

Clock Situations

Western New England Chapter

August, 2015

Clock Responsibilities

The entire CREW is responsible for ALL timing situations

- SJ keeps time on field – pre-snap routine
- BJ keeps play clock – pre-snap routine
- Communicate between plays to referee to start on snap or ready for play (usually deep officials)
- Know timeouts remaining for both teams
- Write down status on longer delays (injuries, etc.)
- Know when additional rules apply at end of half!
- Remember 5/5 axiom

Under 2:00 Remaining in Half

Situations when game clock stops and will restart on snap:

1. Team A ball carrier ruled out of bounds
2. Team A backward fumble is out of bounds
3. Team A backward pass is out of bounds (not intentional to conserve time)

Under 1:00 Remaining in Half

10-second runoff situations:

1. Fouls immediately causing clock to stop

- False start (includes illegal shifts before offense was set)
- Delay of game
- Incomplete illegal forward pass
- Intentional grounding
- Personal foul
- Fouls to conserve time or intent to stop the clock

2. Helmet coming off not involving a foul

3. Player injuries

*** Runoff only applies if any of the above only involve one team AND clock stopped for no other reason*

Under 0:03 Remaining in Half

If game clock was stopped after previous play with less than 3 seconds AND restarted on ready for play...

...the offense cannot run any more than 1 more play before time expires.

2015 New Rule: 3-2-4b3

If play clock reads 25 seconds or less

- R shall signal an officials timeout
- Play clock set to 25 seconds
- Once ball is ready, R signals for play clock to start
- Game clock reverts to previous status

2015 New Rule: 3-3-9b1

If a defensive player's helmet comes off and this is only reason for stopping the clock, the play clock is set **40** seconds.

Same situation but offensive player, play clock set to 25 seconds. *

* Same as 2014

10-Second Runoff – Scenario #1

Fouling team has no timeouts

AND obvious that opposing team wants runoff

Referee

- Make announcement
- Inform QB that clock starts on ready
- Allow offense to line up quickly
- Clear umpire and wind the clock

Umpire

- Stands over ball until cleared by referee

10-Second Runoff – Scenario #2

Fouling team has timeouts

AND obvious that opposing team wants runoff

Sideline officials of fouling team

- Ask head coach if they want to use timeout
- Communicate decision to referee

Referee

- Make announcement
- Inform QB that clock starts on ready
- Allow offense to line up quickly
- Clear umpire and wind the clock

Umpire

- Stands over ball until cleared by referee

10-Second Runoff – Scenario #3

Fouling team has no timeouts

BUT not obvious that opposing team wants runoff

Sideline officials of opposing team

- Ask head coach if they want runoff
- Communicate decision to referee

Referee

- Make announcement. *If runoff elected...*
 - Inform QB that clock starts on ready
 - Allow offense to line up quickly
 - Clear umpire and wind the clock

Umpire

- If runoff elected, stands over ball until cleared by referee

10-Second Runoff – Scenario #4

Fouling team has timeouts

BUT not obvious that opposing team wants runoff

Sideline officials of opposing team

- Ask head coach if they want runoff
- Communicate decision to referee

Sideline officials of fouling team

- Ask head coach if they want to use timeout if runoff is elected
- Communicate decision to referee

Referee

- Make announcement. *If runoff elected...*
 - Inform QB that clock starts on ready
 - Allow offense to line up quickly
 - Clear umpire and wind the clock

Umpire

- If runoff elected, stands over ball until cleared by referee

Play Clock Scenarios

	No Option for Runoff		Option for Runoff	
	Offense	Defense	Offense	Defense
Player Injury	25	40	25	40
Helmet Off Not Due to Foul	25	40	25	40*
Foul Causing Clock to Stop	25	25	25	25

- * New 2015 rule. No longer matters if runoff applied.
- In scenarios involving more than one of the above situations and at least one requires a 40-second play clock, the play clock will be set to 40 seconds.

