

NCAA FOOTBALL RULES
2009 PLAY SITUATIONS #4

1. Third and seven at the A-40. After the snapper touches the ball guard A65 commits a false start when he comes out of his three-point stance. In reaction, B79 jumps across the neutral zone and slugs A65, who in turn slugs B79. Officials drop flags for all three fouls. **RULING:** The penalty for the false start is enforced. The two flagrant dead-ball personal fouls offset. Both A65 and B79 are disqualified. Third and 12 at the A-35. (10-1-5-Exc.)

2. During a touchdown run by A25, defender B48 is flagged for twisting his facemask. This occurs (a) with 10 minutes remaining in the third quarter; (b) as the game clock goes to 0:00 in the fourth quarter; (c) during an extra period. **RULING:** B48 is guilty of a personal foul, the penalty for which may in principle be enforced on either the try or the succeeding kickoff. (a) Team A may choose to have the penalty enforced on either the try or the kickoff. (b) The penalty may only be enforced on the try, as the period is not extended for a kickoff. (c) The penalty may only be enforced on the try, as there is no kickoff in extra periods. The penalty is not carried over to the next possession series in the extra period or to the next extra period. (10-2-5-a-1, 3-2-3-a-1-Exc.)

3. Team A scores a touchdown with 10 minutes remaining in the third quarter. The try kick is successful. B79 is flagged for (a) roughing the kicker during the try; (b) blocking the snapper before the lapse of one second during the try; (c) committing a personal foul after the ball is dead following the try. **RULING:** (a) and (b) Team A may keep the one point and have the personal-foul penalty enforced on the succeeding kickoff, or they may repeat the try following enforcement of the penalty. (c) The penalty is carried over to the kickoff. (8-3-3-b-1, 8-3-5)

4. Team A scores a touchdown to make the score A20-B21 as the game clock goes to 0:00 in the fourth quarter. Team A's try kick is successful, making the score tied at 21-21. B79 is flagged for (a) roughing the kicker during the try; (b) blocking the snapper before the lapse of one second during the try; (c) committing a personal foul after the ball is dead following the try. **RULING:** (a) and (b) Team A may keep the one point and have the personal-foul penalty enforced at the succeeding spot in the extra period, or they may repeat the try following enforcement of the penalty. (c) The penalty is carried over to the succeeding spot in the extra period. (8-3-3-b-1, 8-3-5)

5. Team A scores a touchdown to make the score A20-B21 as the game clock goes to 0:00 in the fourth quarter. B79 is flagged for (a) roughing the passer; (b) committing a personal foul after the ball is dead. **RULING:** (a) and (b) The penalty is enforced at the succeeding spot on the try. It may not be carried over to the succeeding spot in the extra period if the game becomes tied. (10-2-5-a-1, 10-2-5-c)

6. Trailing by three points, Team A scores a field goal as the game clock goes to 0:00 in the fourth quarter, sending the game into overtime. After the ball is dead following the field goal, B24 slugs an opponent. **RULING:** The penalty is enforced at the succeeding spot at the start of the extra period. B24 is disqualified. (10-2-5-d)

7. Fourth and four at the B-44. Team A is in a scrimmage kick formation with A12 fifteen yards deep in punting position and three players in the backfield as personal protectors. When the snapper touches the ball there are only four players wearing numbers 50-79 on the line of scrimmage. A12 then moves into the normal quarterback position behind the snapper and the other three backs shift to a T formation. A12 completes a pass to eligible A43 who is tackled beyond the line to gain. **RULING:** Foul, illegal formation. At the snap Team A is not in a

scrimmage kick formation, so the numbering exception for linemen is not in effect. Fourth and nine at the B-49. (1-4-2-b-Exc.)

8. Fourth and 12 at the A-40. Team A is in a scrimmage kick formation with an unbalanced line that has two players to the left and four to the right of snapper A55. When A55 puts his hands on the ball, the players on the line of scrimmage are (L-R): A82, A47, A55 (snapper), A62, A79, A36, A88. All players except A55 have their hands on their knees. Seeing the defensive formation, Team A shifts A79 and A36 to the left of the snapper so that they are between A82 and A47, making the left-to-right alignment: A82, A79, A36, A47, A55 (snapper), A62, A88. The ball is snapped and punted. **RULING:** Legal formation. A47 and A36 are ineligible by position and thus are established as the numbering-exception players when the snapper touches the ball. At the snap A47 and A36 are on the line and not on the end of the line. (1-4-2-b-Exc.)

9. Second and seven at the B-40. Ball carrier A22 runs wide to his right and turns the corner near the sideline. Cornerback B43 retreats toward the sideline to cover the play and is out of bounds when he attempts to tackle A22 at the B-35. A22 breaks free of B43's grasp and continues his run, stepping out of bounds at the B-30. **RULING:** First and 10 for Team A at the B-30. A22 is not out of bounds when he touches a player who is out of bounds. (4-2-1)

10. Fourth and seven at the B-30. Team A attempts a field goal. Linebacker B56 jumps and blocks the kick at the B-29, and the ball lands at the B-32. Holder A21 recovers and carries the ball to the B-20 where he is tackled. **RULING:** Because the kick was blocked within three yards of the neutral zone, by rule it is deemed not to have crossed the neutral zone. Thus either team may advance the ball. Team A's ball, first and 10 at the B-20. (6-3-1)

11. Team A is in a balanced-line formation. Snapper A56 has his hands on the ball and all other linemen have their hands on their knees. A56 then takes his hands off the ball and all linemen shift to the left so that right guard A67 becomes the snapper in an unbalanced-line formation. **RULING:** Dead-ball foul, false start by A56. Once the snapper touches the ball he may not move to a different position. (7-1-3-a-1-a)

NCAA FOOTBALL RULES
2009 PLAY SITUATIONS #3

1. Team A is granted a team timeout and gathers at the numbers near its sideline. Included in the huddle are coaches and 15-20 squad members. When the referee blows the whistle to mark the ball ready for play for second down at the B-45, 10 players trot into the offensive formation, but A88 remains at the top of the numbers as the coaches and remaining squad members return to the team area. At the snap A88 is one of four players in the offensive backfield. He runs a fly pattern near the sideline and catches a legal forward pass for a touchdown. **RULING:** Live-ball foul, no score. Unsportsmanlike conduct, use of the substitution process to confuse opponents. Fifteen yards at the previous spot, repeat second down. Whether Team A has actually made any substitutions is irrelevant. They clearly are using the substitution process in an unsportsmanlike manner. (9-1-2)

2. Second and 10 at the A-45. Quarterback A12 is in a “shotgun” formation. All players are stopped for a full second when A12 turns (no false start) and begins to trot toward his sideline in apparent confusion about what play is to be called or whether the coach wants to request a timeout. He is moving parallel to his end line and is almost to his sideline when the ball is snapped to A45 who is five yards behind the snapper. A45 then completes a forward pass to A12 for a long gain. **RULING:** Unsportsmanlike conduct for an unfair act to deceive the opponents. The referee may impose any penalty he deems reasonable. In this case the penalty is for a live-ball foul, 15 yards at the previous spot and the down is repeated. Second and 25 at the A-30. (9-2-3-c)

3. Third and seven at the A-40. At the snap guard A64 runs to the A-42 where he blocks a linebacker either before or after quarterback A12 throws a forward pass that crosses the neutral zone. Eligible A88 catches the ball at the B-49 where he is tackled. After making his block A64 does not go beyond the A-42. **RULING:** Foul on A64, offensive pass interference; fifteen yards at the previous spot, repeat third down. Because he has not gone more than three yards beyond the neutral zone A64 is not illegally downfield. However, his block during a play in which a legal forward pass crosses the neutral zone is offensive pass interference. (7-3-8-b-1, 7-3-10)

4. Team A is trailing 38-34. Back A43 runs for a touchdown as the game clock goes to 0:00 in the fourth quarter, making the score 40-38 in favor of Team A. Team A’s coach tells the referee that his team will not attempt the try. **RULING:** Because the margin is less than three points Team A must attempt the try. The result of the try could affect the outcome of the game. (8-3-2-a)

5. Trailing 30-28, Team A is in field goal formation on third and 10 at the B-25 with the game clock stopped at 0:04 in the fourth quarter. The kick is blocked. As the ball is rolling on the ground linebacker B63 is flagged because he races toward the Team A sideline making vulgar, taunting gestures toward the opponents. By the time B89 recovers the ball while grounded at the B-20, the game clock reads 0:00. **RULING:** B63's action is unsportsmanlike conduct, a live-ball foul treated as a dead-ball foul. Because the penalty can only be enforced after the down is over, in this case there can be no enforcement. The game is over. Team B wins, 30-28. (9-2-1)

6. B45 intercepts a pass and races down the sideline toward Team A's goal line. As he crosses Team A's 15-yard line he breaks into a "goose step" and prances into the end zone, drawing a flag from the referee. When B45 is seven yards deep in the end zone, A89 tackles him, resulting in a flag from the head linesman for a dead-ball personal foul. **RULING:** The penalties cancel because neither has been completed. The try is at the A-3. The officials should note that the unsportsmanlike conduct foul by B45 is one of the two maximum such fouls by him. (10-1-5, AR 10-1-5-VI)

7. Third and seven at the B-35. The game clock is running late in the first half of a tie game. (a) The quarterback spikes the ball as soon as he receives the direct snap, and Team A is flagged for an illegal shift because not all eleven players stopped for a full second before the snap. When the ball becomes dead the game clock is stopped at 0:09. (b) A79 commits a false start and the officials correctly shut down the play, stopping the game clock, which reads 0:09. **RULING:** (a) Team B will likely decline the penalty and accept the result of the play, which brings up fourth down. Regardless of Team B's decision about the penalty, the game clock starts on the snap due to the incomplete pass. (b) Team B will likely accept the penalty since the next play will be third down whether the penalty is accepted or declined. Regardless of Team B's decision about the penalty, the clock starts on the ready-for-play signal because it was stopped only to complete the penalty. (3-3-2-d-4, 3-3-2-e-4, AR 7-3-2-VIII)

8. Team A executes an on-side kick at its 30-yard line. At Team A's 36-yard line A65 blocks B23 in the front at the waist, and then A25 touches the ball at the A-38. (a) The ball rolls to the A-42 where it is recovered by A88. (b) B42 recovers the ball while grounded at the 50-yard line. **RULING:** Illegal touching by A25 and a foul by A65 for blocking before being eligible to touch the ball. (a) Team A is in legal possession of the ball at the A-42, so Team B has two options: they may take the ball at the spot of the illegal touching (the A-38), or they may have Team A re-kick at the A-25 following the five-yard penalty for the illegal block by A65. (b) Team B has three options: take the ball at the spot of the illegal touching (the A-38); have Team A re-kick at the A-25 following the five-yard penalty for the illegal block by A65; or have the five-yard penalty enforced at the dead-ball spot, the 50-yard line (they will not choose this last option). NOTE: The illegal-touching spot is not an enforcement spot since the illegal-touching privilege is canceled if the penalty is accepted. (6-1-2-g, 6-1-3, 6-1-8).

9. B43 intercepts a forward pass in his end zone. He then throws a forward pass to teammate B21 who is also in the end zone where he downs the ball. **RULING:** The result of the play is a touchback. B43 has thrown an illegal forward pass, for which the penalty is enforced at the spot of the foul. Thus the result of the penalty is a safety. (7-3-2-b, 8-5-1-b, 8-6-1-a).

