

# 2013 NCAA RULE CHANGE REQUESTS

## 10-SECOND SUBTRACTION from GAME CLOCK (Rule 3-4-4-a)

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**RULE NUMBER & PAGE: RULE 3-4-4-a, FR-52.**

### **RULE CHANGE:**

**3-4-4-a:** With the game clock running and less than one minute remaining in either half, if a player of either team commits a foul (exception: play clock delay foul) that causes the clock to stop, the officials may subtract 10 seconds from the game clock at the option of the offended team. ...

### **INTENT:**

[1] This has been a legal and valid coaching tactic. Team A should legally be able to take the time until the play clock runs out. No advantage has been gained with the foul.

[2] The following play applies:

**PLAY :** Third and 8 on B's 18. Fourth quarter. The score is A27-B28. The game clock shows 0:56. Neither team has timeouts remaining. A33 is downed on B's 12 with 0:48 on the game clock. Team A sends in the field goal team and stands around waiting for the play clock to expire. The play clock expires.

**RULING:** By the technical wording of the 2011/2012 rule, Team B accepts the 5-yard penalty, elects the ZAP 10 and the game ends (48 – 40 = 8) with the score A27-B28. However, this has been a legal, valid coaching tactic. Team A legally took the full 40 seconds to allow Team B less time to score if the field goal is successful. It is not known if the rules committee intended to take this tactic out of the coach's playbook with the game clock under 50 seconds. The foul was not really committed to stop the clock but to consume time per rule.

### **SOURCE:**

**Rom Gilbert [11/27/12] ..... (zap)(13)**

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