



## COLLEGE FOOTBALL OFFICIATING, LLC

### The 2021 Shaw / Blandino Weekly Quiz

#### Week 6

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. 4/10 @ A-40. Team A trails 28 – 21 late in the game. A44 catches a swing pass right at the neutral zone and runs for a touchdown. As he is coming down the sideline covering the play the line judge drops his flag after he runs into the Team B head coach who is just on the field of play at the B-40. The game clock expires on the play.

**RULING: A, Try, B-1 ½, no clock – or - the penalty is enforced at the succeeding spot in extra periods.** Although this is a foul that takes place while the ball is alive, it is treated as a dead-ball foul against Team B because it is committed by a non-player. The touchdown counts and the penalty is enforced on the try or from the succeeding spot in extra periods (Rule 9-2-1-b-3).

2. 1/10 @ A-25. A44 takes the handoff, reverses field, and gains 9 yards. During the play, B55's helmet comes off as a direct result of a facemask foul by A51 at the line of scrimmage. B55 immediately picks up his helmet, puts it on and then chases the ball carrier.

**RULING: A, 1/10, A-25, Ready.**

Personal foul by B55 for continuing to participate after losing his helmet. The clock stops at the end of the down and B55 may stay in the game for the next down (Rule 3-3-9-a & c). The fouls offset and the down is repeated (Rule 10-1-4).

3. Free Kick @ A-35. A99's free kick is caught by B21 three yards deep in the end zone. B21 takes a few steps back toward the field of play and right at the goal line B21 drops down on a knee. The nose of the football is back in the field of play when B21 takes the knee.

**RULING: Touchback. B, 1/10, B-25, Snap.**

Unless the entire ball is back into the field of play, the ball is still considered in the end zone (Rule 8-6-1-a). The kick by Team A is responsible for the ball being in the end zone, so the play results in a touchback (Rule 8-7-1).

4. 2/10 @ A-35. Back A44 takes a pitch and circles around end for a gain of 12 yards. Tight end A87 and wingback A43 are leading the play when both simultaneously block linebacker B17, who is three yards beyond the neutral zone. One block is above the waist and the other at the knee.

**RULING: A, 2/22, A-23, Ready.**

The combination block by A87 and A43 is not legal and results in a chop block (Rule 2-3-3). The penalty is 15 yards and enforced from the spot of the foul (Rule 10-2-2-c-1).

5. 4/10 @ B-40. Team A is in a scrimmage kick formation with the punter 15 yards behind the line of scrimmage. Immediately after the snap, nose guard B55, who is lined up over the right guard charges directly at the snapper, contacts him, and drives him backward. The ball is snapped to upback A44, three yards behind the scrimmage line, and A44 runs for a 5-yard gain.

**RULING: A, 1/10, B-20, Ready.**

Foul by B55. The snapper may not be contacted until one second has elapsed after the snap when Team A is in a scrimmage kick formation (Rule 9-1-14). The penalty is enforced 15 yards from the end of the run and includes an automatic first down (Rule 10-2-2-d-1-b).

6. 2/5 @ B-40. Back A22 takes a backward pass from the quarterback, circles right end, and heads for the goal line. Guard A66, who had pulled out to lead the play, legally blocks B90 to the ground and then stands over him at the B-30 taunting and screaming obscenities. This draws a flag from the head line judge, when A22 is at the B-10 before continuing into the end zone.

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

A66 commits a live-ball foul for unsportsmanlike conduct at the B-30 (Rule 9-2-1 Penalty). The fifteen-yard penalty is enforced at the spot of the foul, which is the B-30, and after enforcement, since the ball did not make the line to gain, Team A will repeat second down. The clock will start on the snap (Rule 3-3-2-c).

7. 2/10 @ B-30. Team A completes a pass for a 5-yard gain. After the down is over, Team A sends in three substitutes, and three players begin to leave the field. A88, who participated in the previous play, trails the three replaced players toward the Team A sideline. The three replaced players continue into the team area, but A88 stops and sets up on the line of scrimmage very close to the sideline. After the ball is snapped A88 runs down the sideline and catches a forward pass at the B-10 and runs into the end zone.

**RULING: A, 3/20, B-40, Snap.**

Unsportsmanlike conduct by A88 for unfair tactics: using the substitution process to deceive the opponents. This is a live ball foul and is penalized 15 yards from the previous spot (Rule 9-2-2-b). The clock will start on the snap (Rule 3-3-2-c).

8. Free Kick @ A-35. B22 catches A99's kick at his goal line and returns the ball down the sideline on Team B's side of the field. As he moves down the sideline officiating the play, the side judge runs into a Team B assistant coach in the restricted area ("the white"). B22 is driven out of bounds at the A-20.

**RULING: B, 1/10, A-35, Snap.**

Physical interference with an official during the play results in an unsportsmanlike conduct foul, no warning. The UNS is charged to the team and will be administered as a dead-ball foul (Rule 9-2-5-b). The clock starts on the snap after a kick down (Rule 3-3-2-d-8).

9. 1/10 @ A-1. With 1:23 remaining in the 2<sup>nd</sup> quarter, back A2 takes a handoff and gets hit near the line of scrimmage and driven back into his end zone and to the ground. The Head Line Judge comes in with her hand up at the ½ yard line and the ball is spotted there. Replays show that when the runner was first contacted the ball was breaking the plane of the goal line.

**RULING: Safety, FK @ A-20, adjust clock. Replay can look at the position of the ball in relation to the goal line when progress is stopped. The entire ball must be in the field of play to avoid a safety in this situation. Replay is creating a stopped clock (score) inside two minutes of the 2<sup>nd</sup> quarter, so the clock is reset to when the safety occurred.**

10. 1/10 @ A-31. With 1:59 remaining in the 2<sup>nd</sup> quarter, Team A trails 9-7 and has two timeouts remaining. A88 catches a pass and is tackled near the line to gain. The officials spot the ball at the A-41 for a 1<sup>st</sup> down. Team A is going no huddle and moving quickly to the line. A quick look at the line feed shows the ball was at the 40 ½ when A88 was down.

**RULING: A 1/10 @ A-41. In this situation replay should not stop the game. 1<sup>st</sup> down play so line to gain is not critical and this is not an obvious mistake that is highlighted by TV. Stopping the game creates a timeout that is more impactful than the difference between 1/10 and 2/short.**