



## COLLEGE FOOTBALL OFFICIATING, LLC

### The Shaw / Blandino 2021 Preseason Quiz

#### Version 1

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 Thursday, 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.

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 – 10, complete the answer with the **outcome** and any **replay reasoning**.

1. 3/10 @ B-15. In the 2<sup>nd</sup> possession series of the 1<sup>st</sup> extra period the score is tied, and Team A's field goal attempt is blocked and does not cross the neutral zone. A23 recovers the ball at the B-17 and runs to the B-9 and is tackled.

**RULING: A, 4/4, B-9, No clock.**

There was no change of possession on the down so Team A can retain possession (Rule 3-1-3-e). Since the scrimmage kick failed to cross the neutral zone, the ball continues in play and all players may recover and advance the ball (Rule 6-3-1-a). If this play occurred during the game and before overtime, the clock would start on the snap after any legal kick down ends (Rule 3-3-2-d-8).

2. 1/10 @ B-25. During the first possession series of the 1<sup>st</sup> extra period, B10 intercepts Team A's pass on his six-yard line. B10 runs laterally and then circles back and downs the ball in his end zone.

**RULING: Safety, score two points for Team A. Team A's possession series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field for their possession series down by 2 points.**

Momentum does not apply on B10's run and B10 is responsible for the ball being behind their own goal line (Rule 8-5-1 & Rule 8-7-1). This is a safety for Team A and Team A's possession series has ended (Rule 3-1-3-e).

3. 3/10 @ B-40. Late in the 2<sup>nd</sup> quarter and both teams out of time outs, QB A12 scrambles and runs to the B-21 and is tackled inbounds. When the clock stops for the 1<sup>st</sup> down, there is 0:03 remaining. Team A intends to spike the ball and run an additional play. The referee appropriately blows his whistle and signals, which starts the game clock. The quarterback takes the snap and raises the ball high over his head before throwing it directly to the ground. The game clock shows 0:00. Replay confirms that as the ball hit the ground incomplete – there was no time remaining on the clock.

**RULING: Halftime, the 2<sup>nd</sup> quarter has ended.**

Time in the quarter has expired. Although there were 3 seconds on the game clock when the referee signaled the clock to start, Rule 3-2-5 does not guarantee time to run an additional play other than the spiking the ball. The offense must execute the spike in a timely manner to get another play.

4. 4/6 @ B-36. Team A's running play, which ends inbounds, gains three yards to the B-33. B61 is offside at the snap.

**RULING: A, 4/1, B-31, Ready.**

Live ball foul for offside by B61 (Rule 7-1-5-b-1). The clock starts on the referee's signal (Rules 3-3-2-d-3 and e-4).

5. 2/8 @ A-42. In the fourth quarter Team B is leading by 2 points. QB A12's pass is intercepted by B44 at the B-20 and B44 carries the ball out of bounds at that point. B79 is in the neutral zone at the snap. When the game clock is stopped it reads 6:02.

**RULING: A, 2/3, A-47, Ready.**

Team A accepts the penalty and retains possession of the ball and repeats the down. The game clock starts on the referee's signal because Team B will not next snap the ball (Rule 3-3-2-d-3).

6. 2/8 @ A-42. Late in the fourth quarter Team B is leading by 2 points. QB A12's pass is intercepted by B44 at the B-20 and B44 carries the ball out of bounds at that point. B79 is in the neutral zone at the snap. When the game clock is stopped it reads 1:59.

**RULING: A, 2/3, A-47, Snap.**

Team A accepts the penalty and retains possession of the ball and repeats the down. At Team A's option, the game clock starts on the snap because Team B is ahead in the score and the clock is inside two minutes (Rule 3-4-3).

7. 3/10 @ A-30. QB A12 throws a pass downfield that is incomplete. After the ball is dead, A55 blocks B33 at his waist, knocking him to the ground. As B33 hits the ground his helmet pops off.

**RULING: A, 4/25, A-15, Snap. B33 must leave the game for the next down.**

Dead-ball foul by A55, 15-yard penalty from the succeeding spot (Rule 9-1-7). B33 must leave the game for the next down as his helmet came off through play and not as a direct result of a foul by an opponent (i.e., not due to a helmet foul - AR 3-3-9 I). B33 may remain in the game if Team B takes a timeout.

8. At halftime the score is 52-0. Both coaches and the referee agree that the third and fourth quarters should be shortened to 12 minutes each. The coaches also request that the second half be played with a "running clock," i.e., that the game clock not be stopped.

**RULING: A, Free Kick, A-35, FK Rules. The 3<sup>rd</sup> and 4<sup>th</sup> quarters are shortened to 12:00 each. Normal timing rules apply.**

Rule 3-2-2-a allows the remaining quarters to be shortened to 12 minutes each when both coaches and the referee agree. However, the "running clock" is not allowed by rule and normal clock rules must apply for the entire game.

9. 2/10 @ B-40. With 5:10 remaining in the 4<sup>th</sup> quarter QBA1 throws a low pass to A88 at the B-32. A88 controls it and runs to the B-25 where he is tackled in bounds. Replay stops the game to review the catch with 4:40 remaining on the game clock. Replays show the ball hit the ground before A88 gained control (5:03).

**RULING: A 3/10 @ B-40, no clock adjustment, snap. Since the ball hit the ground with five or more minutes remaining on the game clock there is no clock adjustment. The clock would be adjusted if the ball hit the ground with less than five minutes remaining.**

10. 3/10 @ A-40. With 0:50 remaining in the 2<sup>nd</sup> quarter QBA1 is tackled at the A-35 and the ball comes loose. B77 recovers on the ground at the A-32 (0:42). The Referee rules fumble and awards possession to Team B. Replays show A1's right knee down before the ball came loose (0:45). A70's helmet came off during the down.

**RULING: A 4/15 @ A-35, no clock adjustment, wind. A1 is down by rule when his knee touches the ground, and the ball goes back to Team A. Replay is reversing to a running clock but there is no 10-second runoff due to the helmet coming off.**