



2014 Quiz 1 Free Kicks & Fair Catch

1. K's KO team is in a "starburst" formation (all players are in a huddle with the kicker in the center and between the 35 to 40 YL). After the RFP they sprint to their positions with at least 4 players on each side of the kicker. **Ruling: Legal as long as K has four players on each side of the kicker in the huddle when the RFP signal is given and they maintain four players on each side of the kicker. The BJ must communicate with the K players that they must have 4 players on each side of the kicker when the RFP signal is given and when they break their huddle. Rule 6-1-3b.**
2. After the RFP and prior to the ball being kicked, K has 6 players to the right of the kicker and 4 players to the left of the kicker. As K1 approaches the ball, K2 and K3, from the right side of the ball, "loop" around the ball so they are on the left side of the kicker when K1 tries an onside kick to the left side of their formation. K2 and K3 stay within the 35 to 40 YL. **Ruling: Legal play. As long as K2 and K3 stay within the 35 to 40 YL K has four players on each side of the kicker. Rule 6-1-3b.**
3. After the RFP and prior to the ball being kicked, K has 6 players to the right of the kicker and 4 players to the left of the kicker. In (a), the kicker, K1, is a left footed soccer kicker which places him to the right side of the ball and places K2 between him and the ball or (b), K1 is a right footed soccer kicker which places him to the left side of the ball and places K3 between him and the ball. **Ruling: Legal in (a). Dead ball encroachment foul in (b). Rule 6-1-3b states, "At least **four** K players must be on each side of the kicker." K meets that requirement in (a) but not in (b).**
4. After the RFP and prior to the ball being kicked, K has 5 players to the right of the kicker and 5 players to the left of the kicker. K1 is lined up at the K32 YL to begin his kick and all other K players are between the 35 to 40 YL. As K1 approaches the ball, he hesitates and K2 then kicks an onside kick. **Ruling: Dead ball encroachment foul. Rule 6-1-3c. Only one K player is allowed to be more than 5 yards behind the restraining line and he is the **kicker** and he **must** kick the ball. No other K player can kick the ball.**

5. R6 muffs a KO at the - 5 YL. In order to prevent K from recovering the ball R13 kicks the loose ball out of the back of the EZ. **Ruling: The result of the play is a TB; the ball retained its status as a kick. (New rule this year) If the penalty for illegal kicking the ball is accepted, it is enforced from the previous spot and the down will be replayed from R's 45 YL. PSK rules do not apply on FK's. Rule 2-16-2h1, 2-24-9, 10-3-1a, 10-4-2a.**
6. K, 4/7 from K's 34 YL. K1's punt goes almost straight up. R1 signals for a FC at K's 38YL. In (a), R1 catches the ball behind K's LOS at K's 31 YL and the LJ blows his whistle. In (b), K2 catches the ball behind the LOS at K's 31 YL and the LJ blows his whistle. **Ruling: In (a) the ball is dead, but it is not a fair catch. When any R player gives a valid or invalid FC signal and the kick is caught by any R player beyond, in or behind the NZ the ball is dead. A FC is one that is made beyond the NZ to the receiver's GL after a valid signal. Rule 2-9-1 and 4-2-2g. In (b) we have an Inadvertent Whistle (IW). Any K player may catch or recover a scrimmage kick while it is in or behind the NZ and advance, unless it is during a Try. Since K is in possession of the ball when the IW is sounded K has the option of taking the result of the play at the dead ball spot or replaying the down. Rule 4-2-3c, 6-2-3.**
7. K's punt is beyond the NZ and R33 and R17 both signal for a FC. R33 muffs the ball and R17 is about to catch it when he is blocked by K15. **Ruling: Legal. This is not kick catching interference because R had an opportunity to catch the ball. Once a receiver has touched a scrimmage kick beyond the NZ there cannot be kick catching interference. Rule 6-5-6b.**

Mechanics

8. HT scores on the TD and Try to go up 30 - 0 with 24 seconds left on the GC in the 4th quarter. The **R** winds the GC when he marks the ball RFP prior to the KO. The HT does not KO. Time expires on the GC. **Ruling: Game over. HT wins 30 -0. Since the GC starts when the **R** marks the ball RFP, the HT does not have to KO. Gold Book, page 34, Play #3.**
9. HT is winning 49 – 0 at halftime. Both the HT and VT HC's get together at halftime and agree to shorten the varsity game quarters; reducing them from 12 minutes to 8 minutes in the second half. Since the HC's have reduced the quarter length, they ask the crew not to apply the new OHSAA Point Differential Rule. **Ruling: Apply the Point Differential Rule in the 2nd half. The crew should communicate to the HC's that the Point Differential Rule must be applied and then ask them if they still want to shortened the quarters. Gold Book, page34.**

Regulations

10. After a controversial ending to a game, the **R** is approached by a member of the media asking for a clarification on the play at the end of the game. **Ruling: Officials are to give a "No comment" when approached by any media concerning game situations. It is also recommended not to use any "social media" to share any comments concerning schools, coaches, players, other officials, etc. State Rules Interpretation Meeting – 7/25/14.**