



Quiz #8- 2014
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NFHS Rules

1. K, 4/10 @ K's 40 YL. 2 seconds left in the 2Q. K1's punt is away as time expires in the 2Q. After the down K1 piles on, then R2 punches K1 and then K1 punches R2. **R** signals all dead ball fouls offset and raises the ball indicating the end of the 2Q. He also signals K1 and R2 are disqualified.
Ruling: Incorrect on the DB foul administration. All DB fouls after the end of the 2Q will be enforced on the 3Q KO. The 1st DB PF on K1, then the DB PF on R2, and then the DB PF on K1 will be enforced in the order of occurrence since the Crew knows "the order". Walk off & signal each foul. Rule: 10-2-5 and Case play 3.3.5 Sit. B.
2. During a kick Try B1 holds and the Try is successful. **R** explains to A's HC that the option is to decline the penalty and the Try is good or take the penalty and re-try the untimed down. **Ruling: A can accept the penalty and replay the UTD following enforcement or A can accept the result of the play and have the penalty enforced on the ensuing KO. This is the "either/or" penalty enforcement "hopper."** Rule: 8-3-5 and Case play 8-3-5 Sit. A.
3. A, 4/G @ B's 2 YL. Runner A1 is pushed in the back by A2 at B's 1 YL. A1 goes forward and the **L** signals TD. **Ruling: If the officials determined that A2's push assisted A1 in getting across B's GL then this is a foul for helping the runner.** Rule: 9-1 and Case play 9.1 Sit.
4. A, 3/4 @ B's 48 YL. A1 advances to B's 45 YL. During the run B1 holds. The penalty is accepted. At the end of the down: 03 remain in the 3Q. Because the penalty was the only reason the GC was stopped, it is started with the RFP signal and the 3Q ends before A snaps the ball. The **R** signals there will be an untimed down. **Ruling: Incorrect. A is not entitled to an UTD as time did not expire during the down.** Rule: 3-3-3 and Case play: 3.3.3 Sit. B.
5. A, 2/G @ B's 5 YL with: 12 seconds remaining in the 4Q. A1 advances to the 1 YL. After the ball is dead, B1 fouls. The GC is stopped with: 05 remaining in the 4Q. The GC is restarted when the ball is marked RFP. Before A can snap the ball, time expires. **Ruling: The game is ended. There is no extension of the period for an UTD, unless there is acceptance of the penalty for a foul that occurs during a down in which time expires. B1's foul did not occur during the down. However, if the R judges B1 committed the foul to consume time, he shall delay starting the clock until the snap.** The Crew & especially the **R** must communicate with both HC's & players as to when the clock will start before marking the ball RFP & winding the clock. Rule: 3-3-3 and Case Play 3.3.3 Sit. D.
6. A, 3/12 @ B's 24 YL. A1 breaks free on B's 20 YL and is near B's GL on a run which will score the go ahead TD. Just before entering the EZ, A1 turns and taunts B1. Time in the 4Q expires during the run. **Ruling: The TD is scored and the UNS foul by A1 cannot be penalized. While such situations occur infrequently, it must be recognized that at some point penalty**

enforcement has ended. If the Try is required for the outcome of the game, the penalty, if accepted is enforced on the Try. Rule: 3-3-3 and Case play 3.3.3 Sit. E

7. A1 receives the snap behind his own GL. A1 advances, but is tackled and the ball becomes dead with its foremost point in the field of play, but part of the ball is in A's EZ. **Ruling: Safety. To avoid a safety, the entire ball must be advanced completely out of the end zone with no part of it touching the goal line.** Rule: 5-3-4

OHSAA Mechanics

8. The crew decides that they will wrap the balls of their flags in pink tape for cancer awareness. **Rule: The only pink item that is permitted is a pink whistle. The ball on the flag must be black only.** Gold Book: P. 13- #12.A.
9. K's KO goes OOB at R's 31 YL. The **LJ** throws his flag high into the air and goes to the spot where the ball went OOB and stops there. The **BJ** runs to the HC and gives K's coach his penalty choices. **Ruling: Incorrect. The LJ is supposed to throw his flag at the OOB spot then hustle to K's HC for the penalty choices.** Gold Book: P. 16, #21-D-5.

OHSAA Regulations

10. Some players stop or slow down during a down from a whistle in the stands. **Ruling: Report this to game management immediately & apply the inadvertent whistle rule.** Gold Book: P. 37, #24.

"If it's important to you, you will find a way, not an excuse!"

Unknown