



## COLLEGE FOOTBALL OFFICIATING, LLC

### The 2020 Shaw / Blandino Weekly Quiz

#### Week 15

This quiz is being provided on a weekly basis to promote robust crew discussions and further individual rules study. It is in no way intended to be official play interpretations, as those are contained within Part II of the 2020 NCAA Football Rules and are updated by official CFO Play Interpretation Bulletins when released during the season. These quizzes will be released on Thursday of each game week, with answers being provided on the following Monday.

The first eight questions are focused around on-field rulings, and the final two questions are focused on Instant Replay. All officials should be familiar with and work both sets of questions.

Answer each on-field 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 / Ten-Second Runoff)**

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

1. 4/10 @ 50. A90 punts, and the kick is untouched beyond the neutral zone when A88 reaches across Team B's goal line and bats the ball back into the field of play. B22 recovers at the B-2 and advances to the B-12 where A66 tackles him by pulling his facemask.

**RULING: B, 1/10, B-27, Snap.**

No foul for batting in the end zone. Illegal touching (Rule 6-3-11). Team B may accept the penalty for the facemask foul, which cancels the illegal touching privilege, and have 1/10 after a 15-yard penalty from the end of the run at the B-12 (Rule 6-3-2-b).

2. 4/7 @ A-35. A90 punts and at the snap Team A has five players in the backfield. The kick is partially blocked, crosses the neutral zone, goes back behind the neutral zone, and rolls out of bounds at the A-32.

**RULING: B, 1/10, A-27, Snap – or – A 4/12, A-30 Snap.**

Team B may have the ball, first and 10 at the A-27 after the five-yard penalty is enforced at the A-32 (where the dead ball belongs to Team B) or have the penalty enforced at the previous spot with fourth down repeated at the A-30 (Rule 6-3-13).

3. 4/12 @ A-25. After A90's punt, B23 signals for a fair catch at the 50-yard line but does not touch the ball. While the ball is rolling on the ground, B23 at the B-45 pushes A82 in the back above the waist in an attempt to get to the ball. B80 recovers the ball while grounded at the B-48.

**RULING: B, 1/10, B-30, Snap.**

Blocking in the back to legally possess a kick is not usually a foul (Rule 9-3-6-Exception 3). But if the blocker is the fair-catch signaler, then the block is illegal (Rule 6-5-4). Although blocking in the back carries a 10-yard penalty, the penalty for a block by the fair-catch signaler is 15 yards. The basic spot for this Postscrimmage kick foul is the end of the kick, which is the B-48. The foul is behind the basic spot, so it is a spot foul.

4. 1/10 @ B-25, Extra Periods. During the first possession series, B45 intercepts a legal forward pass and has a clear path ahead to the goal line. At the A-10 he makes an obscene gesture toward his nearest opponent and then continues across the goal line for a touchdown.

**RULING: No Score. B, 1/10, 40-yard line, No clock (Penalty enforced from opponent's 25-yard line).**

The score is erased, and the penalty is carried over to the next possession series (Rule 3-1-3-g-1).

5. 3/5 @ A-25. A44 takes the handoff and is tripped by B55 at the A-29. A44 stumbles forward and lands face first with the ball at the A-31.

**RULING: A, 1/10, A-46, Ready.**

Tripping the runner is a foul (Rule 9-1-2-c). There is no longer an exception that allows for a player to trip the ball carrier. The penalty is enforced from the end of the run (Rule 10-2-2-d-1-b).

6. 1/10 @ B-20. Very late in the game, Team A quickly lines up and the ball is ready for play. The ball is legally snapped to A12 and he throws the ball directly into the ground. Team A's formation was not legal at the snap. When the ball becomes dead, the game clock displays 0:04.

**RULING: A, 1/15, B-25, Snap. Game Clock stays at 0:04.**

There is no 10-second runoff as the foul did not cause the clock to stop immediately (Rule 3-4-4-a).

7. 3/10 @ B-45. Late in the 2<sup>nd</sup> quarter with the clock running, A66 false starts. B77 then commits a dead ball personal foul. The game clock is stopped with 0:08. Neither team has a time out remaining, and Team A will kick-off the 2<sup>nd</sup> half.

**RULING: A, Free Kick, 50, FK Rules.**

The false start by A66 causes the clock to stop immediately and therefor the 10-second runoff ends the half (Rule 3-4-4-a). The penalty for the dead ball foul by B77 is carried over and enforced on the 2<sup>nd</sup> half kickoff (Rule 10-1-6 & Rule 10-2-2-a).

8. 2/20 @ A-20. QB A12 drops back to pass and while in the pocket, receiver A88 is held by B27 at the A-30. A12 who cannot find a receiver turns up field and runs out of bounds after gaining 5 yards to the A-25. There is 1:27 left in the 2<sup>nd</sup> quarter after the play.

**RULING: A, 2/5, A-35, Snap.**

Even though the QB dropped back to pass, this is a running play, and the penalty enforcement is governed by Running Plays (Rule 10-2-2-d). The 10-yard penalty is enforced from the end of the run at the A-25 and repeat 2<sup>nd</sup> down. There is no automatic 1<sup>st</sup> down here because there was no pass (Rule 10-2-2-e-2).

9. 1/10 @ A-40. Back A2 runs to the 50 near the sideline where he is hit, and the ball comes loose. B34 recovers the loose ball at the A-48 and advances it across Team A's goal line. The officials rule TD. Replays show the ball out before A2 was down. Video also shows A2's right leg out of bounds and him touching the football after B34 gained control of it, but before he was able to establish possession.

**RULING: TD B, Try A-3. B34 had control of the football when A2 touched it so the ball is not out of bounds. The ball must be physically loose for the touch to put it out of bounds. Ruling on the field is confirmed.**

10. 3/10 @ B-35. A88 goes to the ground to attempt to catch a forward pass at the B-20. The ball pops up into the air and B44 catches it at the B-18 and starts to run with it, but the Back Judge comes in blowing a whistle ruling the pass incomplete. Replays show A88 get control of the ball on the way to the ground but lose it immediately when he hits the ground. The ball did not touch the ground at any point.

**RULING: B 1/10 @ B-18, snap. The receiver did not complete the process of the catch and since it did not hit the ground replay can reverse to an interception in the continuing action. Play is dead when B44 gains possession and no advance is allowed.**