10. Ball carrier A32 is driven out of bounds and into the Team B team area at the B-45. As A32 is trying to return to the field of play a person in business attire pushes him to the ground or obviously taunts him. **RULING:** Team B is charged with either a dead-ball personal foul or a foul for unsportsmanlike conduct. In either case the penalty is 15 yards from the succeeding spot. All persons in the team area are subject to the rules, whether or not they have an official capacity with the team. (1-1-6-a, 9-1-2 Penalty, 9-2-1 Penalty)

11. Second and seven at the A-40 early in the second quarter. A12 completes a legal forward pass to eligible A27 who catches the ball near the sideline and races toward the goal line, far ahead of any opponent. At the B-15 he turns and runs backward into the end zone, taunting his pursuers. After he reaches the end zone A27 punts the ball into the stands. **RULING:** A27 has committed two clearly separate fouls for unsportsmanlike conduct and is ejected from the game. Team B may choose to have both penalties enforced on the try, both enforced on the succeeding kickoff, or one enforced on the try and the other on the succeeding kickoff. (9-2-1 Penalty, 10-2-5-c)

12. A night game between teams from different conferences is suspended in the second quarter when the stadium loses electrical power. After a lengthy delay it is determined that power will not be restored until at least the following day. **RULING:** By rule the athletics directors (or their designees) of the competing institutions must agree to (a) resume the game at a later date, (b) terminate the game with a determined final score; or (c) declare the game a no contest. In the event that the institutional representatives are unable to come to an agreement on one of these options, the game is a no contest. The referee should file a full report of the circumstances with the commissioners and officiating coordinators of the two conferences. (3-3-3-c)

NCAA FOOTBALL RULES
2009 PLAY SITUATIONS #2

1. Third and five at the B-30. Team B has no timeouts remaining. The game clock is running as Team A breaks the huddle and settles into a formation with several receivers split wide. Linebacker B57, confused by the offensive formation, requests a timeout from the Head Linesman. The Head Linesman erroneously signals timeout and grants the request. **RULING:** There is no foul by Team B. The play clock is reset to 25 seconds, and as soon as possible the referee signals to start both the play clock and the game clock. (3-3-1-b)

2. Fourth and four at the B-40. Following the third-down play, Team A's players remain on the field apparently waiting for the coaching staff to make its decision about the next play. With 28 seconds remaining on the play clock, all 11 Team A players jog toward the sideline as 10 Team A players run onto the field and settle into a typical field-goal formation. A80 participated in the third-down play and jogs toward the sideline with his teammates. He does not leave the field but, undetected by the defense, stands behind the line of scrimmage within a few yards of the Team A sideline. When the snap goes directly to the potential field-goal kicker, A80 runs downfield near the sideline and catches a legal forward pass in Team B's end zone. **RULING:** Live-ball foul by Team A, unfair tactics: use of the substitution process to deceive the opponent. No score. 15-yard penalty, previous spot. Team A will have fourth and 19 at the A-45. (9-2-2-b)

3. Third and 12 at the B-35. Team A makes no substitutions following the second-down play. Back A23, positioned at the B-40 between the hash marks, trots toward his team's sideline, indicating that his shoelace is broken and apparently intends to leave the game. He remains on the field very close to the sideline at the B-38, and the defense ignores him. At the snap, A23 runs down the sideline and catches a legal forward pass in Team B's end zone. **RULING:** Live-ball foul by Team A, unfair tactics: use of equipment to confuse opponents. No score. 15-yard penalty, previous spot. Team A will have third and 27 at the 50. (9-2-2-c)

4. Fourth and 10 at the B-40. Team A punts from a formation in which there are five players in the backfield at the snap. A88 is the first to touch the kick when he reaches across the plane of Team B's goal line and bats the ball backward into the field of play. The ball rolls dead at the B-5. **RULING:** The illegal touching spot is the B-20 which is a possible enforcement spot for fouls by Team A during the kick play. Team B may have the penalty enforced either at the previous spot, to give fourth and 15 at the B-45, or at the B-20. The latter would give Team B the ball, first and 10 at the B-25. (6-3-2, 6-3-11, 9-4-1-c)

5. Fourth and 10 at the B-40. Team A punts. A88 is the first to touch the kick when he reaches across the plane of Team B's goal line and bats the ball backward into the field of play. B23 recovers at the B-2 and advances to the B-3 where A45 tackles him by grasping and twisting his face mask. **RULING:** Team B will decline the penalty for the face-mask foul and accept the ball at the B-20 on the illegal touching privilege. The B-20 is not an enforcement spot in this case because A45's foul occurs during the running play, not during the kick play. (6-3-2, 6-3-11, 9-1-2-q)

6. Fourth and 10 at the A-40. Team A punts and B33 signals for a fair catch. He muffs the kick at the B-25 and completes the catch at the B-30. During the kick B65 blocks in the back against an opponent at the B-45. **RULING:** The result of the play will give Team B the ball at the B-25 (the spot where B33 muffed the ball following the fair catch signal). Because this is effectively the end of the kick, by interpretation it serves as the postscrimmage spot for enforcement of the penalty for B65's foul. Team B's ball, first and 10 at the B-15. (2-25-11-a, 6-5-1-b, 9-3-3-c)

7. Fourth and 10 at the A-40 late in the second quarter. Team A has five players in the backfield at the snap and punts. Receiver B22 catches the kick at the B-30 and is tackled at the B-45. During the return B55 clips at the B-40. Time in the first half expires during the down. **RULING:** The option resides with Team B; they may allow offsetting fouls and have the down repeated, or they may decline offsetting fouls leading to completion of the penalty for the clip. However, if Team A declines the clipping penalty, the half ends and Team B will not snap the ball. In that case, only by Team B accepting offsetting fouls is the period extended for the repeat of the down, fourth and 10 at the A-40. (3-2-3, 7-1-3-b-1, 10-1-1-b, 10-1-4-Exc. 1)

8. Second at 10 at the A-40 late in the second quarter. At the snap B79 is lined up in the neutral zone. Quarterback A12 runs to the A-42 and completes a forward pass to A80 who is tackled at the B-45. Time in the first half expires during the down. **RULING:** Offsetting fouls. The period is extended to repeat the down, second and 10 at the A-40. While the penalty for A12's foul would include loss of down, in this case there is no penalty because the fouls offset. (3-2-3-a-2)

9. Ball carrier A22 strikes the pylon at the right intersection of the sideline and Team B's goal line. He carries the ball in his right arm so that the ball is extended over the sideline. (a) The ball penetrates the plane of the goal extended (i.e., outside the pylon) before A22 touches the pylon. (b) A22 touches the pylon before the ball breaks the plane of the goal line extended. **RULING:** (a) Touchdown. The ball is still alive when it breaks the goal-line plane which is extended for a ball carrier. (b) Not a touchdown. The ball becomes dead when A22 touches the pylon and belongs to Team A at the forward-progress point. (2-11-2, 4-2-1-b, 8-2-1-a, AR 8-2-1-II)

10. Ball carrier A22 is running near the sideline in an attempt to score. At the B-1 he is hit, the contact causing him to leave the ground such that the ball passes across the goal line extended outside the pylon. A22 lands out of bounds beyond the goal line extended. **RULING:** Touchdown. By interpretation A22 is considered a ball carrier because his leaving the ground was not voluntary but was due to contact by an opponent. (2-11-2, 4-2-4-e, 8-2-1-a)

11. Ball carrier A22 is running near the sideline in an attempt to score. At the B-1 he goes airborne by leaping such that the ball passes across the goal line extended outside the pylon. A22 lands out of bounds beyond the goal line extended. **RULING:** Not a touchdown. The goal line is not extended for an airborne player, i.e., one who leaves the ground voluntarily. The ball is out of bounds at the point where it crossed the sideline. (2-11-2, 4-2-4-e, AR 8-2-1-IV)

12. Second and 10 at the A-40. Team A has seven men on the line of scrimmage in an unbalanced formation with A89 to the right of the snapper and five linemen to his left. The middle lineman of the offensive formation is thus the second player to the snapper's left. At the snap A24 is stationary in the backfield outside the frame of A89. Quarterback A12 takes the snap and sprints to his right. A24 turns to his left and at the A-38 blocks linebacker B34 at the front below the waist toward the original position of the ball as B34 pursues the ball carrier. A12 is tackled at the A-48. **RULING:** Foul by A24, illegal block below the waist ("crackback block"). Because A24 is to the right of the second lineman from the middle of the formation, he may not block below the waist toward the ball. The 15-yard penalty is enforced at the previous spot. Second and 25 at the A-25. (9-1-2-e-2, Bellotti-Redding: Blocking Zone Clarification, NCAA Memorandum, 9/4/09)

13. Second and 10 at the A-40. Team A has seven men on the line of scrimmage in a balanced formation with minimal “splits” between linemen. At the snap, A24 is in the backfield directly behind tight end A89 and outside the frame of tackle A77 (second man to the right of the snapper). Due to the tightness of the formation, A24 is inside the blocking zone, i.e., fewer than five yards to the right of the middle lineman. **RULING:** A24 is not allowed to block below the waist toward the original position of the ball anywhere behind the neutral zone and within 10 yards beyond the neutral zone. Although A24 is inside the blocking zone, he is outside the frame of the second lineman from the middle lineman of the formation. (9-1-2-e-2, Bellotti-Redding: Blocking Zone Clarification, NCAA Memorandum, 9/4/09)

2009 NCAA FOOTBALL RULES
PLAY SITUATIONS #1

1. With the score tied Team A snaps the ball at the A-35. Quarterback A12 drops straight back to pass and, under a heavy rush, throws an incomplete forward pass into an area where there are no Team A eligible receivers. Time in the fourth quarter expires during the play. This happens on (a) third down; (b) fourth down. **RULING:** (a) and (b) The foul for intentional grounding carries a penalty that includes loss of down, so the period is not extended. The game goes into the first extra period. (3-1-3, 3-2-3)

2. As B23 is returning a punt, time in the first quarter expires. When B23 reaches the A-6, he completes a forward pass to B79 who is standing in Team A's end zone. **RULING:** Team A accepts the penalty for the illegal forward pass to erase the touchdown, but the period is not extended. While a loss-of-down penalty is not an issue for a Team B foul, fairness dictates that the period not be extended, since it would not be extended for a similar illegal-forward-pass play by Team A. The penalty is enforced at the spot of the foul. The second quarter starts with Team B having first and 10 at the A-11. (7-3-2-b, 8-2-1-b, 3-2-3)

3. Fourth and 10 at the A-15. A33 is in deep punt formation when he muffs the long snap. At the A-2, B79 kicks the ball into Team A's end zone and over the end line. Time in the first half expires on the play. **RULING:** The result of the play is a touchback. Team B foul for illegally kicking the ball. The period is extended for one play following the 15-yard penalty from the previous spot (the down would be repeated had not time expired in the period). First and 10 for Team A at the A-30. (8-6-1, 8-7-2-b-1, 9-4-4, 3-2-3)

4. Fourth and 10 at the A-10. A33 is in deep punt formation to receive the long snap. (a) A33 receives the snap, carries the ball outside the tackle box and (i) kicks the ball rugby-style on the run or (ii) establishes himself as a kicker and punts the ball in the normal fashion. (b) A33 muffs the ball which goes outside the tackle box, where he recovers, establishes himself as a kicker, and punts the ball in the normal fashion. In all cases end B80 dives and crashes into A33's plant leg immediately after the ball is kicked. **RULING:** (a) In both (i) and (ii) there is no foul for roughing the kicker because A33 carries the ball outside the tackle box before kicking. (b) Foul by B80 for roughing the kicker. A33 did not carry the ball outside the tackle box. First and 10 for Team A at the A-25. (9-1-4-a-5-b)

5. Fourth and 10 at the A-10. A33 is in deep punt formation where he receives the long snap, carries the ball outside the tackle box and kicks the ball rugby-style on the run. After the ball is away and as A33 is regaining his balance, B88 launches and drives the crown of his helmet up under A33's facemask. **RULING:** Not roughing the kicker. Personal foul by B88 for targeting and initiating contact against a defenseless opponent. First and 10 for Team A at the A-25. (9-1-4-a-5-b, 9-1-3)

6. Third and seven at the A-40. A79, the second lineman to the right of the snapper, is split very wide. Back A35 is lined up directly behind A79 and A35's entire body is outside the tackle box. On a sweep to the right side, linebacker B56 crosses the neutral zone and is pursuing the play at the A-38 when A35 blocks him in front below the waist directly back toward the original position of the ball. Ball carrier A28 is tackled for an eight-yard gain. **RULING:** Illegal block below the waist (crackback) by A35. Fifteen-yard penalty from the previous spot. Third and 22 at the A-25. (2-34, 9-1-2-e-2)

7. B29 intercepts a forward pass in his end zone and begins his return. While still in the end zone B29 fumbles the ball when A77 grabs and twists his facemask. The ball rolls into the field of play. A80 recovers at the B-3, fumbles at the B-2 and the ball strikes the goal-line pylon.

RULING: The change of possession takes place in the end zone and the result of the play is a touchback. The penalty for the facemask foul is enforced at the B-20, which is the basic spot. Team B's ball, first and 10 at the A-35. (8-6-1, 10-2-2-d-2-a)

8. On fourth down, Team A punts from a scrimmage kick formation in which they have only 10 players on the field.

(a) Six players are on the line of scrimmage and are numbered (left to right): 80 24 50 67 79 83. After the snapper has touched the ball, A22 moves from the backfield to take a position on the line to the right of A83 while A80 moves into the backfield, leaving A24 as the left end. All are set for one second before the snap.

(b) Six players are on the line of scrimmage and are numbered (left to right): 80 63 50 67 79 83. After the snapper has touched the ball, A22 moves from the backfield to take a position on the line to the right of A83 while A80 moves into the backfield, leaving A63 as the left end. All are set for one second before the snap.

