



COLLEGE FOOTBALL OFFICIATING, LLC

The 2020 Shaw / Blandino Weekly Quiz

Week 8

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. Free Kick @ A-35. Late in the 4th quarter with Team A trailing in the score, A99's short kick bounces at the A-39 and as B88 moves forward to recover the ball, A55 bats the ball forward at the A-42 in an effort to prevent B88 from recovering the ball. The loose ball goes out of bounds at the B-42 without any touching of the kick by Team B.

RULING: B, 1/10, A-42, Snap

Team A has committed a foul for kick out of bounds (Rule 6-2-1) and A55 has committed a batting foul (Rule 9-4-1-c). The penalty for the kick out of bounds can place the ball at the B-35 or five yards from the dead ball spot which would be the B-47. The batting penalty would place the ball at the A-48 when enforced from the dead ball spot (Rule 6-1-8). Team B will not want to enforce either at the previous spot and allow Team A another onside kick. However, Team B can decline all penalties and take the ball at the spot of the batting since it is also a spot of Illegal Touching (Rule 6-1-3-a).

2. 2/5 @ A-40. Left Guard A67 pulls to his right on a stretch play to the right. As the runner moves into the side zone, A67 turns up-field and blocks B48 below the waist at the A-45. A67 get his head in the front of B48, but the force of the block is directed from the side. The runner is tackled in bounds at the 50.

RULING: A, 2/15, A-30, Ready

The low block by A67 is illegal since it was not directed from the front (Rule 9-1-6-a). The penalty is enforced from the spot of the foul (Rule 10-2-2-c).

3. 3/4 @ B-44. Defensive End B99 is lined up outside Right Tackle A66. B99 starts to charge the line of scrimmage on the outside shoulder of A66. A66 reacts to the oncoming charge by standing up out of a three-point stance. The HL is uncertain if B99 entered the neutral zone during this action.

RULING: A, 1/10, B-39, Ready

By philosophy (CCA Manual page 27, Line of Scrimmage - #7), any time a defensive player who is initially lined up tight to the neutral zone jumps toward the neutral zone and there is question as to whether he was in the neutral zone and the appropriate offensive player(s) move, shut the play down and penalize the defense (Rule 7-1-5-a-2).

4. 2/10 @ B40. B44 intercepts the pass of A12 at the B-20 and turns back up-field on the return. During the return, B54 approaches A88 at midfield from the blind side and blocks A88 with extended hands. B44 returns the pass to the A-30.

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

The blind side block is legal since B54 used extended hands to block and by interpretation this is not considered attacking with force (Rule 9-1-18 & AR 9-1-18 I).

5. Free Kick @ A-35. The kick is muffed at the B-10 near the sideline by B81. Both teams scramble for the ball with Team B gaining possession while grounded at the B-15. During the scramble A80 runs around players and inadvertently steps on the sideline attempting to recover the ball.

RULING: B, 1/10, B-20, Snap – or – Re-kick at the A-30

A80 has committed a foul for a player out of bounds (Rule 6-1-11). The five-yard penalty can be enforced at the previous spot or where the subsequent dead ball belongs to Team B.

6. 3-15 @ B-40. A12 throws a pass to A89 across the middle at the B-32. B50, who is covering A89, grabs and turns A89 downfield at the B-35 before the pass is thrown. The Umpire rules that the ball was tipped behind the line by B54 but A89 still makes the catch and advances to the B-26 where he is tackled inbounds.

RULING: A, 3/5, B-30, Ready – or – A, 4/1, B-26, Ready

The ball was touched behind the neutral zone by B54, so the pass did not cross the neutral zone (Rule 2-19-3-a). Because the pass did not cross the neutral zone, the penalty for holding does not carry an automatic first down (Rule 9-3-5).

7. Free Kick @ A-35. B26 holds A21 before the untouched ball goes out of bounds at the B-10.

RULING: A, Free Kick, A-35, Free Kick Rules

Offsetting fouls, only option is to replay the Free Kick (Rule 10-1-4 & AR 10-1-4 I).

8. 3/10 @ B-25. On a running play late in the half, A44 is tackled in bounds at the B-17. Team B players hold A44 down and are deliberately slow to “un-pile” in an obvious attempt to consume time and prevent the officials from making the ball ready for play.

RULING: A, 1/10, B-12, Snap

Team B foul for delay of game (Rule 3-4-2-b-8). The penalty is administered five yards at the succeeding spot. The game clock will start on the snap (Rule 3-4-3 & AR 3-4-2 II).

9. 3/10 @ B-40. Late in the 4th quarter Team A trails 21-17 and is out of timeouts. Receiver A88 catches a pass and is tackled in bounds at the B-20 (0:22). Team A rushes to the line and QBA1 attempts to spike the ball to stop the clock. The ball hits the ground and then QBA1 picks it up at the B-23 and spikes it forward (0:12). The R throws a flag and announces a foul for an illegal forward pass. Replays show A1 controls the snap and in one clean motion spikes it forward (0:14).

RULING: A 2/10 @ B-20, reset clock to 0:14, snap. There is no foul for an illegal forward pass and no runoff. If the ruling on the field is a muffed snap and then a spike after the ball hits the ground, replay can review whether the QB muffed it or gained possession, then spiked it.

10. 2/10 @ A-35. Back A2 runs to the A-37 where he is hit and loses the football. The Umpire rules A2 down blowing his whistle and killing the play. Several players stop, but A19 and B33 play through the continuing action and B33 recovers the loose ball at the A-40. Replays show that the only body part to touch the ground before A2 lost possession was his left hand.

RULING: B, 1/10 @ A-40, adjust clock, snap. The runner did fumble, and the recovery took place in the continuing action after the down so replay will give the ball to the recovering team at the recovery spot. Clock reset to that point (created a stopped clock) and no advance is allowed.