



COLLEGE FOOTBALL OFFICIATING, LLC

The 2020 Shaw / Blandino Weekly Quiz

Week 4

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 / 10-Second Runoff)

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

1. Late in the game with the score tied, Team A's 4th down play results in a first down inbounds and the clock is stopped with 0:02 left in the game. QB A12 hurries his team to the line, and after the Referee's signal spikes the ball to stop the clock. The game clock shows 0:01 at the end of the play.

RULING: Time has expired in the 4th quarter. Proceed to Extra Periods.

If the game clock is stopped with two seconds on the game clock and will start on the Referee's signal, there is time enough for only one play (Rule 3-2-5). The game is tied after four periods and will move to extra periods (Rule 3-1-3).

2. Free Kick @ A-35. B15 is standing two yards deep in the end zone and muffs the airborne kick. The ball now is rolling loose in the end zone and to prevent the ensuing A players from recovering the kick, B15 kicks the loose ball from the middle of the EZ back across the end line.

RULING: A, Free kick, A-45, FK Rules - or - Touchback B, 1/10, B-25, Snap

B15 has committed a foul for Illegally kicking the ball (Rule 9-4-4) and is a 10-yard penalty. The responsibility for the ball being in the end zone is the original free kick by Team A, and the kick by B15 does not provide a new Impetus (Rule 8-7-1 & 8-7-2). The enforcement spot for B15's foul is the previous spot (Rule 10-2-2-d-4-a).

3. Free Kick @ A-35. The kick 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: Safety, score 2 points for Team A. B, Free Kick, B-20, FK Rules

The result of the play is a safety, due to the new impetus by B10 (Rule 8-7-2-b-1). 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 (Rule 10-2-2-d-4-a).

4. 2/12 @ B-30. The game clock is running with only 0:10 remaining on the clock, and A75 fires out early. After the play is blown dead, B45 shoves A75 to the ground. Team A has one timeout remaining and chooses to use it to avoid the 10-second runoff.

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

B45's dead ball Unsportsmanlike Conduct foul (Rule 9-2-1-a-1-j) is enforced after the false start penalty is enforced (Rule 10-1-5). The UNS carries an automatic 1st down for Team A.

5. 4/7 @ A-35. Team A punts, but at the snap has five players in the backfield. The kick is partially blocked and does not cross the neutral zone. The ball is picked up by B88 at the A-33 and returned to the A-28 where he is tackled.

RULING: B, 1/10, A-28, Snap

Since the kick did not cross the neutral zone, Team B may decline the penalty and have the ball at the A-28 or have the penalty enforced at the previous spot with fourth down repeated at the A-30 (Rule 6-3-13 & 10-2-4).

6. 3/10 @ A-25. Airborne A82 receives a legal forward pass at Team A's 35-yard line. As A82 receives the ball, he is contacted by B1 and first comes to the ground inbounds with the ball at Team A's 33-yard line, where the ball is declared dead.

RULING: A, 1/10, A-35, Ready

Team A's ball at the 35-yard line. This is the point of forward progress (Rule 5-1-3-a exception 2).

7. 4/9 @ A-45. Punter A97 muffs the snap while standing at the A-30. The ball bounces to the A-35 where it is recovered by B13. B13 advances to the A-30 when he is hit and fumbles the ball. A4 recovers the ball at the A-30.

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

A new series shall be awarded to the team in possession when a change of possession occurs during the down (Rule 5-1-1-e-1). The clock will start on the Referee's signal (Rule 3-3-2-e-1).

8. 4/4 @ B-16. Ball carrier A22 goes out of bounds at the B-14. A77 commits a dead ball personal foul immediately after the ball is out of bounds.

RULING: B, 1/10, B-29, Snap

Team A did not make the line to gain, and the dead ball foul will be administered from the succeeding spot (Rule 10-1-5 & 10-2-2-a) so it will be 1st down for Team B.

9. Free Kick @ A-35. A1's kick hits near the goal line and takes one bounce to B13 who is standing in his end zone. B13 catches the ball and returns it to the 50 where he is tackled inbounds. The officials spot the ball there. Replays show the ball hit the goal line before B13 fielded it.

RULING: B, 1/10, B-25, reset clock to where it was before kick, snap. The ball hit in the end zone untouched by Team B, so it is dead there for a touchback.

10. 3/10 @ B-30. With 0:40 remaining Team A trails 34-30 and is out of timeouts. QB A12 scrambles to the B-38 where he is hit and loses the ball. B95 recovers it at the B-40 and is downed there (0:33). A78 is injured on the play. Replays show A12's left knee was down just before he lost the football with 0:35 on the game clock.

RULING: A 4-18 @ B-38, reset clock to 0:35 and 10-second runoff at Team B's option. The replay runoff rule does not apply here as the injury would have stopped the clock. If replay reverses to a running clock, then the injury runoff rule applies, and Team B has the option.