

Two Minute TimeOut Checklist



1. **Team TimeOuts remaining.**
2. **Team Challenges remaining.**
3. **“Under Two” timing rules in force.**
4. **Clock stops for 1st downs**
5. **10 Second runoffs applicable...**
 - A foul that causes the clock to stop Immediately
 - An injury to a player
 - A player’s helmet comes off (but not if by a foul)
 - A Replay reversal that creates a running clock

*Runoff can be avoided by using a Team TimeOut
6. **Be alert for Coach calling a TimeOut**
7. **Option to reset clock for Team B substitution foul w/participation**
8. **Clock status option after a foul...RFP or Snap**

Option of “Offended team” if tied or behind in score.
9. **Replay can adjust the game clock.**
10. **No Expedited Reviews**
11. **QB needs 3 seconds to spike ball if clock on RFP.**

If 1 or 2 seconds, must run play (or Team takes a TimeOut)
12. **If time incorrectly goes to 0:00 ...**
 - If clock on RFP, must have 3 seconds left.
 - If clock on Snap, reset to what it is.
13. **LTG stoppages ... Only when Team A is ahead in the score...**
 - If Upheld reset game clock to time previous play ended, 40 on PC, RFP
 - If Reversed to short of LTG, normal 10 second runoff, reset GC to DBR and subtract 10 seconds, PC at 25, wind on RFP
14. **Frozen play clock potential if Review is Upheld**

2 Minute Timing FLOW CHARTS OUT!