



COLLEGE FOOTBALL OFFICIATING, LLC

2019 NCAA FOOTBALL PLAY INTERPRETATION BULLETIN NO. 3

Targeting / Player Disqualification - Rule 9-1-3 / 9-1-4 and Rule 2-27-12

Play #1: With 7:55 remaining in the third quarter, player B44 is guilty of targeting a defenseless receiver. After Instant Replay review, the ruling of targeting is confirmed. This is the second confirmed targeting foul for B44 within the season.

RULING: Foul for targeting, 15-yard penalty. Disqualification for the remainder of the game. B44 must leave the playing enclosure under the escort of team personnel before the next play after his disqualification. He must remain out of the view of the field of play under team supervision for the duration of the game. This is a second half targeting disqualification, therefore B44 is disqualified for the first half of his team's next scheduled game. B44 may participate in pre-game warm-up activities, but he must remain out of view of the field of play under team supervision for the first half. He may participate in the second half.

Play #2: During the first or second half, player B44 is guilty of targeting a defenseless receiver. After Instant Replay review, the ruling of Targeting is confirmed. This is the third confirmed targeting foul for B44 within the season.

RULING: Foul for targeting, 15-yard penalty. Disqualification for the remainder of the game. B44 must leave the playing enclosure under the escort of team personnel before the next play after his disqualification. He must remain out of the view of the field of play under team supervision for the duration of the game. Since this is B44's third confirmed targeting foul within the season, he receives a one-game suspension for his team's next scheduled game. During B44's targeting suspension, he may not dress in uniform, participate in pre-game warm-up activities, and he may not be in the team area or anywhere on the sidelines throughout the game.

Game Clock/Unfair Clock Tactics - Rule 3-4-3

Play #3: Team A leads by three points late in the fourth quarter. With 1st-and-10 at the A-40, A12 throws a pass to A88 who makes a diving catch inbounds at the A-49. Team B has no timeouts remaining. Instant Replay stops the game for review with 2:03 remaining on the game clock, and three seconds remaining on the play clock. After review, instant replay lets the ruling on the field of a diving catch stand.

RULING: Team A ball, 2nd-and-1 at the A-49. The play clock is set to 25 seconds and the Referee will invoke Rule 3-4-3 and start the game clock on the snap. The Referee is given broad authority in the timing of the game, and he can order the game clock started or stopped when appropriate. The Game Clock Axioms contained in the CCA Football Officiating Manual remind Referees to consider invoking Rule 3-4-3 when the game clock is under five minutes of each half.

***Steve Shaw, NCAA Secretary-Rules Editor
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