

Ten Second Runoff

These 3 criteria must be met to apply a 10 second runoff:

1. The Clock must be running
2. There is less than 1 minute in either half
3. 1 team is responsible for one or more of the following things:
 - An Injured Player
 - A player's helmet comes off during the play not due to a foul
 - A foul stops the clock
 - Qualifying fouls are but not limited to:
 - False Start
 - Illegal Shift that converts to a False Start
 - Offside with contact
 - Intentional grounding
 - Incomplete illegal pass
 - Backward pass thrown out of bounds to stop the clock
 - Substitution Infraction (prior to the snap)
 - Delay of Game

If there are items by both teams there is no option for a 10 second runoff

- Offsetting Fouls
- Injured players from both teams
- Etc

Application of the Runoff

1. The offended team gets the option to accept the runoff or not
2. Yardage can be applied due to a foul and the runoff declined
3. If yardage is declined so is the runoff
4. The offending team can "buyout" of the Runoff by using a Timeout

Game Clock Status

1. Runoff declined – Clock starts on the snap
2. Runoff accepted – Clock starts on the Ready
3. Runoff accepted but avoided by timeout – Clock starts on the snap

Play Clock

1. Stoppage due to a foul – 25 second play clock
2. Offensive injury or helmet off (not due to foul) – 25 second play clock
3. Defensive Injury – 40 second play clock
4. Defense helmet (not due to foul) – 40 second play clock if runoff is accepted

Note: Regarding Helmet off (not due to a foul) or an injury there is no option for a runoff if the game clock were stopped for any other reason. (incomplete pass, first down, ball carrier out of bounds, etc)