Team (No Foul)	x			х	х			
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)	x			х	х			
Under 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	х		х		х			
Clock Stopped for Incomplete Pass, Runner ODB, or 1st Down Anytime in the Game <sup>2</sup>	х			х	х			
fensive Team Injury								
Over 1 Minute Remaining in the Half		х		x	x			
Under 1 Minute Remaining in the Half		x	×		x			
Foul by Team B Causes Injury to Team A Player Anytime During Game		x	^	~	~			
Over 1 Minute Remaining in the Half with a Fould by Either Team		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		Ŷ	x			
onder 1 winder Remaining in die Hait wind a Polit by ream A (lob was Not 10 sec remon engeber)		x		^	Ŷ			
Under 1 Minute Remaining in the Half with a Foul by Team A (foul WAS 10 sec run-off eligible)			x		x			
Under 1 Minute Remaining in the Half with a Foul by Team B (foul was NOT 10 sec run-off eligible)		х		х	х			
Under 1 Minute Remaining in the Half with a Foul by Team B (foul WAS 10 sec run-off eligible)		х		х	х			
Over 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)		х		х	х			
Over 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	х			х	х			
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)		х	х		х			
Under 1 Minute Remaining in the Half with a Helmet Off by Team B (No Foul)	X			х	х			
Clock Stopped for Incomplete Pass, Runner ODB, or 1st Down Anytime in the Game <sup>2</sup>		x		x	×			
ury by Both Teams								
ury by sour reams Over 1. Minute Remaining in the Half	×			x	×			
	x			×	X			
Under 1 Minute Remaining in the Half				x	x			
Over 1 Minute Remaining in the Half with a Foul by Team A	x			х	х			
Over 1 Minute Remaining in the Half with a Foul by Team B	x			х	х			
Under 1 Minute Remaining in the Half with a Foul by Either Team	x			х	х			
Second Play Clock If:	Notes:							
Team B helmet off (with any combination of events)	<sup>1</sup> All play situati	ions listed	above as	ssume a ru	n play (not	incomplete	pass) and a	a tea
Feam B injury (with any combination of events)	player is tackle	d inbound	is short a	if the line t	o gain (unk	ess otherwis	e stated).	
Team B intentionally delays game to conserve time (Referee's discretion)	<sup>2</sup> Common adm	inistrative	stoppag	es that voi	id a 10 Seco	nd Run-Off:	incomplet	e for
eception:	pass, Team A fi	irst down,	ball carri	ier out of b	ounds, furr	able forward	l out of bo	unds
When either team calls a time-out, play clock is set to 25 seconds	fumble backwa	ard out of	bounds,	Team B fir:	st down & I	egal kick do	wn ends.	
Second Play Clock If:	Administrative	stoppage	s ONLY a	pply to PH	O & injury s	ituations, n	ot 10 secor	nd ru
	eligible fouls (i.	.e. incomp	lete illeg	al forward	pass, incom	nplete ING,	etc.). If the	san
	team commits on that play, a	a 10 sec r	un-off for	ul & a non	run-off fou	I with no ot	her events	OCCL
Any other game situation not listed above occurs								
Second Run-Off NOT Applicable If:	<sup>3</sup> If the same te	am comm	its a 10 s	ec run-off	foul & a nor			
A TO is called by the offending team	the opposing to	eam, a 10	sec run-o	off does no	it apply.			
Offsetting fouls								
Dffsetting fouls Plays w/fouls (non-run-off) and/or administrative stoppages (incomplete pass, 1st down, etc.) <sup>2, 3</sup>								
Jffsetting fouls Jays w/Jouis (non-run-off) and/or administrative stoppages (incomplete pass, 1st down, etc.) <sup>2,3</sup> A romally 12 Second run-off elicible situation occurs AFTER chance of obsession								
Diffetting fould Jing worldus ( provinue off) and/or administrative stoppages (incomplete pass, 1 ist down, etc.) <sup>1,1</sup> a normally 10 second run off eligible situation occurs <i>I I I I I R</i> to hange of possession way combination of eligible situation occurs <i>I I I R</i> to hange of possession								
Treating Guide     The series of the se								
Officiting Gold Way whole (non-curred) and(or administrative toppages (incomplete pars, 1st down, etc.) <sup>1,1</sup> A roomaly to second run off nighte stration occurs ATER charge of possession Way combaction of night, benter off for aliver both teams commit are on these acts Det team commits a 3D sec run off nighte fould & a non-1D second run off foul & there are no other events Socionard nu off S socialize in eff.								
Differenting Guids The wildbal (con can cell) and(or administrative stoppages (incomplete pass, 14 down, etc.) <sup>1,3</sup> A commally 12 second run off eligible tradition accus ATTER charge of possession Mark (constraint) and (constraint), possible accus accus accus of these acts (constraint) and (constraint), possible accus accus accus of these acts Second Inun (CIT Applicable H) The store commits (constraint) accus the cited to the goard (constraint) and (constraint) the store commits (constraint) accus the cited to the goard (constraint) and (constraint) (constraint) accus the cited to the goard (constraint) accus (constraint) and (constraint) (constraint) accus the cited to the goard (constraint) accus (constraint) accus (constraint) and (constraint) (constraint) accus (constraint) accus (cons								
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Officients globs: They why his (non-con-off) and/or administrative stoppage (accomptote pars, 11 down, etc.) <sup>1,1</sup> they why his (non-con-off) and/or administrative stoppage (accomptote pars, 11 down, etc.) <sup>1,1</sup> they why his (non-con-off) and/or (accomptote pars) day, combined on the stoppage (accomptote pars) day control and the stoppage (accomptote pars) day								