RULING: (a) Five-yard penalty for an illegal formation. A24 becomes a numbering-exception player because he is originally ineligible by position but is on the end of the line at the snap. Team B may have the penalty enforced either at the previous spot or at the dead-ball spot where they will have the ball when the down is over. (b) Legal play. There are no numbering-exception players because A80 and A83 are originally eligible by number and position. (7-1-3-b, 1-4-2-b-Exc., 10-2-4)

9. Fourth and 10 at the B-32. Team A kicks a field goal. Linebacker B56 starts from two yards beyond the neutral zone, runs forward, and leaps in an attempt to block the kick. He (a) lands on the ground and barely brushes snapper A50 as he falls; (b) lands on either snapper A50 or teammate B76; (c) is blocked by snapper A50 as he is coming down from his leap. **RULING:** (a) No foul as the contact is incidental. (b) and (c) Personal foul. Team A may decline the penalty and keep the three points or accept the penalty to have an automatic first down at the B-17. (9-1-2-n, 10-2-5-d)

10. With 10 minutes remaining in the first quarter and the visiting team ahead 7-0, the referee suspends play due to an electrical storm. He is advised by game management personnel in contact with the weather service that the storm is likely to persist for several hours. After an hour delay the referee then declares that the game is terminated with the visiting team the winner by a score of 7-0. **RULING:** The referee does not have authority to terminate the game. This responsibility rests with the directors of athletics (or their designees) of the two institutions. The options are: resume at a later date, terminate the game with a determined final score, declare a forfeit, or declare "no contest." (3-3-3-c)

11. Team A punts on fourth and 10 at the A-30. During the kick B87 blocks below the waist at the B-32. (a) Deep receiver B27 catches the kick at the B-35 and is tackled at the B-45. (b) Deep receiver B27 muffs the kick at the B-35 and it rolls out of bounds at the B-30. **RULING:** In (a) and (b) postscrimmage-kick rules apply to the foul by B87. The principle of postscrimmage-kick enforcement is that the foul is treated as if it had occurred after Team B had gained possession. Enforcement of the penalty is governed by the Three-and-One Principle with the end of the kick taken as the basic spot. (a) The basic spot is the B-35. The foul occurs behind the basic spot, so enforcement is at the spot of the foul. First and 10 for Team B at the B-17. (b) The basic spot is the B-30. The foul occurs beyond the basic spot, so the enforcement is at the basic spot. First and 10 for Team B at the B-15. (9-1-2-e-4, 10-2-2-c-1 and 2, 10-2-3)

12. In attempting to tackle ball carrier A22, B77 grabs his chin strap. The chin strap remains snapped to the helmet as B77 uses it to pull A22 to the ground. **RULING:** Personal foul for pulling the chin strap. The 15-yard penalty is enforced at the yard line where A22 is down, and includes an automatic first down. (9-1-2-q)

13. Second and seven at the A-35. Ball carrier A22 is tackled inbounds after a gain of 10 yards. When the ball is declared dead A22 and B66 both remain on the ground with injuries. While medical personnel attend to the players the referee grants a media timeout. This takes place (a) with 10 minutes remaining in the first quarter; (b) with 34 seconds remaining in the first half. **RULING:** First and 10 for Team A at the A-45. When play is resumed in both (a) and (b), the play clock is set at 40 seconds. (a) The play clock and the game clock start on the referee's signal. (b) The play clock is not started. The game clock starts on the referee's signal. (3-2-4-c-4, 3-2-2-f, 3-3-2-e-1, 3-3-5-f)

2008 NCAA Football Play Situations Bulletin No. 4
December 2008

1. After a touchdown is scored, Team A lines up to attempt the try at the B-3. After the ball has been declared ready for play and the snapper is over the ball, the officials throw a flag because Team B has 12 players in its defensive formation. **RULING:** Dead-ball foul. If accepted, the penalty will locate the ball at the B-1.5. This foul takes place during the try, because the try down begins when the ball is declared ready for play. (3-5-2-c, AR 3-5-2-IV, 8-3-2-b)
2. At the snap, A82 is split wide on the end of the line and A23 is on the line of scrimmage to the inside of A82. Thus A23 is “covered up” by A82. A82 runs a deep route and A23 goes downfield 10 yards and cuts across the middle. Quarterback A12 throws a legal forward pass intended for A23 who is contacted by defender B45 before the ball gets to A23, who does not touch the ball. The Back Judge throws a flag for defensive pass interference and the Head Linesman throws a flag for A23 being an ineligible receiver downfield. **RULING:** No foul for pass interference, since A23 is not an eligible receiver. Foul for an ineligible receiver downfield. If accepted, the penalty is five yards from the previous spot and the down is replayed. (7-3-3, 7-3-8-c, 7-3-10)
3. Team A attempts a field goal. B23 in his end zone leaps above the crossbar and bats the ball in flight, and the ball goes out of bounds in the end zone. This happens (a) on a fourth down play in the third quarter; (b) on a fourth down play in an extra period; (c) on a try attempt at the B-3. **RULING:** Foul by B23 for batting the ball in the end zone. In (a), the penalty is enforced under postscrimmage kick rules, so the outcome of the penalty is a safety. The end of the kick (basic spot) on the unsuccessful field goal attempt is the previous spot. The foul takes place behind the basic spot and hence is a spot foul, which would leave the ball in Team B’s end zone. In (b) and (c), postscrimmage kick rules do not apply on the try or during extra periods. The 15-yard penalty is enforced at the previous spot. (9-4-1-c, 8-5-1-b, 10-2-2-e-Exc. 3(a), AR 9-4-1-I)
4. After the ball is dead following a running play that end inbounds, the Back Judge stops the game clock because of an injury to B45. A21 is also injured on the same play. **RULING:** After both players have left the field, the play clock is set to 40 seconds. The play clock and the game clock start when the referee signals to declare the ball ready for play. (Redding Interpretation, 10-16-2008)
5. Eligible receiver A88 is inbounds very near the sideline when he leaps for a legal forward pass. While airborne he muffs the ball and lands with one foot out of bounds. With the ball still in the air A88 quickly leaps again, grasps at the ball a second time, and comes to the ground inbounds with the ball in his firm possession. **RULING:** Foul for illegal touching. Penalty is loss of down at the previous spot. A88 loses his eligibility by going out of bounds. His original legal touching of the ball has no effect on the ruling because the ball was still a forward pass untouched by a Team B player when A88 touched the ball after returning from out of bounds. (7-3-4)
6. Third and seven at the B-30. Team A attempts a field goal that is blocked by B77 who leaps at the B-28 and knocks the ball to the ground at the B-29. The ball then rolls to the B-32 where it is recovered by A44. **RULING:** Unsuccessful field goal attempt, Team B’s ball at the B-32. Because B77 blocked the kick within three yards of the neutral zone, he is deemed not to have touched the ball beyond the neutral zone. However, because the ball landed at the B-29, it has crossed the neutral zone, and A44’s recovery is illegal touching. The ball is dead behind the neutral zone when A44 recovers it, so Team B will put the ball in play at that spot. (2-15-7-Exc., 6-3-1-b, 6-3-2-a, 8-4-2-b)

7. Following the touchdown and before the try, Team A commits two fouls for unsportsmanlike conduct. Team B elects to have both penalties enforced on the kickoff. Team A is then flagged for a third unsportsmanlike conduct foul after the try. **RULING:** The first two penalties are enforced to locate the ball for the kickoff at Team A's 7.5-yard line. The third penalty may not be enforced before the kickoff. This penalty will be enforced following the free kick down at the succeeding spot. If time expires in the quarter during the free kick down, the quarter will be extended for one untimed down following enforcement of the penalty. (8-3-5, 10-2-2-g-3, 10-2-2-h)

8. Fourth quarter, second and goal at the B-12. The game clock is stopped at 0:02. With his team trailing by five points, quarterback A12 takes the snap, sprints to his right and (a) at the B-14 he throws a forward pass to A77 who catches the ball in Team B's end zone; (b) at the B-2 he is about to be tackled when he throws the ball to a Team A player who catches the ball in Team B's end zone. In both cases the clock reads 0:00 when the ball is dead. **RULING:** Under the current rule neither of these plays is a touchdown, as 8-2-1-b requires that the receiver be eligible and that the forward pass be legal. However, the rules are silent on what the results of the play are in these two situations. Based on the principle that there must be a result to every play, the interpretations are:

(a) The result of the play is a touchdown. Fouls for ineligible receiver downfield and for illegal touching of a forward pass by an ineligible receiver. If accepted, the penalty is five yards from the previous spot, and the quarter is extended for one untimed down: second and goal at the B-17.

(b) The result of the play is a touchdown. Foul for an illegal forward pass. If accepted, the penalty is five yards from the spot of the pass, plus loss of down, and the quarter is extended for one untimed down: third and goal at the B-7.

2008 NCAA Football Play Situations Bulletin No. 3
November 2008

1. Team A is in a scrimmage kick formation on fourth and 17 at the A-40. As punter A22 runs to his right to execute a soccer-style kick, B55 blocks below the waist against personal protector A83 at the A-30. When he punts the ball A22 is at the A-33 and well outside the right tackle.

RULING: First and 10 for Team A at the B-45. Foul by B55 for blocking below the waist during a down in which there is a scrimmage kick from a scrimmage kick formation. Clock starts on the snap. *(2-15-10, 9-1-2-e-4, 3-2-5-a-1)*

2. Team A's punt bounces high into the air and is untouched when it breaks the plane of Team B's goal line. A88 reaches across the goal line and bats the ball back into the field of play. B22 recovers at the B-3 and returns to the B-15 where he fumbles. A37 recovers the ball and returns to the B-12 where B66 tackles him by grasping and twisting his facemask. **RULING:** Team A's ball, first and goal at the B-6. By interpretation, Rule 5-2-4 takes precedence over Rule 6-3-11. Team B is not awarded a touchback and Team A retains possession following the half-the-distance penalty for the facemask foul. Clock starts on the snap. *(5-2-4, 6-3-11, 3-2-5-a-1)*

3. Team A kicks off from its 30-yard line. When receiver B44 touches the ball he is standing at the B-5 with one foot contacting the sideline and the other foot in the field of play. The ball never crosses the plane of the sideline. **RULING:** Team A foul, free kick out of bounds. Team B may put the ball in play at the B-40 or have Team A re-kick from the 25-yard line. *(4-2-1-a, 4-2-3-a, 6-2-1)*

4. Fourth and 12 at the A-5. Team A trails in the score 23-21 late in the fourth quarter. QB A12 retreats into his end zone and throws what he intends to be a backward pass to A25 who is also in the end zone, but the pass is in fact forward. Still in his end zone, A25 throws a forward pass toward flanker A88 at the A-15 where the pass falls incomplete. **RULING:** Team B may accept the penalty for a safety, or they may decline the penalty and have the ball next be put in play at the previous spot. If Team B declines the penalty, the ball goes over on downs, and Team B will have first and goal at the A-5. *(7-3-2-c, 5-1-1-c, 7-3-7-c-Exc., 8-5-1-b)*

5. As Team A attempts an onside kick from the A-30, A22 touches the sideline at the A-35. He recovers the untouched kick inbounds at the A-42. **RULING:** Foul by A22 for returning from out of bounds. Team A is in legal possession of the ball when the down ends. Team B's only penalty option is to have Team A re-kick at the A-25 following the five-yard penalty. *(6-1-2-f)*

6. Team A attempts an onside kick from the A-30, and A22 is at the A-32 when the ball is kicked. A66 is the first to touch the kick when it hits his foot at the A-38. The ball is recovered by A27 at the A-42. **RULING:** Foul by A22 for being offside. Illegal touching by A66. Team B may exercise the illegal-touching privilege by putting the ball in play at the A-38, or they may accept the five-yard penalty and have Team A re-kick at the A-25. The spot of the illegal touching is not an enforcement spot. *(6-1-2-a, 6-1-3, 6-1-8)*

7. On fourth down Team A snaps at the 50-yard line and punts. At the B-25 the ball hits the leg of A34 and rolls away. B22 dives for the ball but muffs it. Anticipating a recovery, the Side Judge blows his whistle inadvertently when the ball is at the B-20. **RULING:** A34 has committed illegal touching. The inadvertent whistle causes the ball to become dead. Team B may take the ball at B-25 or have the down replayed. By interpretation the spirit of the rule requiring enforcement of a penalty for a foul on such a play extends to the illegal touching privilege. In effect, illegal touching takes precedence over the inadvertent whistle. *(6-3-2-a, 4-1-2-b-3, 4-1-2-c)*

8. Early in the first quarter defensive back B37 intercepts a pass and returns it for a touchdown. The Field Judge trailing the play drops his flag at the A-20 because he has to avoid Team B personnel who have come onto the field from the coaching box. This is Team B's first sideline interference infraction of the game. **RULING:** This is a live-ball foul that is administered as a dead-ball foul. Team A may elect to have the five-yard penalty enforced on the try or the kickoff. (9-1-6, 10-2-2-g-3)

9. B25 intercepts a pass in the end zone. While still in the end zone, he fumbles the ball which goes out of bounds at the B-2. During the fumble either team fouls. **RULING:** The result of the play is a touchback since the out-of-bounds forward fumble means that the ball is returned to the spot of the fumble; the effect is as if the ball had never left the end zone. The basic spot is thus the B-20. The penalty for any foul by Team A is enforced at the B-20. Penalties for fouls by Team B beyond the B-20 are enforced at the basic spot (the B-20), and those behind the B-20 are enforced at the spot of the foul. (10-2-2-f, 7-2-4-b)

