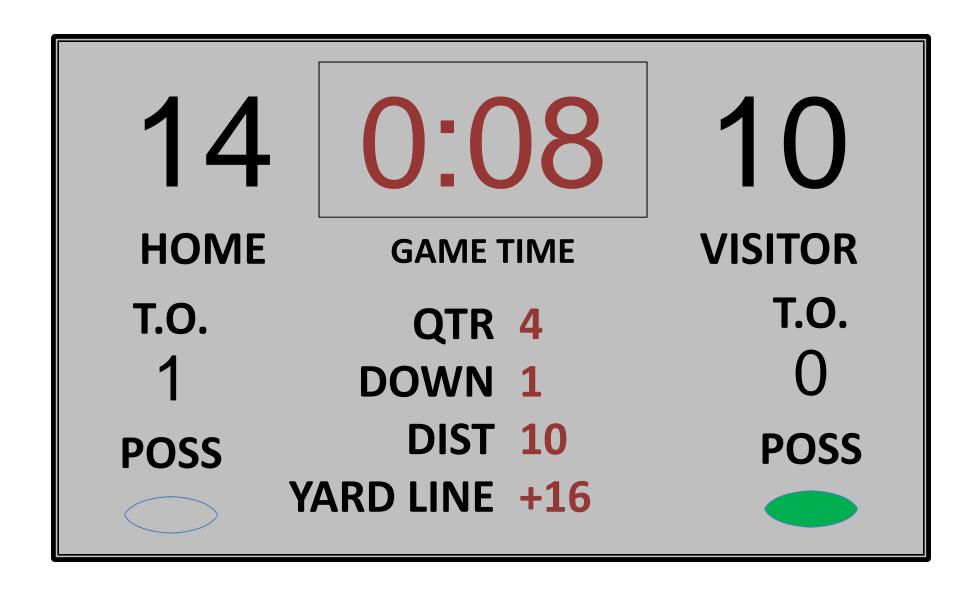


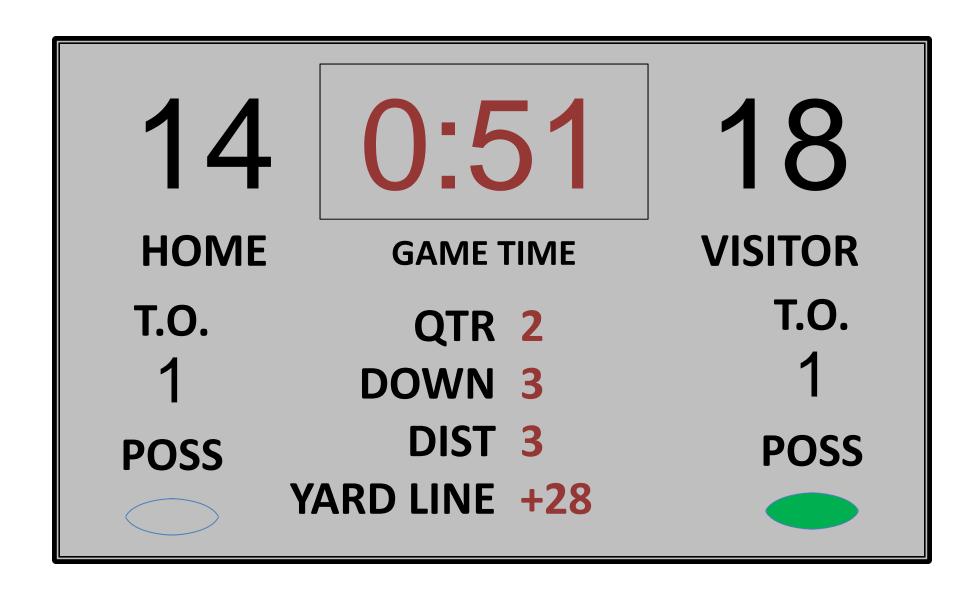
Clock running, false start #66

5-yard penalty, 10 second runoff, A takes timeout to prevent runoff, snap

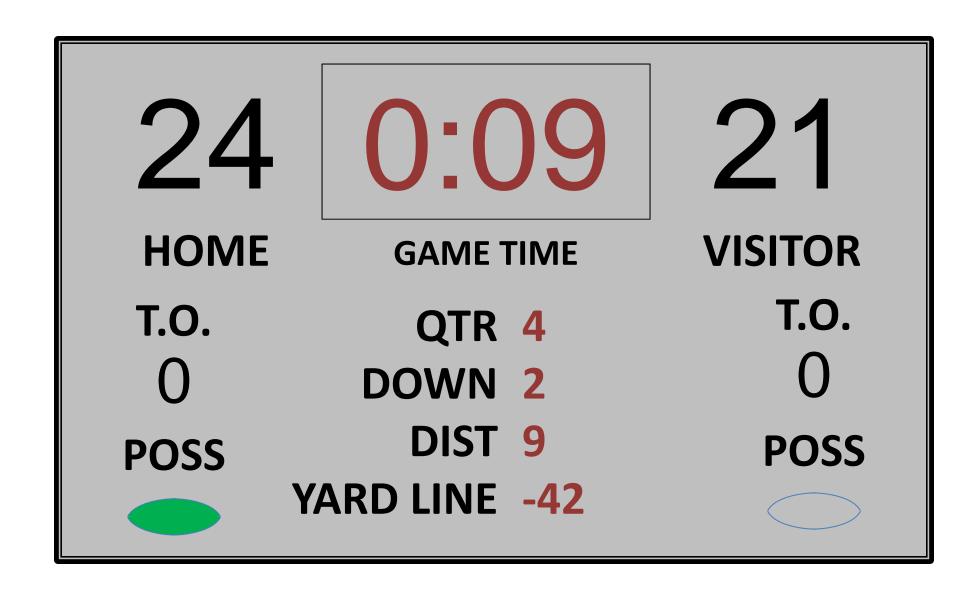


Clock running, illegal formation on offense, run ends inbounds

