



COLLEGE FOOTBALL OFFICIATING, LLC

The 2021 Shaw / Blandino Weekly Quiz

Week 5

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 2021 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. 3/5 @ B-25. A Team A player who started the game wearing jersey number 77 enters the game wearing number 88 and does not report to the Referee. A44 takes the handoff and runs to the B-18.

RULING:

RULING: A, 3/20, B-40, Ready.

The player must report to the Referee who, without stopping the game or play clock, uses his microphone to announce the change and the relevant flank official informs the opposing head coach. If A88 fails to report it is a foul for unsportsmanlike conduct (Rule 1-4-1-2-d) and A88 would now have a counter.

2. Both teams come onto the field just before the opening kickoff wearing colored jerseys. The jerseys are of sufficient contrast, but the visiting team has not obtained written agreement from the home team to wear any jersey other than white jerseys, or if such agreement has been obtained the home team's conference has not certified that the jerseys are of contrasting colors. The opening kickoff by the visiting team lands in the end zone untouched by the receivers.

RULING: B, 1/10, B-40, Snap. The visiting team is charged a time out before the kick.

Foul by the visiting team for violation of the jersey-color rule. After the ball is marked ready for play for the opening kickoff, the referee charges the visiting team with a timeout for illegal jerseys. In addition, there will be a 15-yard penalty at the succeeding spot following the kickoff starting each half. If the kickoff is returned for a touchdown the penalty is assessed either on the try or at the succeeding kickoff. For each quarter that they continue to wear the jerseys, the team is charged with a timeout after the ball is declared ready for play and before the ball is put in play for the first play of that quarter (Rule 1-4-5-b).

3. 1/10 @ A-25 for the visiting team to start the 2nd quarter. The visiting team was in violation of the jersey-color rule at the start of the game and was charged with a timeout for illegal jerseys just before the kickoff and was penalized 15 yards following the opening kickoff. The visitors call their remaining two timeouts during the 1st quarter.

RULING: A, 1/15, A-20, Snap.

If a team has violated the jersey-color rule, and has no timeouts remaining, a delay of game penalty will be enforced (Rule 1-4-5-b Penalty).

4. 4/10 @ A-25. During Team A's punt, receiver B44 points at the grounded punt at midfield. As B44 points at the ball, he keeps his hands below his shoulders with no waving motion. B21 recovers the kick at the B-40 and returns to the B-45.

RULING: B, 1/10, B-45, Snap.

Rule 2-8-3 states that any waving motion that does not meet the criteria for a valid signal is an invalid signal. Additionally, by interpretation (AR 2-8-3 I) the receiver is allowed to point at a kick as long as his hands remain below the shoulder and there is no waving motion. The signal by B44 would not be considered a signal at all, and Team B would retain the right to recover the ball and advance.

5. 4/10 @ A-25. During Team A's punt, receiver B44 points at the grounded punt at midfield. As B44 points at the ball, he keeps his hands below his shoulders with a waving motion for his teammates to stay away. B21 recovers the kick at the B-40 and returns to the B-45.

RULING: B, 1/10, B-40, Snap.

Rule 2-8-3 states that any waving motion that does not meet the criteria for a valid signal is an invalid signal. Additionally, by interpretation the receiver is allowed to point at a kick as long as his hands remain below the shoulder and there is no waving motion. Because of the waving motion, the signal by B44 would be considered an Invalid Fair Catch Signal (Rule 2-8-3) and Team B cannot advance after recovery of the kick (Rule 6-5-3-a). Officials could consider a delay of game foul if, and only if, it was totally clear that the ball was declared dead at the B-40 and it was determined that B21 deliberately

advanced a dead ball. Since B21 did not personally give the invalid signal, allowances should be given for the advance and only in unusual circumstances should B21 be penalized for delay (Rule 3-4-2-b-1).

6. 3/5 @ B-20. First possession series of the 1st extra period. Team A's field goal attempt is blocked and does not cross the neutral zone and A23 recovers the ball at the B-22 and is down there.

RULING: A, 4/7, B-22, No clock.

Since the kick did not cross the neutral zone, it continues in play and either team may recover the kick and advance (Rule 6-3-1-a). Since it was 3rd down and there was no change of possession during the down, the possession series for Team A continues (Rule 3-1-3-e).

7. 3/5 @ B-20. First possession series of the 1st extra period. A12's pass is intercepted by B21 at the B-5, and B21 returns up the sideline. A12, pursuing B21 dives and tackles B21 by grabbing and turning B21's facemask. B21 is downed at the A-10.

RULING: Team B will begin their possession series 1/10 at the 25-yard line.

Team A's possession series has ended (Rule 3-1-3-e). The foul occurs after a change of team possession, so the penalty is declined by rule, and there is no carryover to the succeeding play (Rule 3-1-3-g-1).

8. 3/5 @ B-20. First possession series of the 1st extra period. A12's pass is intercepted by B21 at the B-5, and B21 returns up the sideline. A12 is pursuing B21 but he cannot catch him. At the A-10, B21 turns and shows the ball back toward pursuing A12. B21 continues untouched into the end zone.

RULING: Team B will begin their possession series 1/10 at the 40-yard line.

The score by B21 is cancelled (Rule 3-1-3-g-2) and Team A's possession series is over. The penalty for B21's Unsportsmanlike conduct foul will carry over to the succeeding play (Rule 3-1-3-g-1 Exception).

9. 3/1 @ B-31. Back A2 runs to the B-25 where B34 attempts to tackle him. A2 drops his right shoulder into stationary B34 who ducked his head to get low and make the tackle. The crown of B34's helmet contacts A2's right shoulder as B34 wraps him up and they fall forward to the ground at the B-22. There are no flags on the play.

RULING: A 1/10 @ B-22. No foul for targeting as B34 is not attacking with the crown of his helmet. A2 contacts with his shoulder so no foul on the runner either.

10. 2/10 @ B-14. With 0:07 remaining in the 2nd quarter QBA12 scrambles outside the pocket and throws a pass through the end zone and out of bounds as time expires. The game clock was at 0:01 when the ball hit the ground.

RULING: A 3/10 @ B-14, reset game clock to 0:01, snap. In a situation like this the on-field crew should hold up both teams from leaving the field. Communicator should immediately O2O to crew to hold them. Since we are beyond the minus 40-yard line this is a significant play. The ball hit the ground with time remaining so replay does reset the game clock.