



COLLEGE FOOTBALL OFFICIATING, LLC

2018 NCAA FOOTBALL PLAY INTERPRETATIONS BULLETIN NO. 1

Timing Devices – Play Clock

The changes in Rule 3-2-4-c that mandate a 40-second play clock after free kicks and touchdowns were designed as a pace of play initiative to keep the game moving. The Rules Committee did not intend for this to be an up-tempo opportunity for the offense to gain an advantage over the defense. Based on this intent, the officiating crew will control the pace of play on these plays and the following two interpretations are offered for clarity.

Play #1: During a Free Kick, B21 returns the ball to the B-30. Without substituting, the receiving team rushes to the line and gets in position to snap the ball.

RULING: After the free kick and change of possession, the officiating crew must change game balls, must get the chain crew in position and the Referee will wait for all officials to be in position before waiving off the Center Judge (Umpire for a crew of seven) to allow the offense to snap the ball. The officiating crew will govern the pace of play following a Free Kick.

Play #2: Team A scores a Touchdown, and without substituting rushes to the 3 yard line and gets in position to snap the ball for the try.

RULING: The Referee will get in place between the snapper and holder, and wait for Instant Replay confirmation of the score. Additionally, the Referee will wait to ensure that the entire crew of officials are in place to work the try. The officiating crew will govern the pace of play on the try.

As a point of note, if the crew is in place or the Instant Replay confirmation occurs after the play clock reads less than 25 seconds, the Referee will use signal O7 from the CCA Manual to pump the clock back to 25 seconds.

Fair Catch / Touchback

Play #3: During a Free Kick, B21 signals for a fair catch at the B-5, muffs the ball and it rolls back into Team B's end zone where B44 recovers.

RULING: The ball is declared dead when B44 recovers, and the result of the play is a touchback. Team B will put the ball in play at their own 25 yard line.

The new Fair Catch provision for the Receiving team on Free Kicks (Rule 6-5-1) does not alter Rule 8-6 governing Touchbacks.

Fouls During A Field Goal

Play #4: With 4th and 5 at the B-10 and trailing by 3 points, Team A's field goal attempt is successful as time expires in the 4th Quarter. Team B is flagged for Roughing the Kicker.

RULING: Team A shall have the option of cancelling the score and have the penalty enforced half the distance from the previous spot, automatic 1st down and extend the game with one untimed down or Team A may accept the score and have the Personal Foul enforced from the succeeding spot in the first possession series of the extra period.

Leaping

Play #5: With 4th and 7 at the B-30, Team A is lined up in a Field Goal formation. Defender B55 gets a running start and leaps directly over the snapper just after the snap in an attempt to block the kick. A12, the holder, seeing that B55 will block the kick, rises and runs with the ball to the B-25 where he is tackled.

RULING: Foul by B55 for leaping. There need not be a kick attempted for this action to be a foul as B55 was leaping in an attempt to block the kick. Team A's ball, 1st and 10 at the B-15 and the clock starts on the ready for play.

Illegal Wedge Formation

Play #6: During a Free Kick, B21 calls for and completes a Fair Catch at the B-5. During the kick, B44, B55 and B66 are aligned shoulder to shoulder at the B-10.

RULING: No foul for an Illegal Wedge Formation. With the new kickoff rule that treats a Fair Catch inside the 25-yard line as the equivalent of a touchback, the intent and spirit of Rule 6-1-10-d which states that there is no foul for an Illegal Wedge if the play results in a touchback applies in this case.

***Steve Shaw, Secretary-Rules Editor
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