5-yard penalty, foul doesn't stop the clock, no 10 second runoff, ready

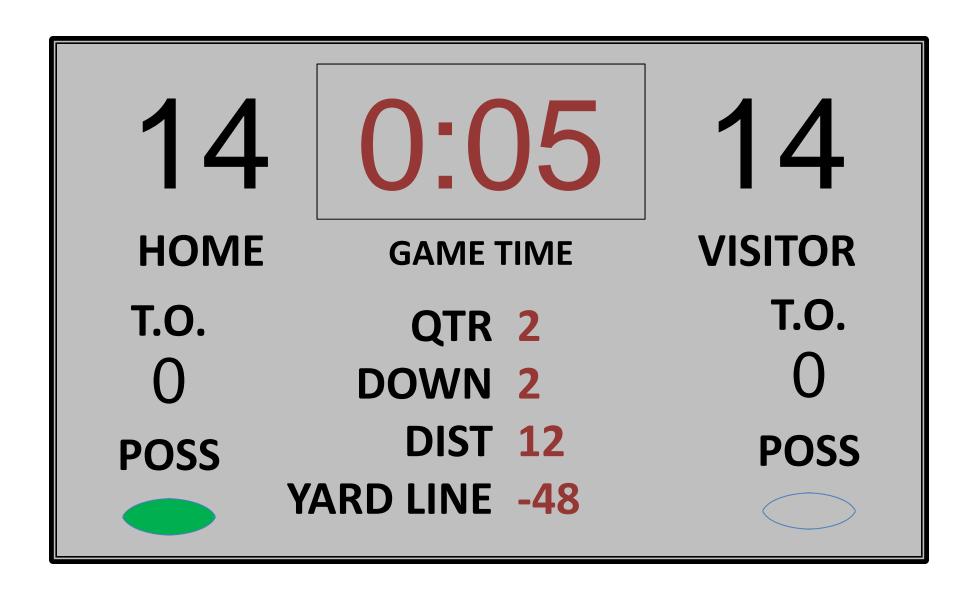


5-yard penalty, Team A declines 10 second runoff, snap



Clock stopped, false start #79

5-yard penalty, foul doesn't stop the clock, no 10 second runoff, snap



Clock running, two Team A players never got set before snap