10. Following penalty enforcement for a dead-ball foul after a try, Team A free kicks from the A-45. The untouched kick goes out of bounds at Team B's three-yard line. **RULING:** Foul for a free kick out of bounds. Team B may have Team A re-kick from the A-40 following enforcement at the previous spot, or they may put the ball in play at the B-25. (6-2-1)

11. Fourth and 12 at the A-40. Team A is in a scrimmage kick formation with A49 standing 15 yards behind the line of scrimmage. When the snapper touches the ball, the Team A players on the line of scrimmage are numbered left to right as follows: 88, 79, 60, 50, 65, 42, and 90. After all have been set for one second, A90 moves two steps backward (no false start) and takes a three-point stance in the backfield. Simultaneously A28 moves from his wingback position up to the left side of the line of scrimmage and "covers up" A88. All Team A players are set for one second when the deep snap goes to A49 who completes a forward pass to A42 who is tackled inbounds at the B-30. **RULING:** Foul at the snap for an illegal formation. Fouls by A42 for being an ineligible receiver downfield and for illegally touching a legal forward pass. Each carries a five-yard penalty from the previous spot. Fourth and 17 at the A-35. Clock starts on the ready. (1-4-2-b, 7-3-10, 7-3-11)

12. With 10 minutes remaining in the second quarter, the referee suspends the game due to security issues of crowd control. He directs the teams to their team areas and gains security protection for the crew from game management personnel. Following consultation among the referee, security personnel, and representatives of the two institutions, it is determined that the game cannot be resumed. **RULING:** Three options are available by rule: resume the game at later date, terminate the game with a determined final score, or forfeit the game. The option that takes effect shall be determined by conference policy if both institutions are members of the same conference. If they are in different conferences, the directors of athletics (or their designees) of the two institutions must agree on one of the options. This agreement will include determining the final score if the game is terminated. If the game is forfeited with the offended team ahead, the final score is the score at the time of suspension of play. If the offended team is behind, the final score is 1-0 in favor of the offended team. (3-3-3, 8-1-2)

2008 NCAA Football Play Situations Bulletin No. 2
October 2008

1. On a kickoff at the Team A 30-yard line, kicker A45 punts the ball. **RULING:** This is an illegal kick and the ball remains dead. The penalty for the dead-ball foul is enforced at the A-30. Team A will kick off at the A-25. *(2-15-6, 6-1-2, 4-1-1)*
2. Second and 12 at the Team A one-yard line. Quarterback A12 takes the snap and retreats into his end zone to attempt a draw play. When A12 is tackled with the ball in his possession, it is resting on the goal line with only the nose of the football in the field of play. **RULING:** Safety. To avoid a safety, Team A must advance the entire ball out of the end zone. *(8-5-1, A. R. 8-5-1-1)*
3. Fourth and seven at the A-45. While the punt is in the air, B65 clips at the B-40. B22 muffs the kick at the B-10. At the B-8, to prevent Team A from recovering, B37 bats the ball into Team B's end zone. B80 recovers there and returns the ball to the B-18 where he is tackled. **RULING:** Team B's ball, first and 10 at the B-10. The batting by B37 is backward and therefore legal. The foul by B65 is subject to postscrimmage-kick enforcement. Because the kick ends in Team B's end zone, the postscrimmage-kick spot (i.e., the basic spot) is the B-20. The penalty for B65's foul is beyond the basic spot, so it is enforced at the basic spot. *(2-25-9-Exc.1, 2-25-11, 10-2-2-e-Exc. 3)*
4. Second and 20 at the A-30. B17 tackles the ball carrier at the A-35 by grabbing and pulling the facemask. Team A's head coach is in the restricted area between the sideline and the coaching line or in the field of play, obscuring the view of the Line Judge covering the play. In response the Line Judge drops his flag. This is the first sideline infraction of the game. **RULING:** First and 10 for Team A at the A-45. The penalty for the face mask foul is enforced (15 yards plus automatic first down), followed by the penalty for the sideline infraction, which is administered as a dead-ball foul. *(9-1-2-q, 9-1-6)*
5. After four periods the score is tied and the referee conducts a coin toss at the 50-yard line to obtain the captains' options for the extra period. **RULING:** The winner of the toss may choose to go on offense or defense, or select the end of the field to be used for both series of that extra period. The loser of the toss exercises the remaining option. *(3-1-3-b)*
6. Fourth and 20 at the A-45. Team A is in a scrimmage kick formation with A89 at the A-30, where he receives the long snap. Immediately following the snap, nose guard B77 grabs snapper A55 by the shoulder pads and pulls him forward, allowing linebacker B52 to shoot the gap in an attempt to block the kick. A89 starts into his kicking motion but, convinced that the kick will be blocked, does not kick and tries to advance. He is tackled at the A-43. **RULING:** First and 10 for Team A at the B-40. B77's action is a personal foul against the snapper rather than defensive holding. When Team A is in a scrimmage kick formation, the defense may not initiate contact with the snapper until one second has elapsed following the snap. The fact that the ball was not kicked is irrelevant to this rule. Clock starts on the ready-for-play signal by the referee. *(9-1-2-o, 3-2-5-a-1)*
7. Fourth and 20 at the A-45. Team A is in a scrimmage kick formation with A89 at the A-30, where he receives the long snap. A22, serving as a personal protector for the punter, blocks an opponent below the waist at the A-38. A89 does not kick, runs with the ball, and is tackled at the A-49. **RULING:** Team B takes over on downs, first and 10 at the A-49. A22's block is legal because the ball was not kicked. *(9-1-2-e-4, 5-1-1-c)*

8. Fourth and 10 at the A-45. Receiver B22 catches the punt at the B-25 and returns to the B-30 where he fumbles. During the return or while the ball is loose B56 blocks an opponent in the back at the B-40. A34 recovers the fumble at the B-30 and carries the ball across Team B's goal line. **RULING:** Team A touchdown. The penalty is declined by rule. The block in the back is not a personal foul, and penalties of 5 and 10 yards do not carry over. (9-3-3-c, 10-2-2-g-1-b)

9. Fourth and 10 at the A-45. Receiver B22 muffs the punt at the B-20. To prevent the opponents from recovering the ball, B33 at the B-16 kicks the rolling ball backward; it goes into the end zone and over the end line. **RULING:** The result of the play is a safety. Foul by B33 for illegally kicking the ball, thus imparting new impetus. The penalty is subject to postscrimmage-kick enforcement, with the B-20 as the postscrimmage-kick spot (i.e., the basic spot) since the kick ended in the end zone. If Team A accepts the penalty, Team B will have the ball, first and 10 at the B-8 following enforcement at the spot of the foul. (9-4-4, 8-7-2-b-1, 8-5-1-a, 2-25-9-Exc. 1, 2-25-11, 10-2-2-e-Exc. 3)

10. Fourth and goal at the B-4. Linebacker B56 starts from behind his goal line and is running forward when the ball is snapped. At the B-1 he leaps to try to block the kick. At the B-1 guard A68 blocks airborne B56, who then comes down and lands on teammate B79. The field goal attempt is successful. **RULING:** Personal foul on B56 for leaping from beyond the neutral zone and landing on another player. Whether his opponent initiates the contact is irrelevant to this rule. Team A may decline the penalty to take the result of the play (three points) or accept the penalty and have first and goal at the B-2. (9-1-2-n, 10-2-2-g-4)

11. Late in a quarter, Team A has second and seven at the A-35. Ball carrier A28 is tackled in the field of play after a gain of three yards. The officials stop the game clock because of a Team B injured player, with the clock reading (a) 1:25 or (b) 0:34. **RULING:** See the interpretation in *2008 Play Situations—Bulletin #1*, Question 10, (a) By rule the play clock is set at 25 seconds. However, by interpretation the referee has discretion on the play clock setting and he retains the authority to have it set to 40 seconds if he deems this to be fair and appropriate. After the injured player has left the field, the referee signals to start the play clock and the game clock simultaneously. (3-2-4-c-4) (b) The play clock is turned off and the game clock started after the injured player has left the field.

12. Following penalties for two dead-ball fouls after a score, Team A kicks off from its 7-1/2 yard line. The kick goes out of bounds untouched. **RULING:** Team B may put the ball in play either at Team A's 37-1/2 yard line or five yards beyond the out-of-bounds spot. The ball may not be re-kicked following a half-the-distance penalty. If Team B insists that the ball be re-kicked, the five-yard penalty will be enforced at the succeeding spot following the kickoff. (10-1-5, 10-2-2-g-3, 10-2-2-h)

2008 NCAA Football Play Situations Bulletin No. 1
August 2008

1. Quarterback A12 is roughed after he releases a legal forward pass. Eligible A88 catches the pass and runs to the B-4, where he fumbles. The ball strikes the goal-line pylon. **RULING:** The result of the play is a touchback. The accepted penalty is enforced at the B-4, which is the end of the run. First and goal for Team A at the B-2. Note that Team B did not have possession at any time during the down. *(8-6-1-a, 2-31-3, 9-1-2-l)*

2. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding at the B-48. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. The ball strikes the goal-line pylon. **RULING:** The result of the play is a touchback, giving Team A the ball, first and 10 at the A-20. The penalty is subject to post-scrimmage kick enforcement because Team B was in legal possession of the ball when it was declared dead. Therefore, the penalty (almost certainly to be declined) would be enforced at the end of the kick. *[8-6-1-a, 2-31-3, 10-2-2-e-Exc. 3(e)]*

3. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding at the B-48. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. The fumbled ball rolls out of bounds at the A-2. **RULING:** Post-scrimmage kick rules apply. The penalty is enforced at the end of the kick: first and 10 for Team B at the B-16. *(10-2-2-e-Exc. 3)*

4. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding at the B-48. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. A15 recovers the fumble while grounded at the A-10. **RULING:** Post-scrimmage kick rules do not apply because Team A was in legal possession of the ball when it was declared dead. If accepted, the penalty would be enforced at the previous spot, giving Team A fourth and two at the B-45. If Team A declines the penalty, it will have first and 10 at the A-10. *[10-2-2-e-Exc. 3(e)]*

5. Third and four at the B-40 late in the second quarter. At the snap B77 is in the neutral zone. B22 intercepts a legal forward pass and runs out of bounds at the B-25. When the ball is declared dead the game clock reads 1:46. **RULING:** Team A will accept the five-yard penalty to retain the ball, first and 10 at the B-35. The game clock starts on the ready-for-play signal. The intent of Rule 3-2-5-a-12 is to apply to a Team A ball carrier going out of bounds. Because Team B will not next snap the ball, the only remaining reason for stopping the game clock is to administer the penalty. *(3-2-5-a-12, 3-2-5-e)*

6. Third and four at the B-40 late in the second quarter. At the snap B77 is in the neutral zone. Ball carrier A22 gains two yards and runs out of bounds at the B-38. When the ball is declared dead the game clock reads 1:46. **RULING:** Team A will accept the five-yard penalty to retain the ball, first and 10 at the B-35. The game clock starts on the snap, since one reason it was stopped was for the Team A ball carrier going out of bounds with less than two minutes in the half. *(3-2-5-a-12, 3-2-5-c)*

7. Third and four at the B-40. At the snap B77 is in the neutral zone. A12's legal forward pass is incomplete. **RULING:** Team A will accept the five-yard penalty to retain the ball, first and 10 at the B-35. One of the reasons for stopping the game clock is the incomplete pass, so the game clock starts on the snap. *(3-2-5-c)*

8. Team A kicks off at its 30-yard line and A35 is clearly offside when the ball is kicked. A41 is the first to touch the ball, which he recovers at the A-37. **RULING:** Illegal touching by A41. Due to the offside foul, Team B may have Team A re-kick the ball at the A-25 following a five-yard penalty at the previous spot, or it may elect to have the five-yard penalty enforced at the spot of A41's recovery. *NOTE:* The illegal touching spot is not an enforcement spot unless, as in this case, is coincident with the dead-ball spot. (6-1-3, 10-2-2-e-Exc. 5)

9. Late in the second or fourth quarter ball carrier A22: (a) is tackled in the field of play beyond the line to gain; or (b) runs out of bounds, either beyond or short of the line to gain. In both (a) and (b) the game clock reads 2:35 when the ball is declared dead. **RULING:** In both (a) and (b) the game clock is stopped and the 40-second clock begins its countdown when the ball is declared dead. When the officials have made the ball ready for play, the referee **blows his whistle** while giving the wind-the-clock signal. (3-2-5-a-1 and -12)

10. Late in a quarter, Team A has second and seven at the A-35. Ball carrier A28 is tackled in the field of play after a gain of three yards. With the game clock showing 35 seconds remaining in the quarter, the officials stop the game clock because of a Team B injured player. **RULING:** Had the clock not been stopped for the injury, Team A could have let time expire in the quarter (unless Team B is granted a charged timeout). Although an injured player is one of the reasons that the play clock would be set at 25 seconds, in fairness Team A should not be forced to snap the ball again before the quarter ends. When the injured player has left the field, the play clock remains off or does not start and the referee blows his whistle while giving the wind-the-clock signal. Team A may choose to snap the ball but will not incur a delay-of-game foul by allowing the game clock to expire in the quarter. (3-2-4-c-4, 3-4-3) *NOTE:* By interpretation, the referee's discretion per Rule 3-4-3 extends to the play clock as well as the game clock.

