



COLLEGE FOOTBALL OFFICIATING, LLC

The Shaw / Blandino 2020 Preseason Quiz

Version 7

This quiz is being provided to promote further individual rules study and create off-season discussions. It is in no way intended to be official play interpretations, as those are contained within Part II of the NCAA Football Rules and are updated by official CFO Play Interpretation Bulletins when released during the season. These quizzes will be released bi-weekly on Thursday, with answers being provided on the following Monday. The first eight questions are focused around on-field rulings, and the final four questions are focused on Instant Replay. All officials should be familiar with and work both sets of questions.

For On-field Questions 1 – 8, answer each question by giving **THESE FOUR ITEMS** of information for the next time the ball is to be put in play:

Team in possession

Down and distance (or Free Kick or Try)

Yard line of succeeding spot

Game clock status (Ready/ Snap / Running / FK Rules / No Clock / 10-Second Runoff)

For any fouls that are not offset, assume that the penalty is accepted unless it is declined by rule, including accepting a 10 second subtraction if it is available.

For Replay Questions 9 – 12, complete the answer with the **outcome** and any **replay reasoning**.

1. Team A (Visitors) scores a Touchdown with no time left on the game clock in the 4th quarter, and is behind 21 – 19. On the try from the B-3, A16 completes a pass to A80 in the end zone. B77 is rushing the QB and is unabated and makes forcible contact to A16's knees as the pass is being thrown.

RULING: Score two points for Team A. Go to extra periods with either Home Team, 1/10 @ 40 or Visitors, 1/10 @ 12 ½.

This is a personal foul for roughing the passer (Rule 9-1-9-b). The penalty will carry over to the succeeding spot in extra periods (Rule 8-3-3-b).

2. 4/8 @ A-42. A16's punt is in the air and B80 is in position to make the catch at the B-20 when A30 contacts B80. B80 muffs the ball due to the contact by A30 and the loose ball is recovered by B44 at the B-15 and he returns it across Team A's goal line.

RULING: B, Try, A-3, No Clock.

A30 has committed a foul for Kick-catching interference (Rule 6-4-1). KCI is not a personal foul and therefore cannot be carried over to the succeeding kickoff (10-2-5-a-1). KCI on this play can only be enforced as a spot foul.

3. 1/10 @ A-15. Runner A44 attempts to stiff arm B35 but grabs and twists the facemask of B35 at the A-20 before running out of bounds at the A-25. After being well out of bounds, B35 shoves A44 to the ground.

RULING: A, 1/10, A-25, Ready

Enforce both the live ball face mask penalty and the dead ball foul penalty. The face mask penalty is half the distance (Rule 10-2-6) and the dead ball foul will be penalized 15 yards. These fouls do not offset (Rule 10-1-6).

4. Free Kick @ A-35. The kick is muffed by B80 at the B-10 and the ball rolls toward the end zone. B80, while pursuing the loose ball, bats the ball backwards towards Team B's end zone from the B-5, and the ball bounces over the end line.

RULING: Safety, 2 points for A. Team B will Free kick from the 20-yard line.

B80's bat, while legal because it is backward in the field of play (Rule 9-4-1-c) does impart a new impetus. This bat makes Team B responsible for the ball being out of bounds behind the goal line (Rule 8-7-2-b-1).

5. 1/10 @ B-20. Late in the 1st half with the game clock running, lineman A75 fires out early. After the play is blown dead the game clock reads 0:08. After the play is stopped, B45 pushes A75 to the ground. Team A has no timeouts remaining and Team B elects the 10-second runoff.

RULING: The half is over. B45's UNS penalty is enforced at the start of the 2nd half.

The false start foul qualifies for a 10-second runoff (Rule 3-4-4) and after the subtraction there is no time remaining in the 1st half. The dead ball foul's enforcement spot is the succeeding spot (Rule 10-2-2-a) at the start of the 2nd half.

6. 1/10 @ B-20. Late in the 1st half with the game clock running, lineman A75 fires out early. After the play is blown dead the game clock reads 0:08. After the play is stopped, B45 pushes A75 to the ground. Team A has no timeouts remaining and Team B accepts the yardage penalty but declines the 10-second runoff.

RULING: A, 1/10, B-12 ½, Snap

The false start is penalized as a dead ball foul (Rule 7-1-3-d), and since Team B declined the 10-second runoff (Rule 3-4-4), the clock will start on the snap and the 1st half is not over. B45's UNS will be

penalized half the distance to the goal with an automatic 1st down (Rule 9-2-1-j) and will not carry over to the 2nd half.

7. 4/10 @ A-30. Punter A47 muffs the snap but recovers the ball at the A-12 and at that spot attempts to get the punt off. A47 is hit by B44 as he attempts the kick but misses the ball. There is a scramble for the ball and A23 picks up the loose ball at the A-9 and runs to the A-41.

RULING: B, 1/Goal, A-9, Snap

Punter A47 muffs the snap but gains possession at the A-12. In his attempt to kick the ball, he misses and so this is a fumble (Rule 2-11-1). Since it was 4th down, the 4th down fumble rule is in effect (Rule 7-2-2-a- Exception 2).

8. 4/17 @ B-43. A5's punt bounces untouched on the B-3 and breaks the plane of Team B's goal line where A85 bats the ball back into the field of play. B44 muffs the ball on the B-2 and A68 recovers on the B-6. The ball did not touch the ground in Team B's end zone. During the kick, B55 committed a holding foul on the B-26.

RULING: A, 4/7, B-33, Snap

The holding foul by B55 is not enforced as a PSK because A68 recovered the kick after the muff by B44 (Rule 10-2-3-b-4). Since the hold occurred during the kick, the penalty is enforced from the previous spot (Rule 10-2-2-d-4).

9. 1/10 @ B-35. A2 runs to the B-20 where he is hit and loses the ball. B43 picks up the loose ball and returns it to the 50 where he is tackled by the facemask by A88. Officials rule fumble. Replays show A2's right forearm hit the ground before he lost the ball.

RULING: A 1/10 @ B-35. The forearm puts the player down by rule. The facemask foul becomes a dead ball foul and the penalty is enforced from the new spot, the B-20.

10. 3/4 @ A-36. Back A2 runs to the A-39 where he fumbles the ball and it goes out of bounds at the A-43. The officials bring the ball back to the A-40 and make it a first down.

RULING: A 4/1 @ A-39. Forward fumble out of bounds comes back to the spot of the fumble and that spot is reviewable when the line to gain is involved.

11. 2/10 @ A-40. Back A2 runs to the A-45 where he is tackled, and the ball comes loose. Players from both teams jump on the loose ball. The Umpire goes into the pile and rules that Team B recovered at the A-47. The Line Judge ruled A2 was down before he lost possession. Replays show A2 actually fumbled the ball, but there is no video evidence of Team B recovering it.

RULING: B 1/10 @ A-47. The on-field officials will rule on the immediate continuing action in this situation and determine who recovered the ball. If the Replay Official has clear evidence of a fumble, the ball is awarded to the recovering team.

12. 3/10 @ B-30. QBA1 drops back to pass but is hit just as his hand starts to come forward and the ball comes loose. The Referee signals incomplete pass and the ball hits the ground with no player recovering in the immediate continuing action. Replays show the ball came loose before A1's hand came forward.

RULING: A 4/10 @ B-30. Without a clear recovery either through video or confirmation from the field the ruling of incomplete pass will stand in this situation. Replay official should not stop the game and communicate to on-field officials and the TV truck the reason for no stop.