



10 Second Subtraction and Other Timing Matters

Vermont Region



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AGENDA

- ▶ Clock Responsibility Overview
- ▶ 10 Second Runoff – Absolutes
- ▶ 10 Second Runoff – Foul
- ▶ 10 Second Runoff – Helmet Off
- ▶ 10 Second Runoff – Injuries
- ▶ Other Timing – Odds and Ends
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Clock Responsibility Overview

Who is responsible for the game clock according to our official's manual?



Who is responsible for the play clock according to our official's manual?



Who is responsible for the clock when they feel something is off?

10 Second Runoff – Absolutes

- Absolutes that pertain to ALL 10 second runoff situations
 - The game clock must be running.
 - There must be UNDER a minute remaining in the 1st or 2nd half.
 - A charged team timeout to the offending team, if available, may be used to avoid the 10 second runoff. The clock will then begin on the snap following a charged team timeout.
 - A 10 Second runoff does not apply if there are offsetting fouls.
 - A 10 Second runoff can always be declined or accepted by the offended team. In a situation where there is a foul that would include a Zap 10, if the offended team declines the foul they may not get the zap 10.
 - A 10 Second runoff does not apply if both teams have any combination of injuries/ helmets off or fouls, that would have been eligible for a 10 second runoff, should they have occurred by only one team.

Quiz Question #1: Late in the half ball carrier A35 is tackled short of the line to gain. B79 (a) goes to the ground with an injury, or (b) helmet comes off during the play, not due to foul, and the officials stop the game clock, which shows 12 seconds.

10 Second Runoff – foul

- ▶ Qualifications for a ZAP 10 – Foul
 - ▶ The Game Clock Must be Running.
 - ▶ There must be UNDER a minute remaining in the 1st or 2nd half.
 - ▶ The foul occurs BEFORE a change of team possession.
 - ▶ The foul that occurs does not conflict with an opposing team penalty, helmet off or injury (See Absolute #).
- ▶ Fouls That Fit This Category:
 - ▶ Any foul that prevents the snap (False Start, defensive offside w/ contact, etc.)
 - ▶ Intentional Grounding to stop the clock
 - ▶ Incomplete Illegal Forward Pass
 - ▶ Backwards pass thrown out of bounds to stop the clock
 - ▶ Any other foul committed with the intent to stop the clock.

Quiz Question #2: Second and 10 at the B-30 with the game clock running. Team A trails in the score. Guard A66 in a three-point stance misses the snap count and lurches forward, committing a false start. B77 then commits a dead-ball personal foul or a dead-ball foul for unsportsmanlike conduct. The game clock is stopped with 8 seconds remaining in the game. This occurs (a) in the fourth quarter; (b) in the second quarter.

10 Second Runoff – Helmet Off

- ▶ Qualifications for a ZAP 10 – Helmets Off
 - ▶ The Game Clock Must be Running.
 - ▶ There must be UNDER a minute remaining in the 1st or 2nd half.
 - ▶ The helmet coming off is NOT the direct result of a foul by an opponent.
 - ▶ The helmet coming off does not conflict with an opposing team helmet off, injury or penalty.
- ▶ Other Notes:
 - ▶ There is no option for a ZAP 10 when helmets come off opposing players.
 - ▶ The 10 Second runoff may be avoided by use of a timeout.

	Game Clock	Play Clock
Zap 10 – Accepted	Ready for Play	25 if Offensive Player/40 if Defensive Player
Zap 10 - Avoided	Snap	25 if Offensive Player/40 if Defensive Player

Quiz Question #3: During the down A22's helmet comes off (no helmet foul by the defense) and A45 goes down with an injury. The ball carrier is tackled inbounds. When the clock is stopped it reads 0:58 in the fourth quarter.

10 Second Runoff – Injury

- ▶ Qualifications for a ZAP 10 – Injury
 - ▶ The Game Clock Must be Running.
 - ▶ There must be UNDER a minute remaining in the 1st or 2nd half.
 - ▶ The injury to a team A or B player does not conflict with an opposing team injury, helmet off or penalty.
- ▶ Other Notes:
 - ▶ There is no option for a ZAP 10 when there are injuries to opposing players.
 - ▶ The 10 Second runoff may be avoided by use of a timeout.

