



## COLLEGE FOOTBALL OFFICIATING, LLC

### The Shaw / Blandino 2021 Preseason Quiz

#### Version 2

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. After a Touchdown and successful 2 point try, Team A trails 24 – 22 with 0:55 left in the 4th quarter. Team A intends to try an on-side free kick from the A-35. Kicker A90 holds the ball as if he will attempt a drop kick. A90 then tosses the ball up in the air and the ball bounces just behind Team A's restraining line and then A90 kicks the ball after it bounces several feet into the air.

**RULING: A, Free Kick, A-30, FK Rules.**

Illegal Kick. Dead-ball foul. Penalty – Five yards from the succeeding spot (Approved Ruling 2-16-6 I). This kick does not meet the requirements of a Drop Kick as required in Rule 2-16-3. For a legal drop kick the kicker must drop the ball and kick it as it touches the ground. Since Rule 2-16-6 only allows a place kick or a drop kick for a kickoff, this kick is not a legal kick. The penalty enforcement follows the current Approved Ruling 6-1-2, I.

2. 3/10 @ B-30. A12, late in the second period, runs to the B-25 and throws a backward pass out of bounds to conserve time. The ball lands out of bounds at the B-27. The clock is stopped at 1:01 when the pass hit out of bounds.

**RULING: A, 4/10, B-30, Ready.**

The penalty is enforced five yards from the spot of the foul and includes loss of down (Rule 7-2-1). The clock starts on the ready-for-play signal (Rule 3-3-2-e-14). Note: If there is less than one minute remaining in the half, this foul comes under the 10-second runoff rule (Rule 3-4-4).

3. 3/10 @ A-10. QB A12 retreats into the end zone and then passes forward to ineligible A70 who, while in his end zone, catches the pass and is downed after having advanced to the three-yard line. All eligible receivers had released downfield.

**RULING: Safety if the penalty for intentional grounding is accepted or A 4/17, A-3, Ready.**

A12 throws a pass into an area where there is no Team A eligible receiver – so there is a foul for Intentional Grounding (Rule 7-3-2-h). If intentional grounding is warranted, there is no foul for illegal touching since the pass is not legal by rule (Rule 7-3-11). The pass was thrown from the end zone so the penalty results in a safety. If the penalty is declined the down counts and the dead-ball spot could be deemed more advantageous to Team B than the penalty in certain situations. The Referee should give Team B the option.

4. 3/10 @ B-15. QB A12 rolls out and throws to the back of the end zone to A88. A88, just inside the end line jumps high into the air and gains firm control of the ball while airborne. A88 would have returned to the ground inbounds, but B44 makes legal contact with A88 and pushes A88 over the end line and A88 lands just outside of the field of play and maintains complete control of the ball throughout the process of contacting the ground.

**RULING: A, 4/10, B-15, Snap.**

The pass is incomplete because A88 was unable to touch the ground with any part of the body inbounds (Rule 2-4-3). B44 knocks A88 out of bounds, but this action is not nearly enough to invoke Rule 4-1-3-p. Unless B44 were to carry A88 out of bounds, A88 must get a body part down inbounds to complete the catch (AR 7-3-6 III).

5. 2/5 @ B-20. Fourth quarter with the game clock running. Tackle B77 is in the neutral zone at the snap but does not make contact. QB A12 rolls out to pass, runs to the B-17 and throws a forward pass, which falls incomplete. The game clock reads 0:15 after the play. **RULING:**

**RULING: A, 2/5, B-20, Snap.**

B77 commits a live ball foul for offside (Rule 7-1-5-b-1) and A12's pass is an illegal forward pass (Rule 7-3-2-a). Offsetting fouls and no 10-second runoff (Rule 3-4-4-e). The game clock remains at 15 seconds and starts on the snap (AR 3-4-4-IV).

6. 3/1 @ A-34. After the ball is ready for play, the Center Judge (or Umpire) is in his regular position with the game clock running. Team A quickly replaces some players with substitutes, gets set for the required one second and snaps the ball. The Center Judge (or Umpire) is attempting to get to the ball to allow the defense to match up, but he is unable to prevent the snap.

**RULING: A, 3/1, A-34, Ready.**

The play is shut down, the game clock stopped, and the defense is allowed to substitute in response to Team A's late substitutions. No foul. The play clock is set to 25 seconds and starts on the ready-for-play signal. The referee informs the Team A head coach that any subsequent such actions will result in a foul against the team for unsportsmanlike conduct under Rule 9-2-3 (AR 3-5-2 V).

7. 1/10 @ B-30. A44 runs to the B-23 where B54 sticks out a foot and intentionally uses the lower leg to obstruct A44 below the knee. A44 goes down at the B-22.

**RULING: A, 1/10, B-11, Ready.**

This is a foul for tripping (Rule 9-1-2-c). The runner is no longer exempted from the tripping foul. The penalty is ½ the distance to the goal from the end of A44's run, with an automatic 1<sup>st</sup> down.

8. 2/5 @ B-40. With the game clock running, snapper A54 lifts the ball before passing it backward and B50 bats the ball away. B77 recovers the ball at the B-42.

**RULING: A, 2/10, B-45, Ready.**

A54 has committed a dead-ball foul for an illegal snap (Rule 2-23-1-e). The ball remains dead because it was not put in play by a legal snap. The penalty is five yards from the succeeding spot and Team A retains possession.

9. 2/10 @ B-20. Late in the 4<sup>th</sup> quarter Team A trails 24-10. A80 catches a pass at the end line that is ruled complete, and time expires. Replay show that A80 had his right foot in bounds with control and then his next step hit the end line with 0:01 remaining on the game clock.

**RULING: Try @ B-3, 0:01 on clock, untimed down for the try. Replay should confirm the catch but reset the game clock to 0:01. The TD makes it a one score game so replay should adjust the game clock. At the end of the first half or if it was not a one score game in the 4<sup>th</sup> there is no adjustment.**

10. 2/Goal @ B-10. With 7:30 remaining in the 4<sup>th</sup> quarter, Team A trails 21-16. QBA1 drops back and is hit at the B-20 as he attempts to throw a forward pass. The ball goes forward and out of bounds at the B-16 with no eligible receiver in the area. The Referee rules incomplete pass. Replays show the ball came loose before A1's hand came forward with control. There are no flags on the field.

**Ruling: A 3/Goal @ B-20, no clock adjustment, wind on ready. The hand did not come forward with control, so this is a fumble forward out of bounds. The ball is brought back to the spot of the fumble and the down counts. The ball going out of bounds is treated like a clear recovery and allows replay to review. If the call on the field is not changed replay cannot create a foul for intentional grounding.**