



COLLEGE FOOTBALL OFFICIATING, LLC

The Shaw / Blandino 2020 Preseason Quiz

Version 2

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 Wednesday, 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. 4/10 @ A-20. B21 attempts to catch a punt (no fair catch signal) at the B-40. The ball strikes his shoulder (a muff) and bounces into the air. The ball does not touch the ground. Airborne A11 receives the ball in flight at the B-44, crosses the boundary at the B-43 and first returns to the ground out of bounds.

RULING: B, 1/10, B-43, Snap

Team B's ball at the spot where the ball crossed the sideline. First and 10.

2. B44 intercepts A's legal forward pass at the B-4; his momentum carries him into the end zone where he is downed. During B44's run in the end zone, B21 clips in the end zone.

Ruling: B, Free Kick, B-20, FK Rules

Safety, since the penalty leaves the ball in Team B's possession in the end zone.

3. Team A attempts an onside pooch kick from the A-35. B41 is in position to receive the kick at the fifty when he is blocked by A22 just before the ball arrives. B28 then recovers the ball at the A-47.

Ruling: B, 1/10, A-35, Snap

The kick-catching interference is penalized from the spot of the foul.

4. Free Kick @ A-35. B21 is standing at the B-3 and signals for a Fair Catch while the ball is in the air. The kick lands and takes one high bounce at the B-8 and B21 possesses the ball at the B-5.

Ruling: B, 1/10, B-5, Snap

The signal causes the ball to become dead when B21 possesses it. B21 did not complete a fair catch; therefore, the ball belongs to Team B at the B-5.

5. 2/Goal @ B-10. Ball carrier A44, advancing toward Team B's goal line, fumbles at the B-3 when B54 bats the ball forward from A44's hand into the end zone. The ball goes into Team B's end zone, where B21 recovers.

RULING: B, 1/10, B-20, Snap

Touchback. Impetus is charged to the fumble by Team A (Rule 8-7-2-a and 8-6-1-a).

6. Free Kick @ A-35. The ball is rolling on the ground on Team B's three-yard line when B10 kicks the ball into the end zone and over the end line.

RULING: B, Free Kick, B-20, FK Rules

Safety, due to the new impetus by B10. Team B foul for illegally kicking the ball. If the penalty (10 yards) is accepted, the down is repeated with the free kick at the A-45. (Rules 9-4-4 and 10-2-2-d-4).

7. 4/8 @ A-32. The partially blocked punt lands at the A-38 and bounces back towards Team A's goal line. B54 touches the kick at the A-30 in a failed attempt to recover the ball and A66 falls on the ball at the A-22.

Ruling: A, 1/10, A-22, Snap

The kick has crossed the neutral zone (2-16-7-b) and subsequently touches Team B. Therefore, all players become eligible to recover the kick (6-3-3). The clock starts on the Snap due to the previous legal kick down.

8. 4/10 @ B-45. During Team A's punt, receiver B44 gives a valid fair catch signal at the B-10. The ball then lands at the B-5 and is rolling toward the goal line. A21, while covering the kick is pursuing the ball and B44 blocks A21 at the B-4. The ball rolls into the end zone.

Ruling: **B, 1/10, B-2, Snap**

The block by B44 is illegal (6-5-4) and is governed by postscrimmage kick enforcement. The PSK spot is the B-20 (2-25-11-b) and is enforced according to the Three-And-One principle.

9. 3/1 @ B-36. Back A2 runs outside left tackle and down the sideline toward B's end zone. B38 dives to attempt to tackle A2 at the B-6 but only causes him to stumble and he continues running into B's end zone. The Line Judge rules A2 stepped out of bounds at the B-6. Replays show that he did not step out.

Ruling: **TD A, try B-3. If the runner crosses the goal line in the immediate continuing action following the dead ball ruling replay can make it a score.**

10. 1/10 @ A-25. A1's pass is intercepted by B40 at the 50 and returned to the A-15 where he is tackled by the facemask by A76. During the return B56 lined up A87 and blocked him from the blindside at the A-30. The Umpire calls a foul for a blindside block with targeting. Replays show B56 drive his shoulder into A87's chest during the block.

Ruling: **B 1-10 on A-45. The block by B56 is illegal, but not targeting as there was no contact to the head/neck or with the crown of the helmet. The targeting foul is removed in replay, but the illegal blindside penalty is still enforced. Facemask penalty can be declined, and Team B can keep the ball (clean hands).**

11. 3/3 @ B-33. Back A2 runs to the B-30 where he is hit and driven backward. The ball comes loose as he is being pushed back and B77 falls on it at the B-32. The officials rule fumble and award possession to Team B.

Ruling: **B 1-10 on B-32. Progress was not ruled on the field and it cannot be created in replay even if the line to gain is involved.**

12. 2/25 @ B-35. With 0:13 remaining in the game Team A trails 21-13 and is out of timeouts. Receiver A80 catches a pass at the B-20 and runs to the B-12 where he is tackled, but the ball comes loose. B23 picks it up and returns it to the 50 where he is pushed out of bounds with no time remaining on the game clock. Replays show A80's left knee down with control of the ball with 0:04 remaining on the clock.

Ruling: **Game over, B wins 21-13. Replay should stop the game and put 0:04 back on the clock, but since we have a running clock inside of one minute there is a 10-second runoff. Team A is out of timeouts, so game is over. Even though game is over either way replay must stop game and go through process not to leave any doubt. If A had a TO remaining, then reset to 0:04 and charge TO.**