



COLLEGE FOOTBALL OFFICIATING, LLC

2015 CFO BI-WEEKLY RULES QUIZ 2--SOLUTIONS

For each of the following select the correct answer. There is only ONE correct choice for each question. For any fouls that are not offset, assume that the penalty is accepted unless it is declined by rule.

1. Second and seven at the B-30. Defensive tackle B77 is in the neutral zone (no contact) at the snap. Ball carrier A22 breaks free and is at the B-5 when he begins a “goose-step” into the end zone, drawing a flag from the officials. This is the second time in the game that A22 has been charged with unsportsmanlike conduct.
- The offside penalty is declined by rule and the touchdown counts.
 - The fouls offset and the down is repeated.**
 - Both penalties are enforced in the order of their occurrence.
 - A22 is allowed to remain in the game since the fouls offset.

REFERENCES: 9-2-1, 9-2-6-a, 10-1-4

COMMENTS: The unsportsmanlike conduct foul is while the ball is alive, so it is offset by the offside foul. A22 must be disqualified because of committing his second UNS foul during the game, regardless of offsetting fouls.

2. Third and 20 at the A-40. B77 sacks quarterback A11 at the A-35. After the ball is dead B77 stands over A11 and curses him, which draws a flag from the referee.
- First and 10 at the 50.**
 - First and 10 at the B-45.
 - Fourth and 5 at the B-45.
 - Fourth and 10 at the 50.

REFERENCES: 9-2-1-Penalty

COMMENTS: Penalties for UNS fouls by the defense include an automatic first down, which is enforced at the succeeding spot.

3. Second and seven at the B-10. The game clock is running late in the fourth quarter. Guard A66 in a three-point stance lifts his hand from the ground and is flagged

for a false start. When the play is shut down there are 25 seconds on the game clock. Team A has one timeout. Team B informs the referee that they want the 10-second runoff.

- a. Team B may decline the penalty and accept the 10-second runoff.
- b. Team A must use its final timeout and thus avoid the 10-second runoff.
- c. Team A may use its final timeout and thus avoid the 10-second runoff.**
- d. The game clock must start on the snap.

REFERENCES: 3-4-4-d

COMMENTS: Team A is not required to burn its timeout, but it is an option. They might prefer to save the timeout at the expense of the 10-second subtraction.

4. Second and seven at the B-10. The game clock is running late in the fourth quarter. At the snap Team A has five players in the backfield. When ball carrier A22 is tackled at the B-5 the game clock shows 25 seconds.

- a. Team B may decline the 10-second runoff and accept the penalty.
- b. Team B must accept the penalty in order to have the 10-second runoff.

c. The 10-second runoff rule does not apply to this situation.

REFERENCES: 3-4-4-a

COMMENTS: Since the illegal formation foul does not immediately stop the clock, the 10-second subtraction rule does not apply.

5. Second and 10 at the B-30 late in the first half. Guard A66 in a three-point stance misses the snap count and lurches forward, committing a false start. The game clock is stopped with 8 seconds remaining. B77 then commits a dead-ball foul for unsportsmanlike conduct. Team B indicates that they want the 10-second runoff.

- a. Both penalties are enforced and the period is extended for one untimed down following the 10-second runoff.
- b. The 10-second runoff does not apply because the fouls offset.
- c. The half is over on the 10-second runoff and the penalty for B77's foul is declined by rule.

d. The half is over on the 10-second runoff and the penalty for B77's foul is enforced at the start of the second half.

REFERENCES: 3-4-4

COMMENTS: Because the dead-ball foul occurs after the play is over, and the live-ball foul results in ending the half, effectively the dead-ball foul occurs after the half is over. Thus the penalty is enforced to start the second half. NOTE: Had this play occurred in the fourth quarter the penalty for the dead-ball foul would not be enforced since the game would be over due to the 10-second subtraction.

6. After A23 is the first to touch a punt beyond the neutral zone at the B-25, B45 recovers at the B-30. B45 fumbles at the B-35, and while the ball is loose B80 clips at the B-40. A39 recovers and carries the ball across Team B's goal line.

a. Team B's ball, first and 10 at the B-25.

b. Touchdown counts. The clipping penalty is enforced on the try or the kickoff.

c. Foul by A23 for illegal touching.

d. Offsetting fouls. Repeat the down.

REFERENCES: 6-3-2, 9-1-5, 10-2-5-a-1

COMMENTS: Clipping is a personal foul. Because this foul is by the non-scoring team on a touchdown play, the penalty carries over. The accepted penalty cancels the illegal touching privilege.

7. Team A punts on fourth and seven at the B-45. B63 clips at the B-32 while the punt is in the air. Punt receiver B21 catches the kick in his own end zone and retreats across the end line.

a. Postscrimmage kick enforcement. Team B's ball, first and 10 at the B-17.

b. Postscrimmage kick enforcement. Team B's ball, first and 10 at the B-10.

c. Safety. Two points for Team A.

d. 15-yard penalty at the previous spot. First and 10 for Team A.

REFERENCES: 2-25-11-b, 10-2-2-c, 10-2-3

COMMENTS: Postscrimmage kick rules apply. The PSK spot is the B-20.

8. Third and seven at the B-30. The quarterback sprints to his right outside the tackle box. Under a heavy rush, he reverses directions until he is directly behind the location of the ball at the snap. At this point on the B-36 he throws a forward pass that hits the ground at the B-25. There are no eligible Team A receivers in the area.

a. Legal play. Fourth and seven at the B-30.

b. Intentional grounding. Fourth and 13 at the B-36.

c. Intentional grounding. Fourth and 18 at the B-41.

REFERENCES: 2-34-1-b, 7-3-2-h-Exception

COMMENTS: Once the passer has left the tackle box, he may end the play legally by throwing the ball beyond the neutral zone. The tackle box disappears when the ball leaves it.

9. Fourth and 10 at the A-5. Punter A27 is standing in his end zone when he punts. The line-drive kick crosses the neutral zone and strikes B38 in the helmet at the A-12. The ball then rebounds back into Team A's end zone, where A27 recovers it and carries it to the A-10.

a. Team A's ball, first and 10 at the A-10. Clock starts on the ready.

b. Team A's ball, first and 10 at the A-10. Clock starts on the snap.

c. Ball becomes dead when A27 recovers. Safety; two points for Team B.

d. Ball becomes dead when A27 recovers. Touchback; Team A's ball at the A-20.

REFERENCES: 4-1-3-e, 6-3-6, 8-5-1-a, 8-7-2

COMMENTS: Because the kick has crossed the neutral zone, it is dead when A27 recovers it in his end zone. The impetus for the ball being in the end zone is from the kick despite the ricochet off B38's helmet. Safety.

10. Third and four at the A-26. B79 is flagged for being in the neutral zone at the snap but he does not make contact with an opponent prior to the snap. B35 intercepts A12's forward pass and is driven out of bounds at the A-48.

a. 5-yard penalty. First and 10 for Team A at the A-31. Clock starts on the snap.

b. 5-yard penalty. First and 10 for Team A at the A-31. Clock starts on the ready.

c. Dead-ball foul against B79. Officials stop the action when B79 enters the neutral zone.

REFERENCES: 3-3-2-d-3, 3-3-2-e-1, 7-1-5-b-1

COMMENTS: B79 commits a live-ball foul. The clock starts on the ready because, although Team B has a first down as the result of the play, they will not next snap the ball.

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