11. Late in the fourth quarter, Team A has first and 10 at the A-35. Ball carrier A22 fumbles at the A-38 and the ball rolls out of bounds at the A-40. When the clock is stopped it reads 1:30. **RULING:** Due to the fumble going forward and out of bounds, the ball will next be put in play at the A-38, second and seven. Clock starts on the referee's signal. Rule 3-2-5-a-11 here supersedes 3-2-5-c as a special rule for a forward fumble out of bounds.

12. B22 intercepts A12's legal forward pass and returns the ball to the A-30 where he fumbles. A27 recovers the fumble and is tackled at the A-40. **RULING:** First and 10 for Team A at the A-40. The play clock is set at 25 seconds due to the change of possession during the down. The game clock and the play clock start when the referee blows his whistle while giving the wind-the-clock signal. (3-2-4-c-6, 3-2-5-a-1)

2007 NCAA Football Play Situations Bulletin No. 3
October 2007

1. Fourth and eight at the Team A 40-yard line. Following the previous running play that ended in the middle of the field, a different ball is thrown onto the field from the sideline by a ball person. **Ruling:** Substitution of the ball is only permitted under 1-3-2-g conditions.
2. A dead ball is ready for play when the referee sounds his whistle and signals ready for play (S-1) or starts the clock (S-2). **Ruling:** No other signal declares the ball ready for play (2-2-4-a,b).
3. B-19 makes a fair catch of Team A's previously untouched free kick. **Ruling:** The ball becomes dead and the game clock is never started (3-2-5, 6-5-1-a).
4. Fourth and two at the Team A 48-yard line with the ball ready for play. Team A is in a huddle when 11 Team A substitutes rush to the ball and line up in kick formation. **Ruling:** Game officials will not permit the snap until Team B has placed substitutes in position. Delay of game if the 25-second clock expires (3-5-2-e).
5. Fourth and two at the Team B 12-yard line. A-27 runs to the nine-yard line where he fumbles and the ball is recovered at the 11-yard line by A-36, who advances to the seven yard line. **Ruling:** The ball is dead at the 11-yard line and lost game time will be restored. Team B first and 10 at the 11-yard line (3-2-2-b, c; 4-1-3-j; 7-2-2-a-Ex. 2).
6. Third and one at the Team A 25-yard line. Runner A-29 dives from inbounds at the 24 yard line and is airborne as the ball in his possession crosses the sideline at the 24 yard line. He lands out of bounds at the 27-yard line extended. **Ruling:** Fourth and two at the 24-yard line (4-2-4-e).
7. Team A's untouched free kick from its 30-yard line rolls into Team B's end zone. During the kick, A-43 voluntarily goes out of bounds and returns to the field of play to pursue the ball. **Ruling:** Team A will kick again from the 25-yard line or first and 10 for Team B at the Team B 25-yard line (6-1-2-f).
8. As B-13 awaits the downward flight of Team A's scrimmage kick, A-87 contacts B-13 simultaneously to B-13's first contact with the ball. **Ruling:** First and 10 for Team B following a 15-yard penalty from the spot of the foul (6-4-1-c).
9. Fourth and eight at the Team B 18-yard line. QB A-7 receives the snap and immediately places the ball on the ground prior to running as though he is in possession. **Ruling:** The ball is dead upon becoming a loose ball. First and 10 for Team B at the 23-yard line (7-1-7).
10. Fourth and four at the Team A 27-yard line. A-17 holds B-83 at the 23-yard line before Team A's scrimmage kick, which is caught by B-13 at the Team B 40-yard line and returned to the 50-yard line. **Ruling:** Team B may select fourth and 14 at the Team A 17 yard line for Team A or first and 10 for Team B at the Team A 40 yard line (9-3-3-b, 10-22-e Ex.7).

2007 NCAA Football Play Situations Bulletin No. 2
September 2007

1. Substitute A-17 enters the game with a football that he hands to the Referee with the request that it be used on the succeeding play. **Ruling:** The request is refused along with delay of game. If A-17 is insistent, the penalty is 15 yards from the previous spot (1-3-2-f, g; 1-3-3; 3-4-2-a).
2. QB A-7 is behind the neutral zone when forward motion of his arm starts a forward pass. B-82 contacts the ball immediately after the ball leaves A-7's hand and the ball falls to the ground. **Ruling:** Incomplete forward pass with no possibility of an illegal forward pass unless it is the second forward pass by Team A during the down (2-19-2-b, 7-3-2).
3. As runner A-45 advances beyond the neutral zone, he is tackled by B-17. The line judge raises his hand (signal #7) before A-45's forward motion is stopped and a fumble occurs. **Ruling:** Inadvertent whistle (3-2-2-I, 4-1-2-b).
4. B-3 muffs a free kick on his five yard line and then recovers the ball in the end zone. Assuming he must retrieve the ball from the end zone, he recovers and runs toward the sideline. To allude Team A players, B-3 dives and is airborne as the ball in his possession crosses the sideline and over the pylon on the goal line. **Ruling:** Touchback (4-2-4-e, 4-2-3-b, 6-1-7, 8-6-1-b).
5. Team A's free kick from the 30 yard line is untouched inbounds prior to rolling out of bounds at the Team B 25 yard line. Team B is assessed with a dead ball foul. **Ruling:** Team A to kick again from the 40 yard line. Team B first and 10 at the Team B 20 yard line. Team B first and 10 at the 15 yard line. Team B determines the options (5-2-7, 6-2-1, 10-1-6).
6. A-87 bats Team A's previously untouched scrimmage kick in Team B's end zone and the ball rolls dead on the four yard line. Team A was in an illegal formation at the snap. **Ruling:** Team B's ball at the nine yard line or the 25 yard line following the touchback. Team A may kick again following a five yard penalty from the previous spot (6-3-11, 6-3-2-a,b, 7-1-3-b).
7. Ends A-85 and A-93 are in three point stances when A-93 shifts to the other end outside of A-85. A-73 is now in the end position on the vacated side of the line. Either A-73 or A-85 moves the hand establishing their three point stance prior to the snap. **Ruling:** False start. Five yard penalty succeeding spot (7-1-3-a-4).
8. On a try from the three yard line, B-27 roughs kicker A-3 on the successful kick. **Ruling:** Team A will accept the score and the 15 yard penalty will be enforced on the succeeding kickoff or the succeeding spot in extra periods. Team A may decline the score and repeat the try after enforcement. (8-3-3-b-1, 9-1-3-a).
9. A-4 receives the snap and runs toward the sideline prior to kicking the football as he continues to run. **Ruling:** A running kicker receives the same protection awarded to any other player. If he stops and it becomes obvious that he intends to kick (in a normal punting position) defensive players must avoid him (9-1-3-a-1-8).

10. Fourth and six at the Team A 30 yard line. The snap is over the head of potential kicker A-3 who pursues the rolling ball. At the two yard line, he bats the ball backward and over the end line. **Ruling:** Safety (9-4-1-c, 8-7-2-b-1, 8-5-1-a). Note: kicking a loose ball is a loss of down foul (9-4-4).

2007 NCAA Football Play Situations Bulletin No. 1
August 2007

1. During the second half, B-47 has tackled runner A-10 and then stands over him with arms crossed. A-45 strikes B-47 with his fist. Ruling: Disqualification of both players (A-45 and B-47) for the remainder of the game and the first half of the next game. Note: Substitutes and coaches must remain in their team areas as they face disqualification for the remainder of the game and the next game if they participate (2-32-1-b, 9-5-1-b).
2. Fourth and eight at the Team A 27 yard line (game clock running). B-17 muffs the scrimmage kick and as the ball rolls an inadvertent whistle is sounded. Ruling: The ball is returned to the 27 yard line with the same down, yardage, and the game clock started on the ready for play signal. (3-2-2-d, 3-2-2-i).
3. Team A's free kick from its 30 yard line is first touched by B-6 when caught at the 10 yard line. B-6 returns the ball to the Team B 29 yard line where he goes out of bounds. Ruling: The game clock started when B-6 first touched the ball and stopped when he was out of bounds. The game clock next starts on the snap (3-2-5, 3-2-5-e).
4. Team A's free kick from its 30 yard line is untouched prior to rolling out of bounds at the Team B 27 yard line. Ruling: Team A will repeat the kick at its 25 yard line or Team B may select first and 10 at the inbounds line on its 35 yard line. The game clock starts on the snap (3-2-5, 6-2-1).
5. On a free kick from the Team A 30 yard line, grounded A-13 is the first player to touch the ball as he recovers on the Team A 42 yard line. Ruling: First and 10 for Team A at the 42 yard line. The game clock starts on the snap (3-2-5-a-1).
6. When the Umpire is certain that both teams are in position for the free kick, he will hand the ball to the kicker. This signals the Referee that the 25 second ready for play count is started. Ruling: Sideline officials must alert teams to report promptly for free kicks (one minute following scores). The Umpire will enforce a delay penalty on teams that are not prompt (6-1-2).
7. Team A's short untouched free kick from the 30 yard line is rolling at the 38 yard line when A-79 blocks B-65 below the waist at the 40 yard line. B-17 recovers the kick at the Team A 42 yard line. Ruling: First and 10 for Team B at the Team A 27 yard line following the 15 yard penalty (6-1-2-g, 9-1-2-e-4).
8. Fourth and eight at the Team A 40 yard line. Team A's scrimmage kick is illegally touched by A-88 at the Team B 35 yard line and then rolls out of bounds at the 28 yard line. A-27 was ruled to have been holding at the Team A 35 yard line. Ruling: Fourth and 18 at the 30 yard line or First and 10 for Team B at the 38 yard line (6-3-2-b, 10-2-2-e-7, 10-2-2-e-4).
9. Fourth and eight at the Team A 40 yard line. Team A's scrimmage kick is illegally touched by A-88 at the Team B 35 yard line when he recovers the kick. A-27 was ruled to have been holding at the Team A 35 yard line. Ruling: Fourth and 18 at the 30 yard line or First and 10 for Team B at the 45 yard line (6-3-6-a, 10-2-2-e-7).
10. With Team A in a scrimmage kick formation, linebacker B-44 is positioned very closely behind B-68. At the snap, B-44 vigorously pushed B-68 into A-75. Ruling: 15 yard penalty previous spot (9-3-5-b-3).

2006 NCAA Football Play Situations Bulletin #1
August 2006

1. A22 is positioned as an offensive back during the first half. In the second half, the same player wears number 76 and becomes an offensive lineman. A76 drifts backward following a snap and receives a backward pass from the quarterback. Ruling: Even though this may have been announced in the pre-game program, it is deceiving opponents and illegal. Penalty: 15 yards previous spot with possible disqualification (1-4-2-e).
2. Fourth and goal at the Team B four yard line. QB A7 moves down the line on an option play. His handoff to A27 is muffed at the five yard line and rolls into the end zone where it is recovered by A27. Ruling: First and 10 for Team B at the five yard line. The game clock starts on the ready for play signal (2-12-1-c, 3-2-5-e, 7-2-2-b-2).
3. The umpire checked the legality of kicking tees prior to the game. Later in the game, the ball is free kicked from a two-inch tee. Ruling: Illegal kick. Dead ball foul. Penalty: Five yards from the succeeding spot (2-15-4-c, 10-1-5).
4. Prior to Team A's free kick, the ball is on the 35 yard line and leaning against a one-inch tee. Kicker A3 drives the ball to the ground and it is subsequently airborne as B33 is positioned at the Team A 43 yard for the recovery. Before B-33 touches the ball, A19 blocks him and A10 recovers the ball. Ruling: Five yard penalty from the previous spot. The game clock started when the ball was kicked and stopped when recovered. The game clock starts on the next free kick (2-15-4-b, 3-2-5, 3-2-5-a-1, 6-1-2-h, 6-1-3-a).
5. Team A's untouched scrimmage kick bounces in Team B's end zone. Ruling: First and 10 for Team B at the 20 yard line. Game clock starts on the ready for play signal (3-2-5-e).
6. Team A's untouched free kick from the 35 yard line bounces in the Team B end zone. A12 was offside. Ruling: Team A re-kick at the 30 yard line or Team B first and 10 from the 25 yard line. Clock starts when the ball is free kicked. Clock starts on the ready for play signal at the 25 yard line (3-2-5, 3-2-5-e, 6-1-2-a).
7. Team A's scrimmage kick is out of bounds at the Team B 17 yard line. Team A had six players on the line of scrimmage at the snap. Ruling: Five yard penalty previous spot or first and 10 for Team B at the 22 yard line. If taken to the previous spot, the clock starts on the snap. If taken at the 22 yard line, the clock starts on the ready for play signal (3-2-5, 3-2-5-e, 7-1-3-b).
8. Fourth and six at the Team A 40 yard line. Team A's scrimmage kick is out of bounds at the Team B 28 yard line. Team A is granted a time out. Ruling: First and 10 for Team B at the 28 yard line. The game clock starts on the snap following the time out (3-2-5-e).
9. Fourth and 10 at the Team A 40 yard line. A-89 illegally touches a kick at the Team B 22 yard line and the ball is then recovered and downed by B-17 at the 16 yard line. Team A was in an illegal formation at the snap. Ruling: Team B may accept the penalty with enforcement at the previous spot or the 16 yard line. The penalty must be declined for the ball to be snapped at the 22 yard line (6-3-2-b, 7-1-3-b).

