



# The Whistle

Quiz #3 – August 26, 2021



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## ***NFHS Rules***

1. K 4/6 on B's 48 YL. K1 punts the ball high and deep, R32 makes a fair catch signal at the 7 YL. R32 muffs the kick and the ball rolls toward the end zone. In an effort to recover the kick R32 dives but the ball bounces up hits his/her hand and goes into the end zone where K81 recovers. The BJ is on the goal line and signals TD. The BJ explained to the R, the kick ended as soon as R32 touched the ball since he/she signaled for a fair catch. **Ruling – Incorrect. A kick ends when a player gains possession or when the ball becomes dead by Rule while not in player possession. Also, force is not a factor for kicks going into R's EZ since these kicks are always a TB regardless of who supplied the force. (2-24-2, 2-13-4a)**
2. K 4/6 on their own 20 YL. K1 punts the ball downfield where R32 catches the kick and returns for a TD. During the kick, K45 held an R player rushing to block the punt. The R asks R's HC if he would like the holding penalty on the try or the KO. **Ruling – Incorrect, the foul by K happened during the kick therefore R may accept the distance for the penalty from the succeeding spot only and the succeeding spot is the goal line so they may accept the penalty on the Try only. (6.2 Situation, 10-4-2 exception, 10-5-1j)**
3. K 4/6 on their own 40 YL. K1 punts the ball downfield where R32 catches the kick at their 38 YL and returns to K's 43 YL. During the kick, R45 held a K player who was running downfield to cover the kick. The Crew rules the foul as a PSK foul 1/10 R at their own 28 YL. **Ruling – Correct, the play met all 5 requirements of the definition of a PSK foul. (2-16-2h)**
4. A 4/6 on B's 42 YL, 22 secs remain on the game clock. A16 completes a 20 yd. pass to A84 and as a result A12 hurries his/her shotgun/spread team to the line. A12 takes the snap with 8 secs from the shotgun and throws the ball forward to the ground immediately. The Crew kills the clock and signals 2<sup>nd</sup> down. **Ruling – Correct. A16 has thrown a legal forward pass as the exception now allows for a player, directly behind the snapper, to conserve time by intentionally throwing the ball forward to the ground immediately after receiving the snap that has not been muffed or has touched the ground. The Rule no longer requires a hand-to-hand snap. (7-5-2e, exception)**

5. K 4/12 on K's 30 YL. K's scrimmage kick is caught, by R22 who returns the kick 18 yds. up field where he/she is hit, fumbles, and K51 recovers the fumble. The result of the play is 1/10 K. When will the game clock start? How much time should be on the play clock? **Ruling – The game clock will start on the snap and the play clock will be set to 25 seconds and start on the ready. (3-4-3c, 3-6-1a(1f))**
  
6. A 3/8 on R's 35 YL. A14's pass is intercepted by B22 at B's 48 YL. B22 returns the interception up field where he/she is hit, fumbles and A41 scoops up the fumble and runs 5 yds. before being tackled. The result of the play is 1/10 A, when will the clock start? How much time should be on the play clock? **Ruling – The game clock will stop for the first down. The play clock should be set to 40 seconds and start when the ball is declared dead. The Crew should indicate A's ball and 1<sup>st</sup> down.(3-6-1a2, OHSAA Play Clock Bulletin No. 12)**
  
7. With 1:22 on the game clock in the 4<sup>th</sup> qtr. and B trailing 18-16. A32 runs the ball and B63 is flagged for a face mask. After the play A32 jumps up and says something to B63 and is flagged for UNS. The officials administer the FM and ask A's HC if they want the game clock to start on the snap. They refuse. They then administer the UNS DB foul and ask B's HC if they would like the clock to start on the snap. Being behind, they accept. **Ruling – Correct. The fouls are administered, separately and in order of occurrence. Since A declined the PC option with the FM penalty, it remains open for B during their penalty enforcement. Once the option is accepted no Rule allows for a reversal back to the ready. (3-4-7, 3.4.7 situation C)**

## ***OHSAA Mechanics***

8. During the Crew's pregame discussion the **R** tells his **U** that he/she wants him/her to give him/her the game clock status signal (cross arms or index finger wind) each time he/she signals the PB. **Ruling – Incorrect. Although it is good for the whole Crew to know the game clock status after penalty enforcement, it is the primary responsibility of the LJ and BJ to signal GC status to R while he/she is signaling the PB (also CJ if a 6 person Crew is working).**
  
9. During the pregame meeting with the HC, he/she indicated that he was going to onside kick if he/she kicks to start the game but he/she asked the Crew if they would not shift their positions to keep the element of surprise. The Crew agreed. **Ruling – Incorrect. If a HC indicates his/her team will onside kick we are to use OKOM. If the HC indicates they onside kick a lot, use OKOM always when they KO. (Gold Book - 25. OKOM C. pg. 17)**

## ***OHSAA Regulations***

10. During the pregame meeting with the HT HC, he/she asked the Crew if they could have the VT enter the field through the common gate before the start of the game. **Ruling – This could be OK if there is no delay with both teams entering the field. You should tell the HC, if necessary, the HT shall take field first if instructed by the officials to prevent any delay. (Gold Book – OHSAA Regulations 17. – C page 38)**