	Game Clock	Play Clock
Zap 10 – Accepted	Ready for Play	25 if Offensive Player/ 40 if Defensive Player
Zap 10 - Avoided	Snap	25 if Offensive Player/ 40 if Defensive Player

Quiz Question #4: Late in the half ball carrier A35 is tackled beyond the line to gain. B79 goes to the ground with an injury.

Other Timing – Odds and Ends

► Timing Changes – 2023 Season

► **Proposed Change Rule 3-3-2-e-1**

- e. Starts on the Referee's Signal. For each of the following reasons, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the referee's signal:
 - 1. Team A is awarded a first down, either through play or by penalty with less than two minutes remaining in the 2nd quarter or the 4th quarter.
 - * PROP approved for DI and DII. Further consideration for DIII.

► **Proposed Change Rule 3-2-3-a**

- ARTICLE 3. a. A period shall be extended for an untimed down if one or more of the following occurs during a down in which time expires in the 2nd or 4th quarter (A.R. 3-2-3-I-VIII):
 - 1. A penalty is accepted for a live-ball foul(s) (Exception: Rule 10-2-5- a). At the option of the offended team, the period is not extended if the foul is by the team in possession and the statement of the penalty includes loss of down (A.R. 3-2-3-VIII).
 - 2. There are offsetting fouls.
 - 3. An official sounds their whistle inadvertently or otherwise incorrectly signals the ball dead

Other Timing – Odds and Ends Continued...

- ▶ **Minimum Time for A Play After Spiking the Ball (3-2-5)**
 - ▶ If the game clock is STOPPED and will start of the ready for play signal, the offense can “spike” the ball AND still have enough time to run another play.
 - ▶ With less then 3 seconds on the game clock, there is only enough time for one play. Should the offense attempt to spike the ball with less than 3 seconds and the game clock running, the officials should rule the half over.
- ▶ Have great Game Awareness and situational awareness. Be aware of things like when coach might want to call TO, goal line situations, under 2 min, etc.

Quiz Question #5: 2/7 @ A-5 late in the second quarter. Quarterback A11 drops back to pass and is scrambling in his end zone as he tries to find an open receiver. About to be tackled in the end zone, A11 throws the ball forward to the ground in an area where there are no eligible receivers. The referee throws a flag for intentional grounding. When the ball is dead the game clock shows 0:18. Team B accepts the penalty.

Quiz Answers:

1. RULING: Team A has the option of a 10-second runoff in (a) and (b). If there is no 10-second runoff the game clock starts on the snap. If Team A accepts the option, there will be two seconds on the game clock which will start on the referee's signal.
2. RULING: (a) The game is over because Team B will accept the 10-second runoff associated with the false start. Thus the penalty for B77's dead-ball foul is not enforced. (b) The half is over because Team B will accept the 10-second runoff associated with the false start. The penalty for the Team B dead-ball foul carries over to the second half. Due to the 10-second runoff, by interpretation the Team B dead-ball foul effectively occurs after the half has ended and the penalty is thus carried over. In either (a) or (b) Team A may avoid the 10-second runoff by using an available charged timeout. In that case the penalty for the foul by B77 would be enforced, giving Team A first and 10 at the B-20 after enforcement of both penalties.
3. RULING: Because the injury and the helmet off occur to players on the same team, there is an option for a 10-second runoff. Team A may keep A22 in the game and also avoid the 10-second runoff by taking one charged timeout.
4. RULING: There is no option for a 10-second runoff because the game clock stops on the first down as well as the injury. The game clock starts on the referee's signal.
5. RULING: The penalty results in a safety, and Team A will free kick at the A-20. Team B has the option for a 10-second runoff. If Team B accepts the runoff, the game clock is set at 0:08 and starts on the referee's signal. If Team B declines the runoff, the game clock remains at 0:18 and starts when the kicked ball is legally touched in the field of play