



## COLLEGE FOOTBALL OFFICIATING, LLC

### The 2021 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 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. The home team converts a 2-point try to end the 2<sup>nd</sup> extra period, and the score is tied 36 – 36. Player B54 for the visiting team is guilty of a UNS foul after the play. The visiting team has the first choice of options for the 3<sup>rd</sup> extra period.

**RULING: If the visitors select offense first, Try @ B-18 -or- defense first, Try @ 1 ½ yard line.**

Based on the rule change for 2021, beginning with the 3<sup>rd</sup> extra period, a team's possession series will be one play for a two-point try from the three-yard line, unless relocated by penalty (Rule 3-1-3-e). The UNS by B54 will carry over to the next possession series in extra periods (Rule 10-1-7).

2. 3/10 @ A-40. With 0:50 remaining in the 2<sup>nd</sup> quarter, QBA12 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. Video shows A12's right knee down before the ball came loose (0:45) and replay overturns the call. A70's helmet came off during the down.

**RULING: A, 4/15, A-35, Ready.**

Even though we are under 2:00 in the 2<sup>nd</sup> quarter, the replay reversal creates a running clock so there is no clock adjustment, and the game clock starts on the ready (IR Case Book, page 32, Timing 1<sup>st</sup> bullet). The IR initiated 10-second runoff does not apply because A70's helmet was off during the play.

3. 1/10 @ A-35. A44 runs for a 5-yard gain. At the end of a play, with the game clock running, the referee notices that A22 is bleeding, and his sleeve is saturated with blood.

**RULING: A, 2/5, A-40, Ready.**

The referee stops the clock and declares an injury timeout. A22 leaves the field of play for treatment by appropriate medical personnel. Unless there is also an injury to a Team B player, the play clock is set to 25 seconds and the game clock starts on the ready-for-play signal (Rule 3-2-4-c-4). A22 must remain out of the game for at least one play, and he may only return with the approval of his team's medical personnel.

4. 1/10 @ A-5. A44 runs for a 5-yard gain and is tackled inbounds. During the play, B54's helmet comes off. When the ball becomes dead, the game clock is stopped and reads 0:45 in the second quarter, and neither team has a time out remaining.

**RULING: A, 2/5, A-10, 10-Second Runoff.**

The play clock is set at 40 seconds for B54's helmet off (Rule 3-3-9-b-1). Team A has the option for a 10-second runoff (Rule 3-3-9-b-2). If Team A does not opt for the runoff, the game clock remains at 0:45 and starts on the snap. If Team A exercises this option, the game clock is set to 0:35 and starts on the Referee's signal (Rule 3-3-9-b-3). In the latter, with the play clock set to 40 seconds, Team A would not be required to snap the ball.

5. 2/5 @ B-35. Late in the second period, A44 takes a handoff, sweeps around end to the B-32 and throws a backward pass out of bounds to conserve time. The pass crosses the sideline at the B-33. The clock is stopped with 1:05 remaining.

**RULING: A, 3/7, B-37, Ready.**

A44's pass is illegal, and 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 3-4-3). 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).

6. 3/5 @ B-15. Late in the fourth quarter, neither team has a time out remaining, and Team A is trailing 10-7. QB A11 rolls out and is at the B-12 when he throws a forward pass that is incomplete near A88 in the back of the end zone. When the ball is dead the game clock shows 0:13.

**RULING: A, 4/7, B-17, 10-second Runoff.**

Team B will accept the penalty for the illegal forward pass (Rule 7-3-2-a). Team B has the option for a 10-second runoff. Team B will most likely accept the runoff, so the game clock is set at 0:03 and will start on the referee's signal (Rule 3-4-4-a-3).

7. 3/5 @ B-35. Team B has 12 players in the formation, and B44 recognizes that he is the 12th player and is attempting to leave the field. When the ball is snapped, B44 is on the field but his next stride takes him off the field. Team A snaps the ball and the run by A44 gains 3 yards.

**RULING: A, 1/10, B-30, Ready.**

To not be counted as the 12th player, B44 must be off the field of play and does not get an allowance for his next stride (AR 3-5-3 IV). This is a live ball foul for a substitution infraction (Rule 3-5-3-b).

8. 4/10 @ B-15. While A80 is holding the ball for a field goal try at the B-22, B49 is driving off the edge to block the kick, dives and bats the ball from A80's hands. B54 dives on and recovers the ball at the B-25.

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

The ball remains alive after the bat by B49. The batting is legal and results in a fumble which is recovered by B54 (AR 4-1-3 I). Team B will have a 1<sup>st</sup> down at the spot of B54's recovery.

9. 3/15 @ B-25. Defensive back B30 intercepts A1's pass at the B-2 and receiver A88 drives him back into the end zone and to the ground. The Back Judge signals touchback ruling B-2 gained possession in the end zone.

**RULING: B, 1/10 @ B-2. Replay can review the position of the ball in relation to the goal line when possession is gained in this situation. The ball was possessed in the field of play and progress was stopped there. Ball is placed at the 2-yard line.**

10. 4/Goal @ B-20. With 2:00 remaining in the 4<sup>th</sup> quarter Team A is behind 21-16 and has two timeouts remaining. A1's low pass to A88 at the B-4 is ruled complete and he is downed there. Replays show the ball hit the ground before A88 gained control.

**RULING: B, 1/10 @ B-20, adjust clock, snap. Even though the result of the ruling on the field is a turnover on downs and Team B will get the ball either way, the 16-yard difference is significant in this situation. With two timeouts remaining Team A can get the ball back and field position will be important.**