



## 2013 Quiz 7

### NFHS Rules

1. A, 1/10 at A's 10 YL. A7 drops back into his EZ to pass and his face mask is pulled by B37. A7 (a) is downed in the EZ, or (b) fumbles and the ball goes OOB in the EZ. Clock status? **Ruling:** In (a), it is a running play and the 15 yard penalty is enforced from the GL. A, 1/5 at A's 15 YL. Rule 2-33-2, 2-41-9, 9-4-3h, 10-3-2, 10-5-2. In (b), it is a loose ball play and the 15 yard penalty is enforced from the previous spot. A, 1/10 from A's 25 YL. Rule 2-33-1c, 9-4-3h, 10-3-1c, 10-4-2b. In both (a) and (b) the clock would start on the snap as the result of the play would be a safety. Rule 3-4-3d.
2. K1 punts to R17 who is tackled at R's 30 YL. R11 commits a BIB at R's 35 YL during the kick. The R and U correctly administer the 10 yard penalty. The ball is placed at R's 20 YL, A, 1/10. After two plays have been run, resulting in a loss of 10 yards, A's coach asks why it is 3/30. The officiating crew realizes that the chain crew did not properly set the chains on the COP at the 20 YL instead of the 30 YL. Can the chains be reset to reflect the correct LTG? **Ruling:** No. Rule 5-1-1 states "The LTG is 10 yards in advance of the ball's foremost point when a new series of downs is awarded....The LTG then remains **fixed** until the series ends and a new LTG is established." Case Book play 5.1.1, situation B describes a play where the chains are set erroneously before the enforcement of a DB foul. **Once the ball has been legally snapped**, it is too late to correct the error. The Rule Book provides a method of correcting timing errors; when detected before the second play, and even correcting errors on the correct down, but once the ball is snapped the LTG is fixed.
3. Regulation play ends with the score tied. One of the HC's wants to use their one TO before the coin toss to discuss possible options with his captains. Legal? **Ruling:** Legal. **Once the R signals the end of the fourth quarter the 1<sup>st</sup> OT period begins.** The Gold Book and Rule Book both stipulate that each team is entitled to one TO per OT period. Unused TO's do not carry over to OT or succeeding OT periods. Dead ball fouls, fouls penalized as dead ball fouls, and requests for TO's are considered part of the OT period once regulation play ends.
4. K, 4/10 at K's 12 YL. K6 takes the snap, runs to his right and then performs a rugby style punt at K's 16 YL. (a) The kicked ball is caught by R21 at R's 40 YL and is tackled there, or (b) R76 attempts to block the kick and runs into K6 and knocks him to the ground at the K 16 YL. R21

catches the ball at R's 40 YL and is tackled there. Clock status? **Ruling: Illegal kick in (a) and (b). In (a), R may decline the penalty and take the ball at R's 40 YL because the loose ball following an illegal kick is considered a fumble, or have the penalty enforced from the end of the run, K's 16 YL and having K kick again, K, 4/14 at K's 8 YL. In (b), there is no running into/roughing the kicker as he is no longer considered a kicker. R has the same options as in (a). Rule 2-24-4, 2-24-9, 2-32-8, 3-4-3b, 9-7-1, 10-3-2, 10-4-4. If R accepts the result of the play the clock will start on the snap. If they take the penalty, the clock starts on the RFP because you have a running play that ends beyond the LOS. The loose ball is considered a fumble.**

5. A, 2/10 from B's 37 YL. A11's legal FP is intercepted by B13 at B's 3 YL. B13's momentum takes him into his own EZ where an official blows an IW. **Ruling: B, 1/10 at B's 3 YL. Rule 4-2-3c, 8-5-2a exception. BJ will have tossed a bean bag on B's 3 YL.**
6. K, 4/10 at K's 5 YL. K1 is in his EZ when he kicks. The kick crosses the NZ and strikes R8 on the helmet and rebounds back into K's EZ, where K7 recovers the ball and carries it to K's 10 YL. Clock? **Ruling: K, 1/10 at K's 10 YL. Clock starts on the snap. Rule 3-4-3c, 5-1-3f, 6-2-4, 6-3-1a. It is a TB only on kicks breaking the plane of R's GL. R's IP is the EL.**
7. A, 3/10 at B's 15 YL. A10 runs to B's 4 YL and, unable to get OOB, throws a FP that falls incomplete. When the ball is dead, 7 seconds remain in the game. In (a), A is behind by 2 points, or (b) A is ahead by 2 points. **Ruling: Illegal FP in both situations. In (a) and (b), A, 4/4 at B's 9 YL. Clock should start on the RFP Rule: 3-4-6, 7-5-2b, 10-4-4. In (a) and (b) A is trying to conserve time illegally. In (b) this could be unfortunate if A was trying to score his first TD or break a scoring record.**

## OHSAA Mechanics

8. Team A uses a "hurry-up" offense. How should the **R** handle these situations? **Ruling: The R should emphatically tell the Center and QB to "wait for my whistle" if A is ready to snap. If the Center is over the FB, the R should back pedal to his IP and make sure the remaining crew members are in position before marking the ball RFP. A contending crew will hustle to be ready to officiate prior to a team wanting to snap the ball. Gold Book, page 5, item 9 and page 14, item 19B.**
9. After a KO, the kicking team's FB is taken off on the wrong side of the field. **Ruling: Since the clock is stopped, return the ball to the correct side of the field. Each team will keep their own FB on their own SL. Gold Book, page 10, item O.**

## OHSAA Regulations

10. During the on field meeting with the coaches the officials notice that both schools are wearing non-white jerseys. How should a situation like this be handled? **Ruling: The R may ask the VT to change to white jerseys, ask the HT to change to white jerseys or play the game if the jerseys contrast. In all instances, this incident should be reported to OHSAA. There is no game penalty (UNS) prescribed. OHSAA ruling and Case Book, 1.5.1 situation C.**