FST, 5-yard penalty, 10 second runoff, half is over



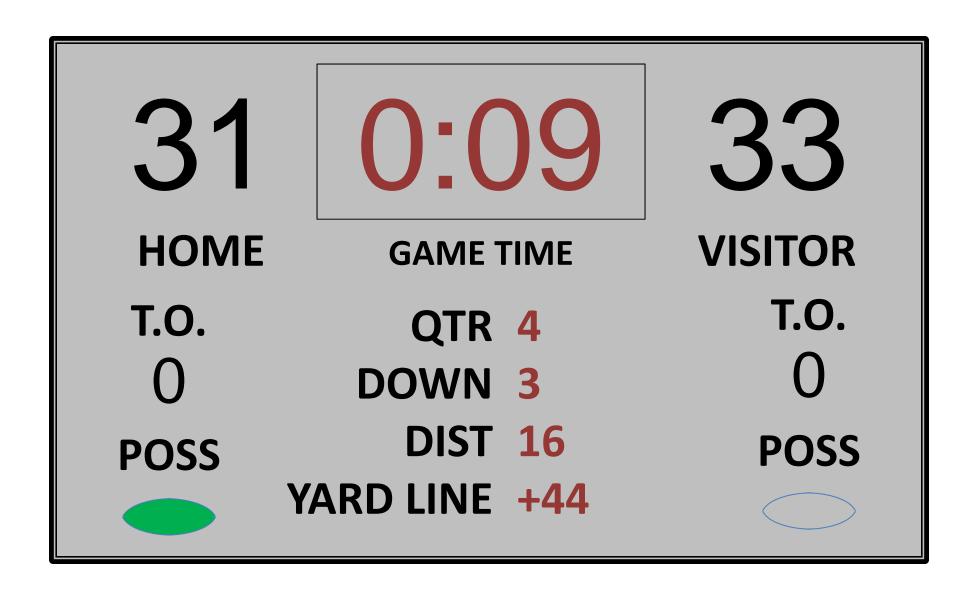
Clock running, offense has 12 men in formation

ILS, 5-yard penalty, 10 second runoff, A takes timeout to prevent runoff, snap



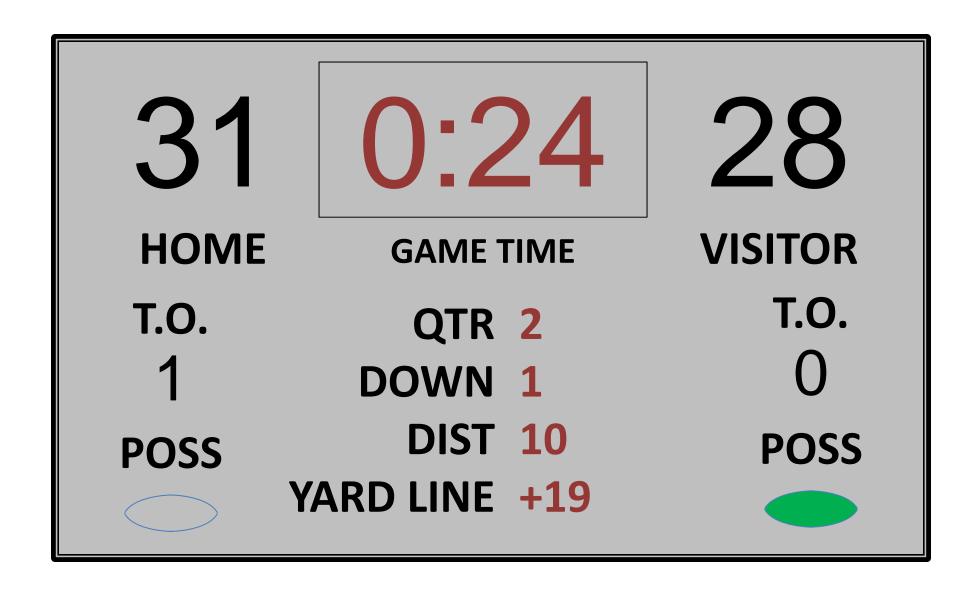
Passer #12 in the pocket, throws incomplete to an area with no eligible receiver