10. On the last down of a period, a Team B personal foul occurs during Team A's touchdown play. Enforcement on the succeeding kickoff is the Team A choice. Ruling: The period is not extended for a meaningless free kick. The penalty is enforced on the first play of the next period which will be a free kick. Note: If this situation occurs at the end of period four the only choice is enforcement on the try. (10-2-2-g-1).
11. Team B has been awarded a first down at the Team B 20 yard line. The defensive team delays at the sideline prior to entering the game. Ruling: When time is out, the referee will not declare the ball ready for play until the defensive team is in position. When the defense takes excessive time, a delay penalty is appropriate (3-4-2-b-3).
12. Team A is positioned to kickoff with a 14-13 lead and three seconds to play. Kicker A3 moves beyond the ball, turns, and kicks toward the Team A goal line. A17 recovers the previously untouched kick at the 20 yard line (illegal touching by Team A). Ruling: On an egregious play such as this, the referee may invoice "any action he considers equitable" (9-2-3-c).

2006 NCAA Football Play Situations Bulletin #2
September 2006

1. A player presents a document from a doctor stating that he should be allowed to play with a tinted eye shield. Ruling: No player may participate with a tinted eye shield. The Trainers Association and Competitive Safeguard Committee have stated that eye goggles or contact lens are adequate protection. Either item is legal for players (1-45-s).
2. An airborne player receives a forward pass and returns to the ground inbounds with the ball in his possession. Ruling: If he has firm possession of the ball, it is a catch even though a subsequent step or fall takes him out of bounds (2-2-7-c).
3. Prior to the game, a home team representative indicates the halftime intermission will be 25 minutes. Ruling: Only legal if the administrations of both schools have agreed to the adjustment (3-2-1-b).
4. Third and 10 at the Team B 40 yard line. A-27 runs with the ball and is out of bounds at the Team B 29 yard line. Ruling: First and 10. Clock starts on the snap since it was stopped by the out of bounds (3-2-5-b, c).
5. Fourth and 10 at the Team B 40 yard line. A-37 runs with the ball and is downed inbounds at the Team B 29 yard line. Ruling: First and 10. Clock starts on the ready for play signal since it was stopped by the first down (3-2-5-a-1).
6. Free kick from the Team A 35 yard line. Team A's short kick is rolling at the Team A 41 yard line when muffed by B-17. The kick is then recovered by A-19 at the Team A 43 yard line. Ruling: First and 10 for Team A at the 43 yard line. The clock started on the kick and stopped on the recovery. The clock starts on the snap (3-2-5, 3-2-5-a-1, 6-1-3-a).
7. Fourth and eight at the Team A 45 yard line. Team A's scrimmage kick is blocked and then recovered by B-73 at the Team A 43 yard line where the ball is dead. Ruling: First and 10 for Team B at the 43 yard line. Clock starts on the ready for play signal (3-2-5-e, 6-3-1-a).
8. A-87 catches or recovers Team A's previously untouched scrimmage kick at the Team B one yard line and then falls or runs into the end zone. Ruling: First and 10 for Team B at the one yard line. Clock starts on the ready for play signal (3-2-5-e, 6-3-6-a).
9. Prior to the snap, linebacker B-31 rushes toward the offensive line. The ball is snapped when B-31 is within one yard of the line of scrimmage. Ruling: Legal action by B 31 but he may foul if he leaps (7-1-S-a-4, 7-1-S-b, 9-1-2-q).
10. Tight end A-88 contacts B-73 at the line of scrimmage and drives him three yards before breaking away to participate in the pass pattern. A legal forward pass is thrown to A-88. Ruling: Offensive pass interference (7-3-8-b).
11. On the last play of the fourth period, Team A has scored a touchdown to take a 32-30 lead. Ruling: The try must be "attempted" since Team B could score two points. Attempted is defined as running a legal play (8-3-2-a).

12. Fourth and eight at the Team A 30 yard line. The snap is over potential kicker A-3's head. A-3 is chasing the rolling ball at the four yard line when he kicks it over the end line. Ruling: Safety or first and goal for Team B at the two yard line (8-5-1, 87-2-b-1, 9-4-4). Note: Had the ball been batted backward, the results would be a safety (8-5-1-a, 9-4-1-c).

2006 NCAA Football Play Situations Bulletin #3
October 2006

1. Fourth and eight at the Team B 30 yard line. A-27 unsuccessfully attempts to hand the ball forward to A-20 at the 36 yard line on a reverse play. A-20 recovers the fumble at the 38 yard line and runs with the ball. Ruling: The ball is dead at the 38 yard line (2-12-1-c, 7-1-6-a, 7-2-2-b-2).
2. During the first half, B-19 and A-84 are involved in a fight. Team B bench substitutes start to leave the team area but are restrained by coaches. Ruling: B-19 and A-84 are disqualified for the remainder of the game and their fouls offset. Had the coaches not been alert and efficient, all Team B substitutes would have been disqualified for the remainder of the game and the next game (2-32-1, 9-5-1-a, c).
3. During the 25 second count, a dog runs on the field with the game clock running. Game officials identify the exact time on the game clock when the 25 second count started. Ruling: Reset the game clock and start a new 25 second count (3-2-2-c, d).
4. Airborne B-17 receives Team A's previously untouched free kick near the sideline and lands out of bounds with the ball in his possession. Ruling: Free kick out of bounds (4-2-1-a, 6-2-1). (**SEE PLAY ADJUSTMENT BELOW**)
5. Team A is offside on a free kick and B-40 blocks below the waist at the Team B 20 yard line during B-17's return to the 25 yard line. Ruling: Replay the down or Team B's ball at the 10 yard line (5-2-4, 10-1-4, 10-1-4-Ex 1).
6. Punt receiver B-9 is contacted as he attempts to catch the ball. The contact is simultaneous to or a fraction of a second following B-9's touching the ball (the official is not certain of the sequence). Ruling: Interference with the opportunity to catch the ball (6-4-1-c).
7. Fourth and six at the Team B-45 yard line. Team A is lined up in an illegal formation at the snap on a play where the scrimmage kick is blocked. B-73 recovers the kick at the Team A 40 yard line where he is downed. Ruling: Team B will accept the five yard penalty enforced at the 40 yard line (7-1-3-b-1).
8. At the snap, six Team A players are on the scrimmage line with A-79 not positioned on the line of scrimmage. Ruling: Illegal formation. A-79 has gained an advantage in blocking or pulling to block. Five yard penalty from the previous spot (7-1-3-b-1).
9. Team A scores a touchdown on the last play of the game. On the successful try, which ties the score, B-53 roughs the kicker. Ruling: The personal foul will be enforced from the succeeding spot in the extra period (8-3-3-b-1, 9-1-3-a-1).
10. Defensive back B-13 runs from beyond the neutral, leaps to block a field goal attempt, and while airborne is blocked by A-63. B-13 subsequently lands on A-63 or any other player. Ruling: 15 yards from the previous spot and a first down for Team A (9-1-2-q).
11. On a punt return, A-83 grabs runner B-13's face mask with the force pulling his helmet completely off. Ruling: The ball is dead at the spot where the helmet comes off and Team A is penalized 15 yards from the end of the run (4-1-3-q, 9-1-2-s).

12. Third and eight at the Team A 30 yard line. A-10's fumble in flight is batted forward by B-70 at the Team A 25 yard line and recovered by Team B at the 15 yard line. Ruling: Illegal batting. First and 10 for Team A at the 45 yard line (9-4-1-c).

**2006 NCAA Football Play Situations Bulletin #3,
Play No. 4, Adjustment:**

4. Airborne B-17 receives Team A's previously untouched free kick near the sideline and lands out of bounds with the ball in his possession. Ruling: Team B's ball, first and 10, where the ball crossed the sideline, at the inbounds spot (A.R. 6-2-2-IV)

2005 NCAA Football Play Situations Bulletin #1
August 2005

1. Immediately following the snap and within the rectangular area, interior lineman A66 blocks B74 with initial contact on B74's back. Ruling: Legal block (2-3-4-a, 9-3-3-c Exception 1).
2. Immediately following the snap and within the rectangular area, interior lineman A72 blocks B63 with initial contact from behind and below the knee. Ruling: Clipping. Basic spot enforcement [2-4-1-a, 9-1-2-d Exception 1-(a)].
3. As tight end A80 charges toward linebacker B53, he is blocked by B60. After a short delay and while B60 maintains contact, B70 blocks A80 at the knee. The running play gains 10 yards. Ruling: Chop block. Basic spot enforcement (2-3-3, 10-2-2-c-1).
4. On the last down of periods one or three, a Team B live ball personal foul occurs during Team A's touchdown play. Enforcement on the succeeding kick off is the Team A choice. Ruling: The kick off will be the first play of periods two or four (10-2-2-g-1).
5. On the last down of period two, a Team B personal foul penalty occurs during Team A's touchdown play. Enforcement on the succeeding Kick off is the Team A choice. Ruling: The period is not extended for a meaningless free kick. The penalty is enforced on the first play of period three which is a free kick. Note: If this situation occurs at the end of period four, the only choice is enforcement on the try (10-2-2-g-1).
6. During Team A's free kick from the 35 yard line, A22 goes out of bounds to avoid B19's block. A22 returns to the field of play and recovers the free kick at the Team B 20 yard line. Ruling: Team A first and 10 at the 20 yard line or Team A will kick again at the 30 yard line (6-1-2-g, 6-1-3-b).
7. QB A6 is beyond the neutral zone when he throws the ball forward. Ruling: Five yard penalty from the spot of the foul plus loss of down. The neutral zone consists of two planes established by the length of the ball. A6 has fouled when any part of his body is beyond the neutral zone when he throws (releases) the football in a forward direction (2-21-2, 2-17-1, 7-3-2-a).
8. On a try from the three-yard line, A 29 fumbles at the four yard line and the ball is recovered in Team B's end zone by A45. Ruling: The ball is dead and the try ends. There is no score (8-3-2-d-5).
9. B31 runs from beyond the neutral zone and leaps from the neutral zone in an attempt to block Team A's field goal kick. He lands on players from both teams. Ruling: Personal foul. Fifteen yard penalty previous spot plus a first down. This is a player safety rule and the 11 inch neutral zone is difficult to determine. When in question the leaper has left the ground from beyond the neutral zone (9-1-2-q).
10. B37 runs from beyond the neutral zone and leaps from beyond the neutral zone in an attempt to block Team A's field goal kick. While airborne, snapper A57 blocks him and B37 subsequently lands on players of either team. Ruling: Personal foul. Fifteen yard penalty previous spot plus a first down. Note: It is a foul even though B37 touches or blocks the kick (9-1-2-q).

11. Fourth and three at the Team B 30 yard line. Team A's pass is completed to A87 who fumbles at the Team B 10 yard line and the ball rolls out of the end zone. Passer A10 was roughed on the play. Ruling: First and 10 for Team A at the 15 yard line following enforcement from the previous spot. Team A possession changed during the down when the ball rolled out of bounds (9-1-2-o).

12. Fourth and nine at the Team B 28 yard line. Team A's pass is completed to A26 who is downed at the 20 yard line. Passer A8 was roughed on the play. Ruling: First and goal for Team A at the 10 yard line following enforcement from the end of A26's run. Team A possession did not change during the down (9-1-2-o, 10-2-3).