Key References

Game clock

- 3-2-5
- 3-3-2

Play clock

- 3-2-4-b
- 3-2-4-c

Runoff scenarios

- CFO Bulletin, July 15, 2013
- Foul: 3-4-4
- Helmet off: 3-3-9-b-2
- Player injury: 3-3-5-f

Play #1

1/10 @ B-35, 0:50 remaining in the 4th quarter.

QB #A7 is rushed out of the pocket and throws a pass from the B-32. It is caught by #A80, who is downed inbounds at the B-15. During the play, #A66 lost his helmet (no foul).

A 2/12 @ B-37

Game clock on ready; no option for runoff

Play clock at 25

#A66 leaves for next play

Play #2

1/10 @ B-35, 0:50 remaining in the 4th quarter.

QB #A7 is rushed out of the pocket and throws an incomplete forward pass from the B-32.

During the play, #A66 lost his helmet (no foul).

Team A is out of timeouts.

A 2/12 @ B-37

Game clock on ready; B has option for runoff

Play clock at 25

#A66 leaves for next play

Play #3

1/10 @ B-35, 0:50 remaining in 4th quarter.

Never leaving the tackle box, QB #A7 intentionally grounds a pass from the B-38 to conserve time.

During the play, #B55 is injured.

Both teams are out of timeouts.

A 2/13 @ B-38

No options for runoff

Game clock on ready

Play clock at 40

#B55 leaves for next play

Play #4

3/10 @ B-35, 0:50 remaining in 4th quarter.

Runner #A36 is tackled inbounds at the B-30.

During the play, #B55 loses his helmet (no foul).

B has no timeouts remaining.

A 2/5 @ B-30

#B55 leaves for next play

A has option for runoff

Game clock on ready if runoff elected; snap if declined

Play clock at 40

Game may be over if 10 second runoff applied

Play #5

1/10 @ B-35, 0:50 remaining in 4th quarter.

QB #A7 is rushed out of the pocket and throws an incomplete forward pass from the B-32.

During the play, #B55 lost his helmet (no foul).

Both teams are out of timeouts.

A 2/12 @ B-37

Game clock on snap, no option for runoff

Play clock at 40

#B55 leaves for next play

Play #6

3/10 @ B-35, 0:50 remaining in 4th quarter.

Runner #A36 is tackled inbounds at the B-30.

During the play, both #B55 and #A72 lose their helmets, neither due to fouls.

B has no timeouts remaining.

A 2/5 @ B-30

No options for runoff

Game clock on ready

Play clock at 40

#B55 leaves for next play; #A72 also leaves if no timeout

Play #7

3/10 @ B-35, 0:50 remaining in 4th quarter.

Runner #A36 is tackled inbounds at the B-30.

During the play, #B55 is injured.

B has no timeouts remaining.

A 4/5 @ B-30

Team A has option for runoff

Game clock on ready if runoff accepted, snap if declined

Play clock at 40

#B55 leaves for next play

Play #8

3/10 @ B-35, 0:50 remaining in 4th quarter.
Runner #A36 is tackled inbounds at the B-30.
During the play, #A66 and #B55 are injured.
Neither team has any timeouts remaining.

A 4/5 @ B-30

No options for runoff

Game clock on ready

Play clock at 40

#A66 and #B55 leave for next play

Play #9

3/10 @ A-40, 1:30 remaining in 4th quarter.

Runner #A36 is hit at the A-44 and fumbles. The ball is recovered by #B99 at the A-47 with a foot touching the sideline.

A 4/6 @ A-44

Game clock on ready

Play clock at 40

Play #10

3/10 @ A-40, 1:30 remaining in 4th quarter.

QB #A7 throws a pass that is intercepted by #B99 and run out of bounds at the B-30.

#B55 was offside at the snap.

A 3/5 @ A-45

Game clock on ready

Play clock at 25