

STARTING THE CLOCK---TEAM B

Guideline: The clock starts on the ready when Team B next snaps the ball. Also, if one of the reasons for stopping the clock is to award a first down to Team B, including following a touchback, the clock will start on the ready. Exceptions: (a) period ends; (b) team time out.

#	PLAY	CLOCK (reason)
1	PUNT: B44 completes a fair catch, ball rolls out of bounds or touchback	READY (B next snaps)
2	PUNT: B44 advances and runs out of bounds. Team B is offside. Penalty accepted.	READY (B first down)
3	PUNT: Ball, untouched, hits ground in Team B’s end zone. Team A takes a timeout.	SNAP (Snap after any team timeout)
4	PUNT: B44 advances, fumbles and A66 recovers while grounded.	SNAP (A Snap after punt)
5	PUNT: B44 muffs untouched punt beyond the neutral zone. A66 recovers.	SNAP (A Snap after punt)
6	PUNT: Third down. Blocked kick. Ball does not cross neutral zone. A66 recovers while grounded.	SNAP (A Snap after punt)
7	PUNT: Third or fourth down. Blocked kick ball does not cross neutral zone. B55 recovers while grounded. B99 commits a live ball foul.	READY (B first down)
8	FREE KICK: B44 advances and runs out of bounds. Team A only had three players to one side of the kicker. Penalty accepted from previous spot.	READY (B first down)
9	FREE KICK: B44 advances and fumbles. A66 recovers and scores a TD. A77 grasps B44’s face mask during B44’s advance.	READY (B next snaps ball)
10	PASS: A88 fumbles on B’s 6. Ball is on B’s 2 when B44 bats the ball backward. Ball hits goal line pylon. Team B roughs passer. Penalty accepted.	SNAP (A awarded a safety)
11	PASS: B44 intercepts in B’s end zone. Fumble from end zone rolls out of bounds on B’s 2	READY (B next snaps ball)
12	PASS: B44 intercepts, advances and fumbles. A66 recovers while grounded.	READY (A first down)
13	PASS: Fourth down. A12’s legal forward pass is incomplete. Team B commits pass interference.	READY (B first down)
14	RUN: A33’s fumble hits Team B’s goal line pylon. Team B commits a personal foul during the down.	READY (B first down after TB)
15	RUN: Fourth and 3. A33 runs out of bounds for no gain. Team B was offside.	READY (B first down)
16	RUN: Fourth and 3. A33 runs out of bounds for a gain of about three yards. Team B was offside.	SNAP/READY (Measurement required)
17	PASS: B44 intercepts and fumbles. Team A recovers. A77 commits a personal foul during B44’s advance. Penalty accepted. 1 st and 10 for Team B.	READY

#12 Clock starts on ready due to Team A awarded a first down.