



Quiz #5- 2025

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NFHS Rules

1. Snapper A1 places his hands on the ball. The RFP signal is given. As A1 starts to snap the ball B1 swipes at the snap and hits it prior to the end of the snap and causes a fumble. B2 recovers the ball. The **U** flags B1 for encroachment. **Ruling: Correct. B1's swipe and contact with the ball is a foul for encroachment. Repeated attempts can result in a UNS foul. Rule: 7-1-6b and Case play 7.1.6 Sit. E.**
2. Team A break the huddle and comes to the LOS. All linemen go down to a 2 point stance. QB A1 calls a quick cadence and all linemen stand up abruptly which cause 2 B linemen to encroach. The wings signal encroachment on B. **Ruling: Incorrect. This is a FST on A as the Rule states any act that is clearly intended to cause B to encroach is to be ruled as a FST on A. Rule 7-1-7b and Case play 7.1.7 Sit. B.**
3. K free kicks the ball and it is rolling slowly near the SL on R's 20 YL. R1 intentionally runs OOB and reaches back into the field and touches the slow rolling ball. The **L** flags and signals a FK OOB foul on K. **Ruling: Incorrect. The correct ruling is illegal participation on R1 as he intentionally went OOB and then reached back into the field and touched the rolling ball. Rule 9-6-2b and Case play 9.6.2 Sit. C.**
4. Team K is in punt formation. The snap is low and K1 (punter) bobbles the ball and then while the ball is rolling on the ground, he kicks it and it goes 30 yards downfield. **Ruling: This is an illegal kick foul. It is a loose ball foul and if the penalty is accepted then it is enforced from the Previous Spot. Rule 9-7-1 and Case play 9.7.1 Sit. A.**
5. After a new set of downs are awarded to Team A, A1 is flagged for UNS during the dead ball period and before the ensuing RFP signal from the **R**. The chains are set as 1/25 for A, then the **R** blows the RFP. **Ruling: Incorrect. After a new series of down is awarded and before the RFP all penalties committed must be enforced and the chains set at 1/10. Only after the RFP can it be more than 1/10 for A. Rule: 5-3-1.**
6. A1 (runner) is running down the field and is hit hard. A1's helmet comes off & stays on his feet. He runs 15 more yards for a TD. **Ruling: Incorrect. The play is dead as soon as the runner's helmet comes off. The officials need to sound their whistles immediately. Rule: 4-2-2k and Case play: 4.2.2 Sit. J.**
7. After a TD, A is going for a 2-point Try. A's HC yells out "right hash." The **U** places the ball on the right hash. The RFP signal is given. A1 calls TO to speak to his HC. After the TO A's HC yells out and says "left hash please." The **U** moves the ball to the left hash. **Ruling: Incorrect! Once the ball is set on a hash the only thing that can allow the ball to be moved to another location is a dead or live ball accepted penalty or the replay of the down. Rule: 4-3-7 and Case play: 4-3-6**

OHSA Mechanics

8. During a live ball play the **HL** sees a holding foul by A1. He throws the flag right at the spot of the foul and hits A1 in the back with his flag. **Ruling: Incorrect. On a spot foul the officials should not throw at a player. Instead the official should throw the flag somewhere along that corresponded yard line away from the players. Reference: Gold Book #12-A, pg. 14**
9. After the GC is stopped for a FST foul by A the crew takes 22 seconds to get the GC running again. **Ruling: Incorrect, 10-second rule. After a simple dead ball foul the goal of the Crew is to set the ball & mark the RFP within 10 seconds. Reference: Gold Book #27-C, pg. 120**

OHSA Regulations

10. PLEASE READ THIS! HT has a drone they use to record games (regular season). The crew told the team they are not permitted to use the drone. **Ruling: Incorrect. It is the decision of the home school if they choose to use a drone. The Crew can get involved if the drone is posing danger to players & coaches.** *Gold Book: #6, pg. 39*