



The Whistle

Quiz #9 – October 2, 2026

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NFHS Rules

1. QB A12 takes the snap from the shotgun and throws a pass over the middle. Lineman B72 jumps and bats the ball back, QB A12 catches the batted ball and finds the original receiver downfield and throws a completed pass for a 22 Yard gain. The **Crew** ruled since the ball was tipped the second pass is legal. **Ruling – Incorrect; this is an illegal forward pass. Illegal forward pass includes a second and subsequent forward pass (es) thrown during a down. (7-5-2c, 7.5.2 sit F)**
2. In the 1st period the **LJ** collides with a coach in the restricted area during a live ball. The HT is penalized 15 Yards for illegal personal contact by a nonplayer. With 6:15 remaining in the 3rd period the **LJ** had 2 more coaches in the RA during a live ball. The **R** penalized the HT 5 Yards for sideline interference and the **LJ** explained to the HT HC that the foul in the 1st period was mandatory due to the contact with the official but it also satisfied the SL warning for the game. **Ruling – Incorrect; the occurrences of the illegal personal contact foul and the restricted area violation are not combined for penalty enforcement purposes. These are separate penalties with their own separate progression of enforcement. (9-4-8, 9-8-1k, 9-8-3)**
3. With 1:35 left in the game, Team A leads 14-12. B1 commits a 5 Yard face mask on A22 while making a score saving tackle in bounds. After the play A22 jumps up and taunts B1 and is flagged for UNS. After enforcement of both fouls in the order of occurrence, the **R** asks Team A HC if he wants to start the GC on the snap which he indicated no. Team B HC asked if he gets the same choice and was told no because the foul committed against them was a dead ball foul and does not apply since the GC was already stopped. **Ruling – Incorrect; the fouls are administered separately and in order of occurrence. Team A is given the choice of starting the GC on the snap. If Team A declines to start the GC on the snap, Team B is then given the option of starting the GC on the snap. Based on the score Team B will likely make that choice. (3-4-7, 3.4.7 situation C)**
4. Prior to the ready-for-play on a Try, A's captain requests the ball be placed on the left hash as they are going for two points. A, breaks the huddle in a formation which B was not prepared and B's HC calls TO. Returning to the field A's HC requests the ball be moved to the center of the field. The **R** has his **U** move the ball since B was the team who called the TO and not A. **Ruling – Incorrect, prior to the ready-for-play A may designate the spot from which the ball is put in play between the hash marks for a Try but once spotted the ball may not be moved because of a second request unless a DB foul occurs or a foul occurs and the down is replayed. (4-3-6, 4-3-7)**

5. During the Try, holder K12 is in place to receive the snap. The snap is a little high so K12 rises slightly to catch the snap then returns to a knee to place the ball on the tee. K12 realizes the timing with kicker K21 has been disrupted, so K12 rises and takes off running with the ball in an attempt for a 2 point Try. The **Crew** implemented fake Try mechanics and ruled on the play accordingly. **Ruling – Correct; the exception which allows the ball to remain live while the place-kick holder has control of ball with his knee on the ground also allows the holder to catch an errant snap and return to a knee with the ball remaining alive and also allows the holder to then rise to advance with the ball still remaining alive. (4-2-2a exceptions 1 and 2)**
6. During the Try, holder K12 is in place to receive the snap. While placing the ball on the tee K12 loses control of the ball, rises slightly to regain control and returns to a knee to place the ball on the tee. K12 realizes the timing with kicker K21 has been disrupted, so K12 rises and takes off running with the ball in an attempt for a 2 point Try. The Crew implemented fake Try mechanics and ruled on the play accordingly. **Ruling – Incorrect; the exception which allows the ball to remain live while the place-kick holder has control of ball with their knee on the ground also does not allow the holder to rise and return to a knee with the ball remaining alive when they muff or fumble the snap. If the error is with the snap, the holder retains the exceptions. If the error is with the holder after a good snap they lose the exceptions per the “note”. The play should have been blown dead once his knee touched the ground after retrieving the muff. (4-2-2a exceptions 1, 2 and NOTE)**
7. With the score tied 21-21 and 15 seconds remaining in the game, A is punting from their own 12 Yard line. The punt is high and short, R22 runs under the kick to try to make a fair catch and is contacted by K52. The **BJ** throws a flag for kick-catch interference with the spot of the foul being A’s 31 yard line. The **R** explains the 3 options for kick-catch interference to B’s HC which the HC chooses, 15-yards from the spot of the foul but requested a TO to discuss with his coaching staff the possibility of choosing to free kick for points. The Crew marked of the penalty, set the chains then the **R** signaled TO for Team B. **Ruling – Correct; decisions involving penalties shall be made before any charged TO is granted either team. Team B completed the penalty decision but choosing 1 of the 3 options but the decision to snap or free kick can be made after a requested TO. (6-5-4c, 6-5-6b, 10-1-1, CB play 4.3.7 pg. 39)**

OHSAA Mechanics

8. After a Try kick, the kick is blocked and lands back on the 20 YD Line. Since the Try is ruled no good behind the neutral zone the **R** turns, faces the PB and signals “no good”. **Ruling – Incorrect, the R is not to signal the PB on any Try kick, good or no good, beyond or behind the LOS. (GB 35, TRYM, C1, pg. 27)**
9. A is lined for a Try in a muddle huddle formation. The **R** and **CJ** remain in their run mechanics IP’s. Once the team shifts to scrimmage kick formation the **R** and **CJ** cross over and switch IP’s to their try mechanics for the right footed kicker. **Ruling – Incorrect, the only adjustments for a muddle huddle are – U/BJ on EL and HL/LJ 2 yards OOB. (GB 35, TRYM, B, pg. 26)**

OHSAA Regulations

10. During the pregame meeting the timer said it is easier for him to just put 23:00 minutes on the scoreboard for the halftime intermission and 3:00 minute warmup and just let it run until it runs out. The LJ informed the timer that both the 20 and the 3 must appear and countdown separately. **Ruling – Correct (GB page 40, 11, B)**