



COLLEGE FOOTBALL OFFICIATING, LLC

The Shaw / Blandino 2020 Preseason Quiz

Version 3 (New Rules)

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. Both teams come onto the field wearing colored jerseys. The Visiting team has not obtained written agreement from the home team to wear other than white jerseys. The Home team wins the toss, elects to receive and completes a fair catch of the opening kickoff at the B-5.

RULING: B, 1/10, B-40, Snap

Since Team B completed the fair catch, the ball will belong to Team B at the B-25 (Rule 6-5-1-a). The visitors have committed a violation of Rule 1-4-5-b, and will be penalized 15 yards from the succeeding spot following the kickoff of each half. In addition, the Visitors will be charged a team timeout at the beginning of each quarter for wearing the illegal jerseys.

2. 3/5 @ B-35. Team B has 12 players in the formation, and no Team B player is attempting to leave the field. The run by A44 gains 3 yards.

RULING: A, 1/10, B-30, Ready

Based on the Rule change to 3-5-3-b, the substitution foul for Team B is a live ball foul and penalized five yards from the previous spot.

3. 3/5 @ B-35. Team B has 12 players in the formation, and B44 recognizes that he is the 12th player and is attempting to leave the field. When the ball is snapped, B44 is on the field but his next stride takes him off the field. A44 gains 3 yards and is tackled inbounds.

RULING: A, 1/10, B-30, Ready

Live ball foul by B44. To not be counted as the 12th player, B44 must be off of the field.

4. 3/5 @ B-35. Team B has 12 players in the formation, and no Team B player is attempting to leave the field. The ball is ready for play, both teams are in formation and the snap is imminent. Quarterback A12, late in the play clock, is struggling to read the defense and calls timeout.

RULING: A, 1/10, B-30, Ready

By interpretation, when the deep officials count 12 Team B players, and both teams are in formation and no Team B player is attempting to leave the field and the snap is imminent, if Team A calls timeout the crew will offer Team A their time out back and penalize Team B for a substitution foul.

5. 4/3 @ B-25. Team A is in a formation to attempt a field goal. B50 lines up within one yard of the line of scrimmage and in the gap between the snapper and the guard. B50's shoulder overlaps with the snapper's shoulder. The field goal attempt is good.

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

Live ball foul by B50 as per Rule 6-3-14. Team A may keep the 3 points and decline the penalty or accept the penalty, take away the score and have 1/10 @ B-20. If the penalty is accepted, the clock will start on the snap (Rule 3-3-2-d-8)

6. 4/10 @ A-15. Team A lines up in a scrimmage kick formation, and B54 is lined up in the gap between the center and guard, and is completely outside the frame of the center. At the snap, B54 drives straight forward and is blocked by the guard and subsequently contacts the center before 1 second has elapsed on the play. The punt is fair caught by B22 at the fifty. During the kick, B21 holds at the A-30.

RULING: B, 1/10, B-40, Snap

Because B54 is lined up outside of the frame of the snapper, there is no foul for new rule 6-3-14. In addition, B54 is not guilty of contact against the snapper (Rule 9-1-14) since he did not initiate contact with the snapper. The foul by B21 is penalized as PSK Enforcement (Rule 10-2-3 and 2-25-11).

7. 4/10 @ A-35. During the dead ball period as Team A begins substitutions for the potential punt, it is discovered that Team A has assigned three players wearing the number 2.

RULING: A, 4/25, A-20, Ready

Unsportsmanlike Conduct charged against the head coach (New Rule 9-2-2-e). Enforce as a dead ball foul from the succeeding spot. This UNS is a counter toward the two Unsportsmanlike Conduct fouls that leads to automatic ejection.

8. Team A trails 28 – 21, and throws a desperation pass on the last timed down of the game. The ball is caught by A88 in the end zone for a Touchdown. After the QB released the pass, he was roughed by B55.

RULING: A, Try, B-1 ½, No clock -or- A, Try, B-3, No clock and the foul penalized at the succeeding spot in extra periods

Allow the Touchdown. Team A has the option of enforcement of half the distance to the goal on the try or enforcement on the succeeding spot in overtime if there is one (New Rule 10-2-5).

9. 3/10 @ B-45. With 0:10 remaining in the 4th quarter Team A trails 21-17 and is out of timeouts. Receiver A88 catches a pass and is downed in the field of play at the B-20 with 0:02 remaining on the game clock, but the game clock runs down to 0:00.

RULING: Game over, Team B wins 21-17. In order to reset the game clock in this situation there must be at least three seconds remaining on the clock when the down ends. If Team A had a timeout remaining, then replay can put 0:02 on the clock and Team A is charged a timeout (clock on snap).

10. 2/G @ A-5. On the first possession of overtime back A2 runs to the goal line where he is tackled by the facemask by B55. The officials spot the ball at the B-1. Replays show the ball breaking the plane of the goal line before A2 was down.

RULING: TD A, try B-3. The ball in relation to the goal line is reviewable and replay can make this a TD. The personal foul facemask penalty may be enforced on the try or at the start of Team B's possession.

11. 3/10 @ A-40. Prior to the snap Team B has 12 players on the field in formation briefly before B34 realizes it and runs toward his bench area. At the snap he is near the sideline and his next step takes him off the field. A1's pass is intercepted by B58 at the B-45 where he is tackled. There are no flags on the play.

RULING: A 3/5 @ A-45. Illegal substitution B. It is no longer a foul to have more than 11 Team B players in formation prior to the snap, but in order to get off the field the player must touch a body part down out of bounds prior to the snap. Replay can create a foul here and penalty is enforced from the previous spot.

12. 3/G @ B-8. With 0:07 remaining in the 4th quarter Team A trails 34-28 and is out of timeouts. QBA1 throws a pass into B's end zone that falls incomplete and time expires. Replays show there was one second on game clock when the ball hit the ground.

RULING: A 4/G @ B-8, reset clock to 0:01. Replay can put time back on the clock in this situation since it is a one score game, Team A is behind, and will put the ball in play with a snap from scrimmage. The three second requirement does not apply in this situation because the clock will start on the snap.