



COLLEGE FOOTBALL OFFICIATING, LLC

EXAMPLES: TEN-SECOND SUBTRACTION

The new rule regarding the 10-second subtraction from the game clock, Rule 3-4-4, introduces a number of possible new scenarios for administration of the game clock near the end of the half. Here are number of play examples of possible applications of this rule.

In each of the following plays, assume:

- The game is in the fourth quarter,
- The ball is ready for play,
- The game clock is running,
- The fouling team does not have a timeout remaining unless otherwise noted,
- And the offended team accepts both the yardage penalty and the time subtraction unless otherwise noted.

1. Second and 5 the B-20. Guard A66 is in a three-point stance and lifts his hand from the ground. The game clock is stopped showing 38 seconds.

RULING: False start. Five-yard penalty and 10-second subtraction. Second and 10 at the B-25. Game clock is set at 28 seconds and starts on the Referee's signal.

2. Second and 5 the B-20. Guard A66 is in a three-point stance and lifts his hand from the ground. The game clock is stopped showing 1:00.

RULING: False start. Five-yard penalty and **NO** 10-second subtraction since there is not less than one minute when the clock is stopped. Second and 10 at the B-25. Game clock remains at 1:00 and starts on the Referee's signal.

3. Second and 4 at the B-20. As the QB A12 is calling signals in a normal manner, tackle B77 jumps into the neutral zone and makes contact with A65. The game clock is stopped showing (a) 15 seconds; (b) 8 seconds.

RULING: Team B offside. Five-yard penalty and 10-second subtraction. (a) First and 10 at the B-15. Game clock is set at 5 seconds and starts on the Referee's signal. (b) The game is over.

4. Second and 5 at the B-20. At the snap Team A has five players in the backfield. Ball carrier A22 is tackled in bounds at the B-10. When the play is over the game clock is stopped showing 8 seconds.

RULING: Illegal formation. Five-yard penalty but **NO** 10-second subtraction. The clock is stopped because A22 is tackled beyond the line to gain and also to complete the penalty. The illegal-formation foul itself does not cause the clock to stop. Second and 10 at the B-25. The game clock remains at 8 seconds and starts on the Referee's signal.

5. Second and 5 at the B-20. Team A is set for a full second. Back A22 moves forward (no false start) and back A44 simultaneously goes in motion parallel to the line of scrimmage. A22 sets into a three-point stance and A44 continues his lateral motion as the ball is snapped. Ball carrier A22 is tackled at the B-18. The game clock shows 25 seconds.

RULING: Illegal shift, as Team A has not satisfied the one-second rule. Five-yard penalty but **NO** 10-second subtraction. The clock is stopped to administer the penalty but the illegal-shift foul itself does not cause the clock to stop. Second and 10 at the B-25. The game clock remains at 25 seconds and starts on the Referee's signal.

6. Second and 5 at the B-20. Team A is running a no-huddle offense. They are moving into their formation, and players are continuing to move as the quarterback is calling signals. Team A never comes to a one-second stop before the ball is snapped. Officials correctly shut down the play and the game clock shows 10 seconds when it is stopped.

RULING: False start for an illegal shift of the second kind (players never set for one second). Officials should stop the play as soon as the ball is snapped. Five-yard penalty and 10-second subtraction. The game is over.

7. Second and 5 at the B-20. Team A breaks its huddle with 12 players. The game clock shows 20 seconds as the Referee stops play and throws his flag.

RULING: Dead-ball foul for substitution infraction. Five-yard penalty and 10-second subtraction. Second and 10 at the B-25. The game clock is set at 10 seconds and starts on the Referee's signal.

8. Second and 5 at the B-20. On a running play up the middle A66 grabs nose tackle B77 at the B-18 and wrestles him to the ground. Ball carrier A22 is tackled at the B-5. The game clock shows 7 seconds when it is stopped.

RULING: Holding by A66. Ten-yard penalty but **NO** 10-second subtraction. The game clock is stopped to administer the penalty and also because A22 made the line to gain. Penalty is enforced at the spot of the foul (3-and-1 Principle). Second and 13 at the B-28. Clock remains at 7 seconds and starts on the Referee's signal.

9. Second and 5 at the B-20. QB A12 rolls out to pass, runs to the B-17 and throws a forward pass, which falls incomplete. The game clock shows 15 seconds.

RULING: Illegal forward pass. Five-yard penalty at the spot of the foul, loss of down, and 10-second subtraction. Third and seven at the B-22. The game clock is set at 5 seconds and starts on the Referee's signal.

10. Second and 5 at the B-20. QB A12 rolls out to pass, runs to the B-17 and completes a forward pass to A88 who carries the ball across Team B's goal line. When the game clock stops it shows 15 seconds.

RULING: Illegal forward pass. Five-yard penalty at the spot of the foul and loss of down. **NO** 10-second subtraction. The clock is stopped on the apparent touchdown and the foul itself does not cause the clock to stop. Third and seven at the B-22. The game clock remains at 15 seconds and starts on the snap.

11. Second and 5 at the B-20. Tackle B77 is in the neutral zone at the snap, but does not make contact. QB A12 rolls out to pass, runs to the B-17 and throws a forward pass, which falls incomplete. The game clock shows 15 seconds.

RULING: Team A illegal forward pass and Team B offside. Offsetting fouls. No 10-second subtraction. Second and 5 at the B-20. The game clock remains at 15 seconds and starts on the snap.