ING, LOD penalty at spot of pass, 10 second runoff, ready



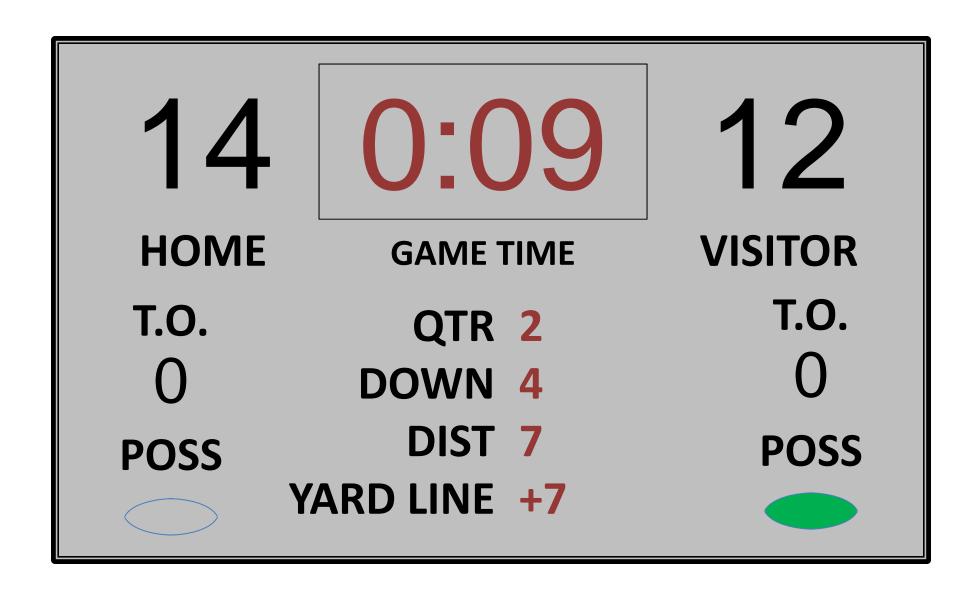
Passer #16 throws beyond LOS, complete to #88, runs out-of-bounds

