



## Quiz #2

Prepared

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### NFHS Rules

1. K, 4/8 @ R's 49 YL. K1's punt is partially blocked by R1 behind the NZ. R2 is in position to catch the ball behind the NZ. The ball hits K3 in the shoulder as it comes down and then hits the ground and R2 immediately recovers the ball. **Ruling: R1's touching is ignored since it occurred behind the NZ. Kick Catching Interference can only occur beyond the NZ. Rule: 6-5-6.**
2. After a fair catch by R the **U** sets the ball down near the VT's HM. The **R** sets the ball RFP. Then RT's HC asks for the ball to be moved to his side of the field on the HM **Ruling: After a fair catch R does have the right to designate where the ball is placed between the HM's during the DB interval. However, once the ball is set RFP by the R the ball cannot be relocated. Rule: 4-3-6-d.**
3. R1 catches K1's punt and then quickly gives a valid fair catch signal after he runs for 3 yds. **Ruling: R1 has committed a foul for an illegal fair catch signal. Remember, since this foul is under the all but one principle. Rule: 6-5-8 and 2-9-5**
4. K1's punt is high and short. K2 runs down and catches the kicked ball in flight beyond the NZ. No R player was in position or around the area where K2 caught the ball. The **BJ** throws a flag for KCI. **Ruling: Incorrect. A K player may catch, touch, muff, or bat a punt beyond the NZ as long as no R player was in position to catch the ball. Rule: 6-5-6-b- Exception.**
5. After K1 punts the ball, R1 runs forward to catch the ball and gives an invalid fair catch signal. The **BJ** throws a flag. R1 realizes the ball is over his head. So he doesn't attempt to catch the ball and rather starts blocking K2 as he comes down the field. **Ruling: R1 has committed 2 fouls. The first is an invalid FC signal and the second for blocking after a giving a valid or invalid FC signal. Rule: 6-5-1 and 6-5-7**
6. K, 4/12 @ K's 40 YL. K1 punts the ball and R1 muffs the ball at R's 35 YL as he tries to catch it. K2 picks up the ball at R's 25 YL and runs it for a TD. **Ruling: K2 can recover the ball but cannot advance the ball. The result of the play is K's ball 1/10 @ R's 25 YL. Ruling: 6-2-4.**
7. K 4/10 @ R's 35 YL. K1's FG attempt is short and hits the ground at R's 15 YL. K2 tries to pick up the ball @ R's 10 YL but muffs it and then R2 recovers the ball @ R's 5 YL. **Ruling: Where K2 touched the ball is the spot of first touching by K. Team R has the option of taking the ball at the spot of first touching or where they recovered it. Rule: 6-2-5.**

### OHSAA Mechanics

8. After A1's releases his pass the R must QUICKLY yell out "Balls Away" so B rushers know to stay off the passer. **Incorrect- R must SLOWLY yell loudly "Balls Away" so the B rushers know to stay off the passer. Gold book: page. 17- #26.C.1.**
9. During the DB interval between plays a team's coaches are okay as long as they stays behind the wing officials position on the field no matter how far the wing official is away from his respective SL. **Incorrect- All coaches are allowed only 2 steps onto the field during the DB interval. Gold book: page 19- #28.G.**

## OHSAA Regulations

10. The time keeper arrives in the crew's locker room around 6:30pm. He informs the crew that the PC operator will not be at the game. He asks the **BJ** if he will operate the visible stadium PC from the field. It's actually a Ready Ref PC remote timer that goes on the operator's belt. **Ruling: Under no circumstances is any crew member to operate the visible stadium PC. If game management doesn't have personnel to operate it then the R should have game management turn the PC off. Gold Book: Pg. 36 #15.B.**

"In the end, it's not the years in your life that count. It's the life in your years."

*Abraham Lincoln*