



COLLEGE FOOTBALL OFFICIATING, LLC

2012: RULES CHANGES—PLAY SITUATIONS

HELMET COMES OFF DURING PLAY

1. During a down ball carrier A22 is being tackled by B44. As he drives for more yardage A22's helmet comes completely off without a helmet foul by Team B. **RULING:** The ball is immediately dead and the game clock is stopped. A22 must leave the game for the next down. The play clock is set at 25 seconds. Both the game clock and the play clock start on the referee's signal.
2. During a down the helmet of A66 (not the ball carrier) comes off without a helmet foul by Team B. The ball remains alive until the ball carrier is tackled. **RULING:** The clock is stopped when the ball is dead and A66 must leave the game for the next down. The play clock is set at 25 seconds. Both the game clock and the play clock start on the referee's signal.
3. During a down the helmet of B79 comes off without a helmet foul by Team A. The ball remains alive until the ball carrier is tackled. **RULING:** The clock is stopped when the ball is dead and B79 must leave the game for the next down. The play clock is set at 40 seconds. Both the game clock and the play clock start on the referee's signal.
4. During a down the helmet of B79 comes off without a helmet foul by Team A. The ball remains alive until the ball carrier is tackled. At the end of the down the game clock shows 0:55 in the second or fourth quarter. **RULING:** The clock is stopped when the ball is dead and B79 must leave the game for the next down. The play clock is set at 25 seconds. Team A has the option of a 10-second runoff. Both the game clock and the play clock start on the referee's signal. **NOTE:** Team B may avoid the 10-second runoff by using an available team timeout. However, B79 must leave the game for the next down whether or not Team B uses a timeout.

5. During a down the helmet of A66 comes off without a helmet foul by Team B. The ball remains alive until the ball carrier is tackled. At the end of the down the game clock shows 0:55 in the second or fourth quarter. **RULING:** The clock is stopped when the ball is dead and A66 must leave the game for the next down. The play clock is set at 25 seconds. Team B has the option of a 10-second runoff. Both the game clock and the play clock start on the referee's signal. **NOTE:** Team A may avoid the 10-second runoff by using an available team timeout. However, A66 must leave the game for the next down whether or not Team A uses a timeout.

6. During a down B55's helmet comes off without a helmet foul by Team A. He continues to chase the ball carrier and attempts to make the tackle. No opponent attempts to block B55.

RULING: The ball remains alive and the clock is stopped after the down ends. B55 must leave the game for the next down. Personal foul by B55 for continuing to participate in the play. 15 yards, three-and-one enforcement and automatic first down.

7. During a down the helmet of right guard A66 comes off without a helmet foul by Team B. A66 continues to participate by leading the play around right end. **RULING:** The ball remains alive and the clock is stopped after the down ends. A66 must leave the game for the next down. Personal foul by A66 for continuing to participate in the play. 15 yards, three-and-one or previous spot enforcement, as appropriate.

8. During a down tackle A79's helmet comes off without a helmet foul by Team B as he is in pass-protection block mode against B88. They continue this action and the pass is thrown. **RULING:** Not a foul by A79 or by B88, as this is considered the immediate action in which they were engaged when the helmet came off. A79 must leave the game for the next down.

9. During a down tackle B77's helmet comes off without a helmet foul by Team A. He stops where he is and is subsequently blocked by A55. **RULING:** Personal foul by A55 for blocking a player who by definition is out of the play. 15-yard penalty, three-and-one or previous spot enforcement, as appropriate. B77 must leave the game for the next down.

10. With less than one minute in the fourth quarter, during the down A66 deliberately takes off his helmet. **RULING:** Unsportsmanlike conduct by A66. 15-yard penalty. A66 must leave the game for the next down. Team B may exercise a 10-second runoff.

11. During a down B55's helmet comes off without a helmet foul by Team A. He continues to chase the ball carrier and attempts to make the tackle. A79 blocks B55 to prevent him from reaching the ball carrier.

RULING: The ball remains alive and the clock is stopped after the down ends. Fouls by B55 for continuing to play without a helmet and by A79 for blocking a player who is out of the play. Offsetting fouls. B55 must leave the game for the next down.

12. During a down B55's helmet comes off without a helmet foul by Team A. B55 immediately picks up his helmet, puts it on and continues to chase the ball carrier. **RULING:** No foul for continuing to participate since B55 is wearing his helmet while pursuing the play. The clock stops at the end of the down and B55 must leave the game for the next down. The play clock is set at 40 seconds and both clocks start on the referee's whistle.

13. During a down B79's helmet comes off without a helmet foul by Team A. The ball remains alive until the ball carrier is tackled beyond the line to gain for a first down for Team A. At the end of the down the game clock shows 0:55 in the second or fourth quarter. **RULING:** The clock is stopped when the ball is dead and B79 must leave the game for the next down. The play clock is set at 25 seconds. There is NO OPTION for a 10-second runoff because the helmet coming off is not the only reason for the game clock to stop. Both the game clock and the play clock start on the referee's signal.

14. During a down ball carrier A22 is being tackled by B44. As he drives for more yardage A22's helmet comes completely off because B44 pulls it off by the facemask. **RULING:** The ball is immediately dead and the game clock is stopped. 15-yard penalty against Team B, three-and-one enforcement plus automatic first down. A22 does *not* have to leave the game for the next play because his helmet comes off as the direct result of a helmet foul by Team B.

15. During a down B79's helmet comes off. A66 is flagged for holding B79 a yard behind the neutral zone, but the helmet coming off is not the direct result of this foul. The ball remains alive until the ball carrier is tackled. At the end of the down the game clock shows 0:55 in the second or fourth quarter. **RULING:** Holding by A66. 10-yard penalty at the previous spot. The clock is stopped when the ball is dead and B79 must leave the game for the next down, because the helmet comes off without a helmet foul. There is NO OPTION for a 10-second runoff because the helmet coming off is not the only reason for the game clock to stop, and because the holding foul does not cause the clock to stop. Both the game clock and the play clock start on the referee's signal following the completion of the holding penalty.

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