12. Second and 5 at the B-20. Team B has 12 players on the field in the defensive formation. Immediately after the ball is snapped the Back Judge stops play and drops his flag for too many Team B players on the field. The game clock shows 17 seconds.

RULING: Dead-ball foul, Team B substitution infraction for too many players remaining on the field. Five-yard penalty and 10-second subtraction. First and 10 at the B-15. The game clock is set at 7 seconds and starts on the Referee's signal.

NOTE: It is preferable to stop this play before the ball is snapped, but if that is not possible it is correct to shut the play down as quickly as possible after the snap.

13. Second and 5 at the B-20. The 40-second play clock expires before Team A snaps the ball. When the game clock is stopped it shows 48 seconds.

RULING: Team A foul for delay of game. Five-yard penalty and 10-second subtraction. Second and 10 at the B-25. The game clock is set at 38 seconds and start on the Referee's signal.

NOTE: On such a play it is especially important for the Referee to be certain that Team B wants the 10-second subtraction.

14. Second and 5 at the B-20. QB A12 drops straight back to pass. Under duress, and never leaving the tackle box, at the B-25 he heaves the ball forward and out of bounds near the B-15. No Team A receiver is in the area of the pass. Tackle A77 is flagged for holding at the B-21. When the game clock is stopped it reads 30 seconds.

RULING: Two fouls against Team A: holding and intentional grounding. Only the intentional grounding foul qualifies for a possible 10-second subtraction since it causes the clock to stop and the holding foul does not. Thus whether there is a time subtraction depends on which penalty Team B accepts. If Team B accepts the penalty

for intentional grounding, which is loss of down at the spot of the foul, it will be third and 10 at the B-25. Assuming that Team B also accepts the 10-second subtraction, clock is set at 20 seconds and starts on the Referee's signal. If the holding penalty is accepted, which is 10 yards at the previous spot, it will be second and 15 at the B-30. Team B has no option regarding the 10-second subtraction. The game clock remains at 30 seconds and starts on the snap.

15. Second and 10 at the B-30. 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 20 seconds remaining.

RULING: Both penalties are enforced and the 10-second subtraction is applied. Note that the penalty against Team B carries an automatic first down in either case. First and 10 at the B-20. Game clock is set at 10 seconds and starts on the Referee's signal.

16. Second and 10 at the B-30. 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.

RULING: The game is over because of the 10-second subtraction associated with the false start. Thus the penalty for the dead-ball Team B foul is not enforced.

NOTE: If this action occurred at the end of the first half the penalty for the Team B dead-ball foul would carry over to the second half. Because of the 10-second subtraction the Team B dead-ball foul by interpretation effectively occurs after the half has ended and the penalty is thus carried over.

17. Second and 10 at the B-30. The score is tied. 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.

RULING: Regulation play is over and the game moves to the extra period. The penalty for the dead-ball foul by Team B is enforced to start the extra period. Because of the 10-second subtraction the Team B dead-ball foul by interpretation effectively occurs after regulation play has ended and the penalty is thus carried over.

18. Second and 5 at the B-30. Team A is running a no-huddle offense. They are moving into their formation, and players are continuing to move as the quarterback is calling signals. Tackle B77 jumps into the neutral zone and before he gets back outside, the snapper snaps the ball. Team A players have never been set for a full second. Officials correctly shut down the play and when the game clock is stopped it shows 10 seconds.

RULING: False start due to the illegal shift of the second kind (see Play 6). There is no foul by Team B since the false start due to the illegal shift means that effectively the ball was never snapped. Five-yard penalty and 10-second subtraction. The game is over.

19. Second and 5 at the B-30. Ball carrier A22 is tackled at the B-28 for a two-yard gain. A few seconds after the ball is dead A78 commits a personal foul or a foul for unsportsmanlike conduct. When the officials flag this foul and stop the game clock, there are 7 seconds left.

RULING: The dead-ball foul by A78 causes the clock to stop and the 10-second subtraction applies. The game is over.

NOTE: If this happens in the second quarter the penalty will be enforced at the start of the second half.

20. Team A is running a no-huddle offense. They are moving into their formation, and players are continuing to move as the quarterback is calling signals. Team A never comes to a one-second stop before the ball is snapped. Officials correctly shut down the play and the game clock shows 10 seconds when it is stopped. Team A has one timeout remaining.

RULING: False start. Five-yard penalty and the 10-second subtraction is in play. Team B's option on accepting or declining the 10-second subtraction should be obtained, and this will dictate whether Team A decides to use its timeout. Please see "10-Second Subtraction Rule Mechanics" on the Central Hub for guidelines for administering this situation.

21. Third and 7 at the B-30. Ball carrier A22 is near the sideline at the B-28. About to be tackled and trying to get out of bounds, he throws the ball backward out of bounds to stop the clock. When the down is over the game clock shows 37 seconds.

RULING: Foul under Rule 7-2-1. Five-yard penalty from the spot of the foul plus loss of down and possible 10-second subtraction. Team B accepts the yardage penalty and declines the 10-second subtraction. Fourth and 10 at the B-33. Game clock remains at 37 seconds and starts on the SNAP.

NOTE: This ruling trumps Rule 3-4-3 which calls for the game clock to start on the Referee's signal.

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August 8, 2011