

10 Second Run-Off
Play Clock Study Guide
July 2015

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	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 A & 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*	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	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*		X		X	X		X	
Both Teams Lose Helmets								
No Foul & 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 Foul & 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*	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		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*	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	
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)		X	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*		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)	Notes:							
Team B injury (with any combination of events)	*All 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).							
Team B intentionally delays game to conserve time (Referee's discretion)								
Exception:	*Common 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 ends. Administrative stoppages ONLY apply to PHO & injury situations, not 10 second run-off eligible fouls (i.e. incomplete illegal forward pass, incomplete ING, 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.							
25 Second Play Clock If:	When either team calls a time-out, play clock is set to 25 seconds							
Any other game situation not listed above occurs								
10 Second Run-Off NOT Applicable If:								
A TO is called by the offending team	If 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.							
Offsetting fouls								
Plays w/out (non-run-off) and/or administrative stoppages (incomplete pass, 1st down, etc.) ¹⁻³								
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 TO 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 TO can ALWAYS buy a player with a helmet off back into the game								
A TO MUST be called by the team requesting a player return to the game after a helmet off								
A single TO can buy a player back in (for helmet off) & avoid a 10 second run-off on the same play								
A TO can NEVER buy an injured player back into the game								