Officiting Guids They willow (icon can off) and/or administrative stoppage (incomplete pars, 1st down, etc.): <sup>3</sup> A roomaly 13 second run off eligible attaction occurs ATER charge of possession May combatisticant of pars, built end for ad under soft barna comma can ose of these acts Date stams commits a 15 sec; run off eligible fould & a non-13 second of and off fould & Bmer are not other events. Date stams commits a 15 sec; run off eligible fould & a non-13 second of the add at the second of the								
Differenting forsis Very wholes (non-new M) and offer administrative stoppages (incomplete pass, 1st down, etc.) <sup>1,3</sup> wormania (i) taxeound num off alighte studions encore AFTER Adapted procession New Monte (income M) and offer administrative stoppages (incomplete pass, 1st down, etc.) <sup>1,3</sup> taxeound num off alighte studions and taxeound the output offer administrative stoppages Second Num off alighte studions and taxeound the output offer administrative stoppages Second Num off alighte studions and taxeound the output offer administrative stoppages Second Num off alighte studions and taxeound the output offer administrative stoppages Second Num off alighte studions and taxeound the output offer administrative stoppage Second Num off alighte studions and the output offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative studions and taxeound Num offer administrative stoppage Second Num offer administrative stoppage Seco								
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Uffecting forsi The whole in form come off angle for administrative stoppages (incomplete pass. 1st down, etc.) <sup>1,1</sup> knormally to accord num off alighte statution excurs AFTER charge of possession with a statution accord angle in the stoppages (incomplete pass. 1st down, etc.) <sup>1,1</sup> the statution accord angle in the stoppage of the statution accord and excord the accord the stoppage of the stoppage of the stoppage of the stoppage of the stoppage the stoppage of the stoppage of the stoppage of the stoppage of the stoppage the stoppage of the stoppage the stoppage of the stoppage the stoppage of the stoppage to the stoppage of the stoppage of the stoppage of the stoppage of the stoppage to the stoppage of the stoppage of the stoppage of the stoppage of the stoppage to the stoppage of the stoppage of the stoppage of the stoppage of the stoppage to the stoppage of the stopp								
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Uthenting four: They whole (non-conf) and/or administrative stoppage (incomplete pass. 1st down, etc.) <sup>1,3</sup> scormally to steam of an ord eligible statution occurs AFTER charge of possession organisation of large, blank and for 6 aliane about the source of these asts scored in mol 18 applicable if: the status consets a source of the access the color to support of these asts the status consets a source of the access the color to support of the access the ball the status consets a source of the access the color to support of the access the ball the status consets a source of the access the color to support of the access the ball the status consets a source of the access the color to support the color used of the access and Statements: 10 and AVARIS status of a status color of the access the color to will AVARIS start on the range for support access the color of the access the color to will AVARIS start on the range for advectoring status color access the color to access the access the color down for advectoring status color access the color to will AVARIS start on the range for for advectoring status color access the color to access the access color access the status color access the color access th								
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Differenting form: The works in form concerned by marging administrative stoppages (locangeter pars, 1st down, etc.) <sup>1,3</sup> they works inform concerned by marging administrative stoppages (locangeter pars, 1st down, etc.) <sup>1,3</sup> they constrained on of margin, beliest of for four waters both teams content or eard these sets the teams contents to administrative stoppages (locangeter pars) and the team are not been asset to the teams contents to administrative stoppages (locangeter pars) and the team are not the teams contents to administrative team and the team provider a teams the half the team fourses a hierest or is injured at Contents to a fact the teams to the teads the team fourses a hierest or is injured at Contents to a fact to the teams of a locan content of teams (locangeter pars) and the team of teams 1 a locan content of teams (locangeter team) and LAWWS start on the teads of teams (locans teams content, the team of teams in the ALWWS start on the teads 1 a locangeter team of teams and the locand team official teams and LAWWS start on the teads (locangeter teams) and the locand team official teams and LAWWS start on the teads for play. (locangeter teams the locangeter teams and teams are the teads for play. (locangeter teams and teams are teams and the LAWWS start on the teads for play. (locangeter teams are teams and the locand teams and the teads for play. (locand teams are teams and teams and teams are teams and teams are teams and teams are teams and teams and teams and teams and teams and teams and teams are teams and teams are teams and teams and teams and team								
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### 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.



- 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."



- 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 10second runoff. Please reset the game clock to (appropriate) seconds and it will start on the ready for play."



- 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."
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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.







2:23:20





