



Quiz #9- 2023
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NFHS Rules

1. The officials came onto the field for week 7. They notice a VT player wearing number 00. They tell the VT HC this number is illegal, and he must change his shirt if he plans to play. **Ruling: Correct. Legal jersey numbers are 0 through 99. Any number preceded by the digit zero is illegal.** Rule: 1-4-2 and case play 1.4.3 Situation.
2. A32 is the ball carrier. He has long hair hanging 12" out of his helmet. During a run play, B71 grasps his hair and takes him down. **Ruling: Legal. Hair is part of the body and not part of the name plate or collar of the jersey, or the helmet.** Rule: No rule exists to make this illegal. Hair is not listed as illegal in rule 1-5-3.
3. A43 is wearing a thermal spandex "hoodie" under his jersey with the hood hanging out. A43 intercepts a pass. During the return B81 reaches and grabs his hoodie and pulls him down to the ground by it. **Ruling: Legal. A hoodie is not a piece of illegal equipment. Officials need to inform A43 for safety reasons to tuck it in.** Rule: No rule exists to make this tackle by B81 illegal.
4. A, 1/10 @ B's 5 YL 4Q. As time expires in the 4Q, QB A12 is under pressure. He throws the ball forward and A56 catches the forward pass at B's 7 YL and advances across the GL for a TD. The **U** throws a flag for illegal touching by A56. The **R** and **LJ** come in and tell the **U** the pass was not caught beyond the NZ & therefore, it's not a foul. The **R** signals the TD is good and A wins the game by 2 points. **Ruling: Incorrect Mr. R and LJ. It is illegal touching, even if the ball is caught behind the NZ.** Rule 7-5-13, table 7-5 #4 and case play 7.5.13 Situation A.
5. K's field goal attempt is short and hits the ground @ R's 10 YL. The ball bounces to R's 2 YL. No RT player is near the ball. K81 picks up the ball and runs it into R's EZ. The **BJ** signals TD. **Ruling: Incorrect. The ball was grounded, and no RT player had touched the ball. As soon as K81 picks up the ball it is dead, and also is a spot of first touching. It is R's ball 1/10 @ R's 2 YL.** Rule: 9-7-4.
6. During a Try B is flagged for DPI. The Try is good. The **LJ** tells A's HC his only choice is to decline the penalty &, if he accepts the penalty, they will have to replay the down. **Ruling: Incorrect. During a successful Try if B commits a foul then A has the choice of accepting the foul and replaying the down after enforcement, or accept the result of the play and have the foul enforced from the succeeding spot.** Rule: 8-3-5b.
7. K, 4/10 @ K's 45 YL. K's punt is rolling at R's 3 YL. At the 3 YL, K80 attempts to bat the ball backward to keep it out of the R's EZ. R88 picks up the ball and runs it to R's 30 YL where R88 is hit and fumbles the ball. K56 recovers the fumble. The **R** signals 1/10 for K @ R's 30 YL. **Ruling: Incorrect! RT has the option of accepting the result of the play or taking the ball at the spot of first touching (R's 3 YL).** Rule: 6-2-5 and case play 6.2.5 Situation A.

OHSAA Mechanics

8. Great story and lesson. Before a KO Dan, the **BJ**, always asks the kicker if they're onside kicking or kicking away. The **BJ** asks this question in a crucial part of the game. The **BJ** goes back to the PB side when he raises his hand to tell the **R** he is ready, and he gives the **Crew** the onside kick "special signal". The VT calls a TO before the kick. The VT then recovers the kick. After the season one of the coaches of the VT, who is a former official, tells a Crew member "you guys really need to ensure when you signal an onside kick to your Crew, you don't make it so obvious. We caught it and ensured we were prepared". **Ruling: NEVER give a special signal for an onside kick. If the situation is favorable for an onside kick, then the Crew should move to OKOM with no special signal. Be ready for anything at any time. The BJ and U should always have their BB in their hands on KO's.** Reference: Gold Book #25-D, pg. 17.
9. To start the game the **HL** and **LJ** are set up on the - 10 YL on the first KO of the game. **Ruling: Incorrect.** The **HL** and **LJ** should be on the GL for the first KO for each team. Then, if short, move up to the - 10YL for the next KO. Reference: Gold Book #21-B-3, pg. 15

OHSAA Regulations

10. Both teams head for the same exit of the field. The Crew recognizes this and tells the HT HC to hold his team back and be courteous to their visitors. **Ruling: Incorrect. The officials should know this before the game starts. This is a great question for the game manager as you show up or at least during the pregame with the HT HC. If this is confirmed, then always hold the VT until all HT players and coaches have had time to clear the field then allow the VT to exit.** Gold Book: #11-A, pg. 37.