IFP, 5-yard penalty with LOD, no 10 second runoff, snap

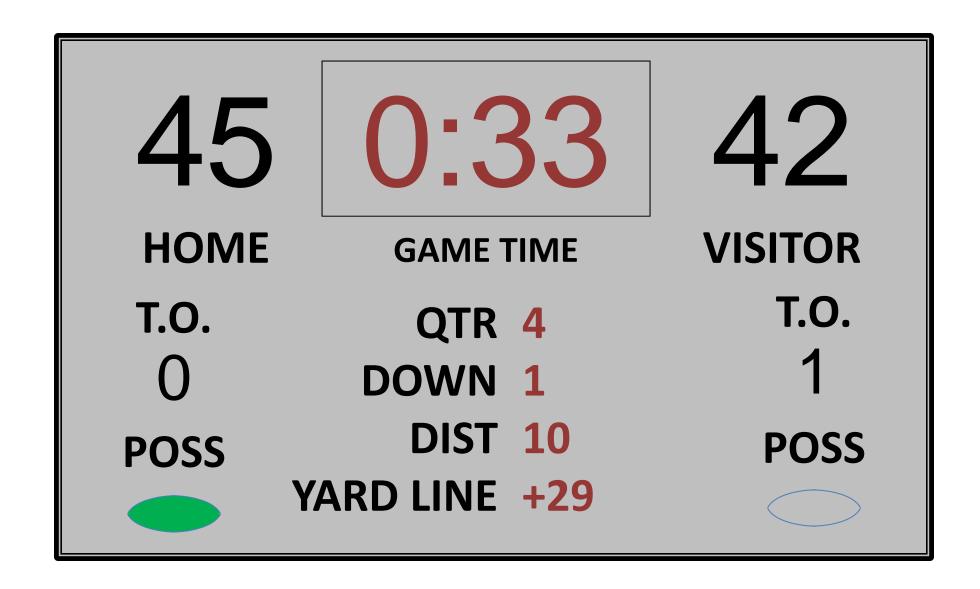


Passer #12 throws beyond LOS, incomplete

IFP, 5-yard penalty with LOD, 10 second runoff, ready



Half-the-distance penalty, 10 second runoff, A declines runoff, snap



5-yard penalty, 10 second runoff, Team B takes timeout to prevent runoff, snap



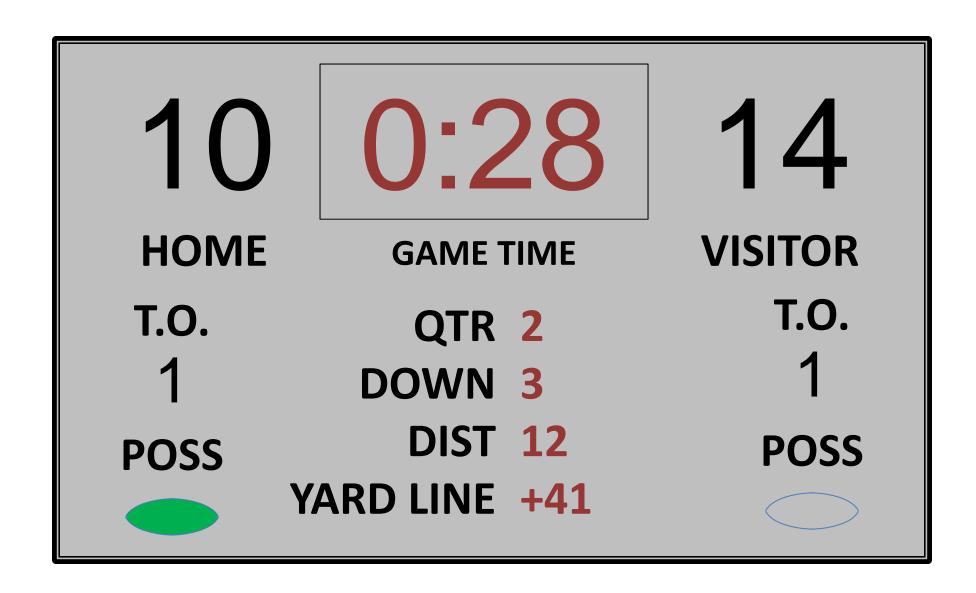
Run ends inbounds short of LTG, dead ball UNR on offense #55

