



COLLEGE FOOTBALL OFFICIATING, LLC

2014 INSTANT REPLAY CASEBOOK: CORRECTIONS TO THE PRINTED VERSION

Please note the following corrections to the *printed version* of the *2014 Instant Replay Casebook*. The version posted to this web site includes these changes. They are noted below in underlined **boldfaced** red type.

Addition to Reviewable Plays

Page 7. Add paragraph k to Rule 12-3-3

k. Forward fumble that goes out of bounds with respect to a first down.

3. Touching of a free kick (Page 12)

On the kickoff to start the second half officials rule that the ball is touched by B45 before going out of bounds at the B-20 and give Team B the ball at that spot. Replays show that B45 did not touch the ball. **RULING:** Reviewable play, regarding whether B45 touched the ball. Reverse to free kick out of bounds. Team B 1-10 on B-35, or re-kick at the **A-30** (Rule 12-3-4-a).

92. Touching of a kick (Page 33)

Fourth and 10 on the Team A-40. A80 recovers the rolling punt at the B-9. The officials rule illegal touching by A80 and award the ball to Team B. The ball grazed off the fingertips of B45 at the B-13 prior to A80 recovering it. **RULING:** Reviewable play, regarding whether B45 touched the ball. Reverse to no illegal touching. The ball belongs to Team A **1-G** on B-9 (Rule 12-3-4-a).

134. Game clock at end of half (Page 43)

Second and 12 at the B-25. There are 15 seconds remaining. Ball carrier A22 is hit at the **B-15**, and as he is going down the ball comes out. The officials rule a fumble and allow the

play to continue. B37 recovers at the B-21 and returns for a long gain before being tackled or scoring an apparent touchdown. After review, the replay official rules that A22's knee touched the ground before the ball was loose. (1) There was 3 seconds remaining; (2) There is no time remaining.

RULING: If time remains on the game clock:

There is no timing adjustment and the game clock is started on the referee's signal.

If time on the game clock expires during the play:

*In the *first or third* quarter: The game moves to the second or fourth quarter. The game clock starts on the snap.

*In the *second or fourth* quarter:

(a) If Team A has no timeouts available, the half (game) is over.

(b) If Team A has a timeout available, it may elect to use one and the clock will be adjusted to its reading at the time the runner should have been ruled down. If Team A elects not to use a timeout, the half (game) is over.

Rogers Redding

Secretary-Rules Editor

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