2005 NCAA Football Play Situations Bulletin #2
September 2005

1. Fourth and nine at the Team B 45 yard line. Team A is in a scrimmage kick formation with eight linemen (only four are numbered 50 -79) and three backs. A80 is the right end with A21 positioned as the right tackle. Prior to the snap, A80 shifts and becomes a back with A21 now the right end. The following scrimmage kick is dead at the one yard line. Ruling: If the illegal formation penalty is accepted, it will be fourth and 14 at the 50 yard line (1-4-2-b).
2. Despite pregame warnings, several Team A players violate the sock rule (1-4-4-h) on the opening kick off. Ruling: Following the kick, a team time out is charged to Team A. Since it is not a danger to opponents, the player(s) may participate with no future penalty (1-4-6).
3. Television replay equipment is prohibited in the press box and all other locations within the playing enclosure for coaching or officiating purposes. Exception: THREE designated persons may use video review equipment in a closed to the public and secure area. This is only permissible in conferences receiving NCAA Football Rules Committee approval. Ruling: Violations are subject to NCAA sanction (1-1-7-c).
4. A89, in an attempt to prevent a scrimmage kick from penetrating the plane of the opponent's goal line, uses a pushing or scooping motion to change the direction of the ball backward. Ruling: Legal. This is a form of batting and therefore subject to batting rules (2-10-3, 9-4-1-c).
5. An airborne receiver of either team receives a forward pass and changes the direction of the ball toward an inbounds teammate who completes the catch. Ruling: The airborne receiver has batted the forward pass and the subsequent catch is legal (2-2-7-c, 2-10-3, 9-4-1-a).
6. Runner A27 is leaning forward as he steps on the sideline at the Team B 40 yard line. The dead ball is placed at the 40 yard line for measurement. Ruling: The ball should be placed at its most forward position when declared dead (5-1-3-a).
7. Following B17's valid fair catch signal, B22 recovers the rolling kick and advances the ball more than two steps. Ruling: Delay of game. The whistle must sound immediately following possession to alert players of the dead ball thereby avoiding this penalty (4-1-3-g, 6-5-2).
8. During a try, B37 intercepts a forward pass and has a clear field to the goal line when he makes an obscene gesture toward the nearest opponent. Ruling: Team B's score is canceled and Team B is penalized on the succeeding kick off or the succeeding spot in extra periods (8-3-2, 8-3-3-d-2, 8-3-4-a,b,c).
9. A3 sprints toward a sideline and punts the ball from behind the neutral zone while still running. Ruling: Legal. A3 has the same status as a runner or passer. He has protection from roughing or running into the kicker only when it is obvious that a scrimmage kick will occur. To gain this protection he must stop and assume the stance of an obvious kicker (2-15-10, 9-1-2-e-4, 9-1-3-a).
10. Passer A8 has just released a forward pass when airborne B75 contacts him with violent helmet-to-helmet contact. Ruling: Roughing the passer with disqualification possible. Football players are great athletes who must control the use of the body extremities (Points of Emphasis Defenseless Players, 9-1-2-1, m, o).

11. A37 violently blocks B19 as he nonchalantly jogs toward the conclusion of a play. Ruling: Live ball personal foul. Possible disqualification (Points of Emphasis Defenseless Players, 9-1-2-j, l, m, n).
12. During Team A's successful field goal kick, Team B fouls more than three yards beyond the neutral zone. Ruling: The penalty is declined by rule. The field goal counts and Team A may not accept the penalty and replay the down (10-2-2-e-3, AR10-2-2-XXIV).

2005 NCAA Football Play Situations Bulletin #3
October 2005

1. Game officials stop the clock for injured player A87. Trainers enter the field of play to attend to A87 and also give aid to injured A63. Ruling: The time out is charged to the referee and A87 and A63 must both be removed from the game for at least one play. If either player remains in the game, a team time out is charged (3-3-5-a-1 thru 4).
2. The ready for play signal is delayed by the referee to allow potential pass receivers time to return to the Team A huddle. Ruling: The ready for play signal must be consistent throughout the game and is dependent upon the officials being in position for each play (3-4-2-a).
3. An official sounds his whistle while the ball is loose. Ruling: The ball is only dead by rule and any official's whistle (or dead ball signal) that kills the ball is an inadvertent whistle (4-1-2-a, b, c).
4. Third and five at the 50 yard line. A33 catches a forward pass at the Team B 45 yard line and then waves good-bye toward pursuing B19. A33 is subsequently downed at the two yard line. Ruling: First and 10 for Team A at the 17 yard line (5-2-7).
5. Team A's free kick from its 35 yard line is untouched before rolling out of bounds at the 20 yard line. Team B's choice is for another kick from the 30 yard line. The second untouched kick is out of bounds at the 15 yard line. Ruling: Team B's ball at its 40 yard line or another kick from the 25 yard line (6-2-1).
6. Team A is in a balanced line formation with all linemen in three point stances. End A87 shifts to the other end of the line leaving A79 on the end of the line. A79 then shifts to a wider position. Ruling: False start by A79. Five yard penalty from the succeeding spot [7-1-3-a-4-(c)]
7. At the snap, tackle A73 is not legally on his scrimmage line (2-27-4-a-1). Ruling: Live ball foul, five yard penalty from the previous spot (7-1-3-b-1). A73 receives tremendous advantage from his illegal position during pass and kick protection and a very favorable angle to move down the line for blocking.
8. Following the snap, end A89 immediately contacts tackle B70 and drives him three yards beyond the neutral zone. A89 then joins the pass pattern but does not touch the ball which is thrown beyond the neutral zone. Ruling: Offensive pass interference (7-3-8-b-1).
9. An incomplete forward pass is thrown beyond A26 when B16 vigorously contacts him. Ruling: Not pass interference but a personal foul. Fifteen yards from the previous spot plus a Team A first down (7-3-9-k, 9-1-2-f).
10. Fourth and three at the 50 yard line. Team A is in a scrimmage kick formation (2-15-10) with A3 positioned as the potential kicker. A3 receives the snap, sprints toward the sideline, and kicks the ball while at the nine yard marker on his 44 yard line. As Team A players pursue the rolling ball, they are blocked below the waist by Team B defensive backs. Ruling: Legal blocks (9-1-2-e-4).

11. Continued from #10. B17 recovers the ball at the 10 yard line and is downed at the 40 yard line. During the run, Team B teammates continue blocking below the waist. Ruling: Personal foul(s) basic spot enforcement (9-1-2-e-5)
12. Third and goal at the three yard line. Runner A49 is stopped at the one yard line and B19 is guilty of a late hit. A61, reacting to B19's foul, pushes him to the ground. Ruling: Neither dead ball foul has been "completed" and therefore they offset (10-1-5).

2005 NCAA Football Play Situations Bulletin #4
November 2005

1. A75, attempting to become an eligible pass receiver, pulls off his jersey revealing a #86 jersey. Ruling: If this occurs on the field of play, Team A is charged with a time out (or a five yard penalty) and the player must leave the game for at least one play (1-4-4-e, 1-4-6-c).
2. While A55 maintains contact with nose guard B70, A63 falls as he moves to block. He then rolls on the ground until making contact with B70's calf. Ruling: Chop block (2-3-3).
3. Third and six at the Team A 40 yard line. On a play toward the sideline, A27 fumbles at the Team A 45 yard line and the ball rolls out of bounds at the Team A 48 yard line. Ruling: Fourth and one at the 45 yard line with the game clock starting on the ready for play signal (3-2-5-a-11, 7-2-4-b).
4. During a kick return, A21 is tackled by B83. A21 falls on B83 and his elbow touches the ground during his attempt to regain balance. Ruling: The ball is placed at its position when ruled dead due to the elbow touching the ground (4-1-3-b).
5. Team A has made a first down at the Team B 25 yard line. Following the ready for play signal, both teams are in formation when A69 charges and spears B72 prior to the snap. Ruling: First and 25 for Team A at the 40 yard line (5-2-7).
6. B16 gives a valid fair catch signal during a scrimmage kick. The ball in flight hits B16 in the chest at the Team B 30 yard line and is subsequently caught by A89 at the Team B 32 yard line. Ruling: Interference with B16's opportunity to catch the kick and the ball is dead at the 32 yard line. Fifteen yard penalty from the 32 yard line, first and 10 for Team B (6-5-1-a).
7. Snapper A55 moves the ball prior to the snap and B60 slaps the ball. Ruling: There is no opportunity for Team B to gain possession by interfering with the snap. This is a dead ball foul for illegal ball movement by Team A or illegal touching the ball by Team B. Penalty five yards succeeding spot (7-1-5-a-1, A.R. 7-1-5-I, II).
8. B6 catches a free kick deep in his end zone and advances toward the goal line. At the time he intentionally places his knee on the ground, the ball intersects the goal line plane with the forward point in the field of play. Ruling: Touchback (8-6-1, AR 8-5-1-I).
9. During the third quarter, B21 tackles A19 and then stands over him making a throat-slashing movement. A19 retaliates by kicking B21. Ruling: The dead ball 15 yard penalties offset but both players are disqualified for the remainder of the game and the first half of their next games (2-32-1, 9-5-1-b, 10-1-5). Football is a combative game but fighting has no status in a wonderful American tradition.
10. Third and six at the Team A 27 yard line. Runner A29 is tackled at the 25 yard line but during the run A33 fouls at the 23 yard line. Ruling: If A33's foul is face mask, illegal use of hands, holding, illegal block, or a personal foul; enforcement is from the previous spot. Any other foul by A33 is a basic spot enforcement (10-2-2-c-2).

11. Between downs the Team B coach believes that the previous down was number four and the game may be moving toward a fifth down. Following the ready for play signal but prior to the snap, he requests a coach's conference with the nearby line judge. Ruling: The line judge should immediately notify the referee. If the conference is granted, the coach must be correct to avoid a charged team time out or a delay penalty (3-3-4-e).

12. Third and 12 at the right inbounds line on the Team B 16 yard line. During Team A's forward pass, B46 is guilty of pass interference near the left sideline on the six yard line. Ruling: First and goal for Team A on the six yard line at the left inbounds line (7-3-8 Penalty).

2004 NCAA Football Play Situations Bulletin #1
July 21, 2004

1. The line judge hears a request for timeout originating in the team area. Ruling: The official may not honor or accept a verbal timeout request without eye to eye contact with the head coach who is making the call. Only the head coach in addition to players may request a team timeout (3-3-4-d).
2. Team A is in formation with only 10 players and the play clock running. A 88 enters the field and assumes a wide receiver position inside the nine yard marks. Ruling: Legal substitution (7-1-3-a). Team A will be warned that additional use of this tactic will be under the jurisdiction of (3-5-2-e).
3. Team A is in its huddle with 11 players when A85 enters the huddle which immediately breaks and Team A rushes toward the neutral zone. Ruling: Dead ball foul five yard penalty (3-5-2-c).
4. Team A assumes its formation quickly following the dead ball and does not substitute. Ruling: The ball may be snapped after meeting requirements of (7-1-3). Team B does not have special substitution privileges.
5. Team A is in its formation with 11 players and the ready for play clock running. A27 and A85 run quickly to their positions and the replaced players leave the field of play. Ruling: Game officials will not allow the snap until Team B has an opportunity to place substitutes in position. If the 25 second clock expires, a delay penalty will be charged to Team A (3-5-2-e). Team A will then be notified that further use of this tactic will result in an unsportsmanlike conduct foul.
6. Team A is in its formation with 11 players. Early in the 25 second count, A33 and A87 run quickly to their positions and the replaced players leave the field of play. Ruling: Game officials will not allow the snap until Team B has an opportunity to place substitutes in position. Should the 25 second clock expire and Team B has not made a valid attempt to substitute for the departing players, a delay penalty will be charged to Team B (3-5-2-e).
7. A37 encroaches on Team A's free kick which is caught by B19 who then fumbles. The ball is recovered and advanced by A65 who subsequently fumbles. B46 recovers the fumble and is downed at the Team B 30 yard line. Ruling: Team B's ball, first-and-10 at the Team B 30 yard line or kick again following a five yard penalty at the previous spot (6-1-2-a) (A.R. 6-1-2-V and A.R. 6-1-2-VI). The enforcement privilege at the end of "Team B's run" does not include a second change of team possession following the end of the kick.
8. B76 is rushing passer A14 when he is blocked by A70. B76 subsequently contacts A14 after taking two steps following A14's throw. Ruling: B76 is excused from roughing A14 only if the force of the block was totally responsible for the contact. This exemption does not allow helmet to helmet contact or other personal fouls (9-1-2-0, Exception) (A.R. 9-1-2-XXVII and XXVIII).
9. Team A is in field goal formation. Defensive back B19 runs forward and leaps from beyond the neutral zone in an attempt to block the kick. While airborne, B19 is blocked by A55. B19 lands on the ground or an opponent(s). Ruling: No foul by either player. The Team A player became responsible for the contact when the block was made.

10. Team A is in field goal formation. Defensive back B17 runs forward and leaps from beyond the neutral zone in an attempt to block the kick. His first contact with any player is when he lands on an opponent or opponents. Ruling: Personal foul by B17, 15 yards from the previous spot and a first down (9-1-2-8) for Team A.

