

## Two Second Runoff Clarification

There seems to be a lot of confusion about this rule based on the number of emails and calls I have gotten. Let's try to clarify this for all concerned. First let's look at the wording of the rule:

“If Team A **SNAPS** the ball on a scrimmage play with two seconds or less on the clock regardless of what happens on that play the period is over.”

1. You can still have untimed downs after the period is over if there are circumstances during the down requiring it- accepted penalty, double fouls.
2. The key word is **SNAP**. The rule has nothing to do with ready for play or what the Referee does. The clock can be running at the snap. It is the time left on the clock at the snap that enforces the rule.
3. This requires communication and mechanics to watch the clock by R, U and FJ. Most schools have clock at one end of the field. This is a mandatory pregame topic.

The following plays illustrate several situations:

### **PLAY 1:**

Team A runner goes out of bounds with 1.5 seconds left on the clock after a long run. Team A snapped the ball with ten seconds on the clock the previous play. The rule goes into effect with the next snap at 1.5 seconds.

### **PLAY 2:**

Team A hurries to the line of scrimmage to spike the ball to stop the clock. The R notices that the ball is snapped with 1 second left. The clock operator stops the clock with 0.4 seconds left. The runoff rule is enforced and the period is over.

### **PLAY 3:**

After a score Team K kicks off with two seconds left in the first half. The kick goes OOB untouched by R. There are still two seconds left on the clock or should be. The rule applies to the next **snap from scrimmage**.

Key Items:

**Snap from scrimmage**

**Time on the clock at the snap**

**Mechanics must be discussed**

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