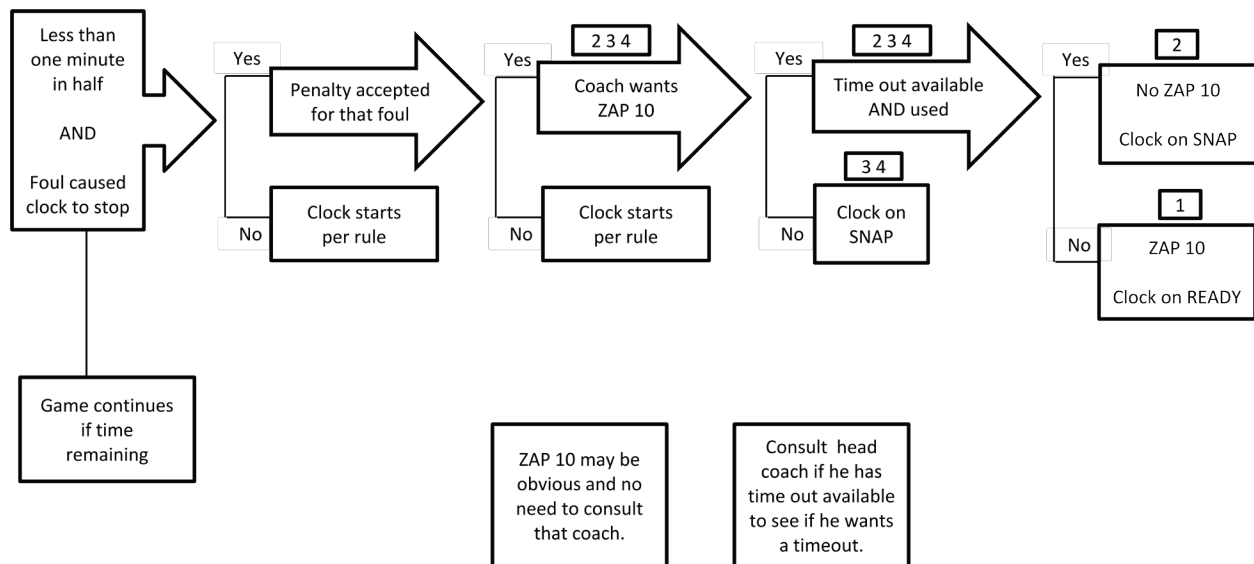


2011 MINI MISSIVE # 5

ZAP 10 DECISION CHART

Rule 3-4-4 requires that less than one minute remains in either half and either team commits a foul that stops the clock.

- [1] If Team A accepts the yardage penalty and elects the ZAP 10, the clock starts on the ready (3-4-4-c).
 - [2] If Team A accepts the yardage penalty but does not elect the ZAP 10, the clock starts on the snap (3-4-4-c).
 - [3] If Team A declines the yardage penalty, the ZAP 10 is declined by rule (3-4-4-a) and the clock starts per rule (RR Bulletin Play Situation #4).
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NOTE: Mechanics taken from Redding memo where McAuley was contributor.