1. Team TimeOuts remaining.
2. Team Challenges remaining.
3. “Under Two” timing rules in force.
4. 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
1. Be alert for Coach calling a TimeOut
2. Clock status option after a foul…RFP or Snap
* Option of “Offended team” only if they are tied or behind in score.
1. If there is an Overturn, Replay can adjust the game clock.
2. QB needs 3 seconds to spike ball if clock on RFP.
* If 1 or 2 seconds, must run play (or Team takes a TimeOut)
1. If time incorrectly goes to 0:00 …
* If clock to on RFP, must have 3 seconds left.
* If clock on Snap, reset to what it is.