

- VII. Team A scores a touchdown during a down in which time expires. During Team A's successful try, Team B fouls. **RULING:** The period is not extended for the kickoff. Team A may accept the penalty and replay the try, or decline the penalty and accept the score. Personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer may be enforced on the subsequent kickoff or succeeding spot in extra periods.
- VIII. Team A scores a touchdown during a down in which time expires. After the try ends, either team commits a dead-ball foul. **RULING:** The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try. The dead-ball foul penalty will then also be enforced on the replayed try. The period is not extended to enforce a dead-ball foul. If accepted, the penalty must be enforced on the kickoff to start the next period or at the succeeding spot in extra periods (Rule 8-3-5).

When Clock Starts—ARTICLE 5

Approved Ruling 3-2-5

- I. Team B makes a fair catch. **RULING:** Clock starts on the snap. The clock stopped at the end of a legal kick down.
- II. Fourth and six. Team A's running play, which ends inbounds, gains (a) eight yards or (b) five yards. B1 is offside during the play. **RULING:** (a) Team A's ball. First and 10. The clock starts on the ready-for-play signal. (b) Team A's ball. Fourth and one. The clock starts on the snap.
- III. Fourth and four. Team A's running play, which ends inbounds, gains (a) six yards or (b) three yards. B1 is offside during the play. **RULING:** (a) Team A's ball. First and 10. The clock starts on the ready-for-play signal. (b) Team A's ball. First and 10 after accepting the penalty. The clock starts on the snap.
- IV. Third and four. Team A's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. **RULING:** Team A's ball. First and 10. The clock starts on the snap since the clock was stopped to award Team B a first down.

When Clock Stops—ARTICLE 6

Approved Ruling 3-2-6

- I. The ball is snapped before it is declared ready for play, or a false start occurs. **RULING:** The ball remains "dead," and "timeout" and "no play" signals should accompany immediate sounding of the whistle to