15-yard penalty, 10 second runoff, A takes timeout to prevent runoff, snap

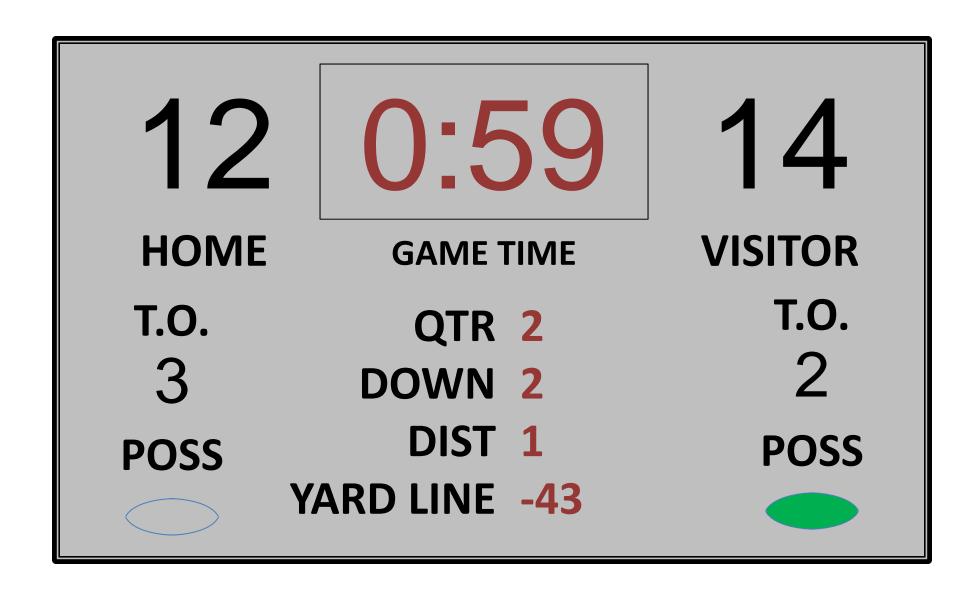


Clock running, Team A setup for FG, play clock expires

5-yard penalty, 10 second runoff, ready



5-yard penalty, 10 second runoff, A declines runoff, snap



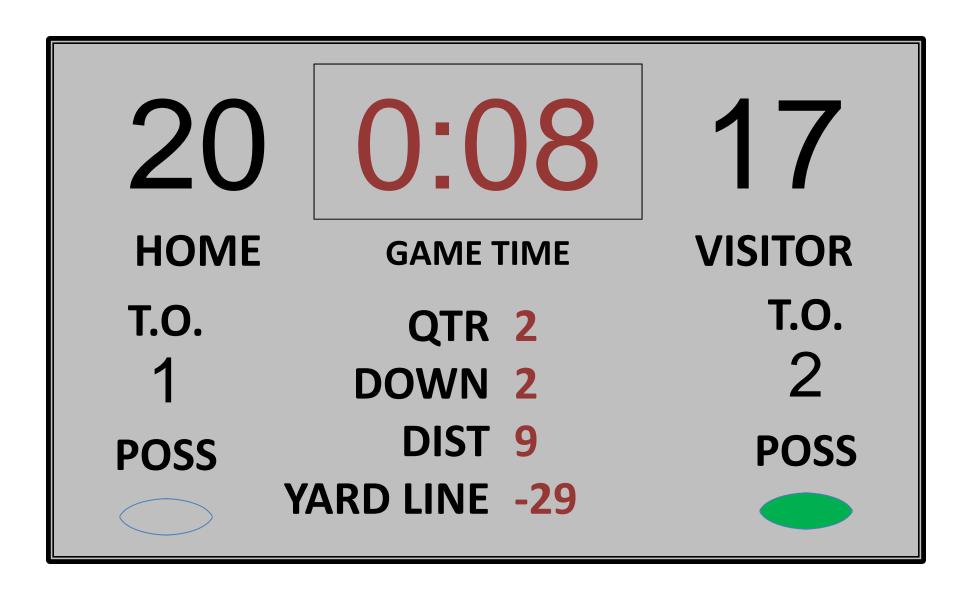
Clock running, B #71 in NZ at snap, passer #12 illegally dumps ball incomplete

Offsetting fouls, no 10 second runoff, snap



Clock running, play clock expires before Team A snaps

DOG, 5-yard penalty, 10 second runoff, B takes timeout to prevent runoff, snap



Team A run ends inbounds short of LTG, dead ball UNR on A #66

15-yard penalty, 10 second runoff, A takes timeout to prevent runoff, snap (NB: by taking timeout, Team A doesn't start 2nd half with 15-yard penalty)