2004 NCAA Football Play Situations Bulletin #2
September 7, 2004

1. Fourth and 10 at Team B's 20-yard line. The period ends during a play when Team A throws an incomplete illegal forward pass at the 16-yard line. Ruling: If Team B accepts the penalty, the period will be extended. First and 10 for Team B at the 21-yard line (3-2-3-a, 5-1-1-c, and 7-3-2-a).
2. Team A is encroaching during its free kick and the ball, previously untouched, has gone more than 10 yards. It is recovered by B37 who is on his knees at the time of recovery. Ruling: Team B's ball first and 10 following a five yard penalty from the dead ball spot or Team A will kick again following a five yard penalty at the previous spot. The game clock should not have been started (3-2-5-d, 4-1-3-b, and 6-1-2-a). {Gilbert: The dead ball spot is really the end of B37's run.}
3. The head coach alerts the linesman that he is requesting a head coach's conference with the referee. Ruling: To save game time, the linesman will stop the game clock (if running) and then notify the referee who may allow the timeout or restore the clock to its previous status if the request is denied (3-3-4-d, e).
4. The ball is ready for play on a kickoff and Team B, after several warnings is slow to place players in position. Ruling: Game officials will not allow the ball to be kicked until Team B has 11 players in position. If the 25-second clock expires, a five-yard delay penalty is enforced against Team B (3-4-2-b-3).
5. Fourth and two at the 50-yard line. Team A is in its regular scrimmage formation when 11 substitutes rush on the field from Team A's team area. These players are quickly positioned in a scrimmage kick formation. Ruling: Game officials will not permit the snap until Team B has placed substitutes in position and replaced players have left the field of play. If the 25-second clock expires, a five-yard delay penalty is assessed against Team A from the succeeding spot (3-5-2-e).
6. Following a previous violation of rule 3-5-2-e with appropriate warning, Team A again rushes substitutes to the line of scrimmage placing the defense at disadvantage. Ruling: This is an unsportsmanlike dead ball foul. Fifteen yard penalty from the succeeding spot (3-5-2-e).
7. Team A encroaches during its free kick. The ball, previously untouched, is illegally caught or recovered by A81. Ruling: Team B's ball, first and 10 at the spot of illegal touching or Team A will kick again following a five yard penalty from the previous spot. The game clock should not have started (4-1-3-e, 6-1-2-a, 6-1-3-b, 6-1-6-a).
8. A27 bats a scrimmage kick in Team B's end zone that was untouched by Team B beyond the neutral zone. The kick is then recovered by B33 who runs to the Team B 18 yard line. B33 fumbles when tackled and A74 recovers and is downed at the Team B22 yard line. Ruling: First and 10 for Team B at the 20-yard line (6-3-11).
9. After passer A10 has released the ball, B79 assaults him with helmet-to-helmet contact or any other blow to the head. Ruling: These are personal fouls with possible disqualification but they also qualify as roughing the passer (9-1-2-a, 1, o).

10. Team A's ball, fourth and goal at Team B's 20-yard line during an extra period. During Team A's unsuccessful field-goal attempt, B27 blocks A80 below the waist at Team B's 15-yard line. Ruling: Team B foul, illegal block. Penalty is half the distance from the previous spot. Team A's ball, first and goal from Team B's 10-yard line. (Rules 9-1-2-e-4, 10-2-2-e-3-(a) and 10-2-3).

11. Team A scores a touchdown on the final play of the first half. During the touchdown run, B75 is assessed a personal foul. Team A's captain selects enforcement of the foul on the succeeding kickoff. Ruling: Fifteen-yard penalty on the kickoff to start the second half, either Team A to kick off from the 50-yard line or Team B to kick off from its 20-yard line (Rule 10-2-2-g-1). NOTE:
Rule 10-2-2-g-1 is an exception to Rule 3-2-3-a.

2004 NCAA Football Play Situations Bulletin #3
September 24, 2004

1. During his pre-game inspection of the playing enclosure, the referee notes metal advertising signs at the limit lines. Ruling: These signs must be removed as advertising is prohibited on or within the limit lines. Also, anything dangerous to anyone is prohibited. Any obstructions outside the limit lines shall be reported to game management (1-2-1-h, 1-2-8-a, b).
2. Prior to the try, Team A is in a "swinging gate" formation. Snapper A55 has his hands on the ball and the other six linemen are to his left. Four of these linemen are numbered 50-79. The six linemen legally shift with A 80 and A82 positioned as ends at the snap. Ruling: Legal formation and A80 and A82 are eligible pass receivers (1-4-2-b, 7-1-3-a, 7-1-3-b-1).
3. Fourth and 10 at the Team B 40-yard line. Team A's untouched scrimmage kick bounces in Team B's end zone. During the kick, A88 is blocked out of bounds by B19 and as he attempts to return to the field of play B19 blocks him below the waist at the 25-yard line. Ruling: Touchback. The 20-yard line is the spot where the kick ends. First and 10 for Team B at the Team B 10-yard line (2-25-9-1, 2-27-6-a, 9-1-2-e-4, 10-2-2-e-3, 10-2-3).
4. During the first series of an extra period, B37 intercepts a forward pass and has a clear field to the goal line where he makes an obscene gesture toward the nearest opponent. Ruling: Team B's score is canceled and Team B begins its series at the 40 yard line (3-1-3, 3-1-3-g-1, 2).
5. Near the end of either half, Team A is in a "hurry up" offense and is in its offensive formation. A29 sprints into the game replacing A20 who becomes a replaced player. Ruling: Game officials will not permit the ball to be snapped until Team B has had an opportunity to place a substitute(s) in position and the replaced player(s) has left the field of play (3-5-2-e).
6. Following B19's valid fair catch signal, he muffs the scrimmage kick which is recovered and advanced by B40 who subsequently loses the ball when tackled by A69. Ruling: First and 10 for Team B where the ball was recovered by B40. A promptly blown whistle by the covering official would have avoided a confusing scramble for the ball (4-1-3-g).
7. B13 is the first player beyond the neutral zone to touch Team A's scrimmage kick when he attempts to catch the ball (no fair catch signal). Immediately following this touching he is contacted by A80 allowing no chance to complete the catch. Ruling: Interference with the opportunity to catch a kick. Fifteen-yard penalty from the spot of the foul (6-4-1, 6-4-1-c).
8. Team A is positioned in its offensive formation with all linemen in three point stances. When A80 quickly replaces A81, the umpire does not allow the ball to be snapped until Team B has an opportunity to match the substitution. While the umpire is delaying the snap, A66 stands up. Ruling: False start (7-1-3-a-4).
9. Team A is in its offensive formation. "Noseguard" B91, attempting to disrupt the snap, slaps the ball as snapper A55 starts legal backward motion. Ruling: Dead ball foul. No defensive player may touch the ball prior to a snap or during a legal snap (7-1-5-a-1).

10. Fourth and six at the Team B 25-yard line. Team A's field goal attempt hits the goal post and bounces back to B17 who catches the ball in the end zone. While the kick was in the air before hitting the goal post, B43 blocked A55 below the waist at the Team B 20-yard line. Ruling: The ball was dead when it hit the goal post. The end of the kick is the 25-yard line. First and 10 for Team B at the Team B 10-yard line following penalty enforcement at the 20-yard line (8-4-2-b, 10-2-2-e-3, 10-2-3).

11. Fourth and eight at the Team A three-yard line. B21 catches Team A's punt at the 40 yard line and returns it to the Team A 10-yard line where he fumbles. A37, who was pursuing B21, recovers the fumble at the Team A two-yard line. His momentum carries into the end zone where he is downed. Ruling: First and 10 for Team A at the two-yard line (8-5-1-b-3).

12. Fourth and eight at the 50-yard line. Team A's scrimmage kick is rolling at the 10-yard line following a muff by B19. As B19 attempts to recover the kick, A59 pushes him at the buttocks and then recovers the kick at the Team B nine-yard line. Ruling: First and goal for Team A at the nine-yard line (9-1-2-d-3).

13. Fourth and five at the Team A 35-yard line. Team A's scrimmage kick is rolling at the Team B 30-yard line following a muff by B27. A59 kicks the loose ball to keep B27 from recovering. The ball goes out of bounds at the Team B 20-yard line. Ruling: First and 10 for Team B at the 20-yard line or fourth and 20 for Team A at the Team A 20 yard line (9-4-4, 10-1-1-b).

14. Third and seven at the Team A 25-yard line. Passer A9 completes a pass to A85 at the Team A 35-yard line. A85 runs to the Team A 42-yard line where he fumbles. B6 recovers the ball and runs for a touchdown. A9 was roughed by B73 immediately after he threw the pass. Ruling: First and 10 for Team A at the Team A 40-yard line (10-2-2-d, 10-2-2-d-2).

2004 NCAA Football Play Situations Bulletin #4
October 28, 2004

1. When the ball is snapped in scrimmage kick formation, five interior linemen (numbering not important) are positioned on the scrimmage line with A70 and A78 in the backfield. Wideouts A20 and A37 are also positioned on the line of scrimmage. Ruling: Legal formation (1-4-2-b, 2-15-10).
 2. After all Team A players have stopped for one second, end A88 runs to the other end position and stops. The ball is snapped less than one second later. Ruling: Legal play (2-22-1, 7-1-3-b) (AR 7-1-4-IV).
 3. A68 maintains contact with B70 as he drives him beyond the neutral zone. A72 then blocks B70 at the knee. Ruling: Chop block (2-3-3-a).
 4. Fourth-and-two at the Team B 20-yard line. Runner A24 fumbles at the 22-yard line and the ball is recovered at the 19-yard line by A80 who advances to the 10-yard line where the whistle is blown. Ruling: First-and-10 for Team B at the 22-yard line and elapsed time is corrected on the game clock (3-2-2-b, 7-2-2-b-2).
 5. Fourth-and-five at the Team A 20-yard line. On the last play of the first half, A7 throws an incomplete forward pass that is ruled as intentionally grounded to save loss of yardage. Ruling: If the penalty is accepted, extend the period for one play free from live ball fouls. First-and-10 for Team B at the spot of the foul (3-2-3, 7-3-2-f).
 6. Third-and-10 at the Team B 20-yard line. With 20 seconds remaining in the half, Runner A27 throws the ball backward to save time at the Team B 18-yard line. The ball goes out of bounds at the 26-yard line. Ruling: Fourth-and-13 at the 23-yard line with the clock starting on the ready for play signal or fourth-and-16 at the 26-yard line with the clock starting on the snap (3-2-5-a-8, 7-2-1, 10-1-1-b).
- Pigskin Page: Ruling #6 inconsistent with prior interpretations.
7. B16 is returning Team A's punt when he fumbles at the Team B 40-yard line and the ball rolls out of bounds at the 43-yard line. Ruling: First-and-10 for Team B at the 40-yard line. The game clock starts on the snap (3-2-5-a-11, 7-2-4-b).
 8. Substitute A80 joins Team A players who are assembled near the neutral zone. QB A9 is shouting instructions. After six seconds, the Team A players move to their positions and replaced player A85 runs to the Team A team area. Ruling: Dead ball foul, five-yard penalty (3-5-2-c).
 9. Fourth-and-goal at the five-yard line. Runner A22 runs toward the sideline and becomes airborne as he crosses the goal line pylon. Ruling: The position of the ball in the runner's possession as it crosses the sideline determines forward progress. It is a touchdown if the ball crosses over or beyond the pylon. (4-2-4-e).
 10. Third and goal at the three-yard line with six seconds remaining in the half. QB A9 catches the snap and immediately throws the ball forward hitting the leg of guard A63. The ball falls incomplete. Ruling: Fourth-and-goal at the three-yard line (7-3-2-d, 7-3-11).

11. Second and 10 at the Team B 40-yard line, A80 intentionally runs out-of-bounds and is then airborne as he receives a forward pass. The catch is completed inbounds at the 25-yard line. A80 fumbles at the 20-yard line and B19 recovers and is downed at the 17-yard line. Ruling: First and 10 for Team B at the 17-yard line or third and 10 for Team A at the 40-yard line (7-3-4, 10-1-1-b).

12. Fourth-and-seven at the Team A 30-yard line. Team A is in scrimmage kick formation with A3 positioned 15 yards behind the snapper. A3 throws the ball high and 40 yards beyond the neutral zone. As potential receiver A87 attempts to catch the ball, B14 pushes him away from the ball and the pass is incomplete. Ruling: No foul for defensive pass interference, first-and-10 for Team B at the Team A 30-yard line (7-3-8-c-4).

2003 NCAA Football Play Situations Bulletin #1
July 17, 2003

1. On Team A's free kick, the ball, previously untouched, has gone more than 10 yards. It is recovered by B37, who is on his knees at the time of recovery. RULING: Team B's ball, first and 10 at the spot of the recovery. The game clock should not have started (Rules 3-2-5 and 4-1-3-b).
2. Team A's free kick, the ball, previously untouched, is caught by B9 in the end zone. B9 does not advance beyond the goal line and, following some hesitation, simulates placing his knee on the ground. RULING: The ball is dead and the game clock should not have started. Team B's ball, first and 10 at Team B's 20-yard line (Rules 3-2-5 and 4-1-3-o).
3. On Team A's free kick, the ball, previously untouched, is illegally caught by A81. RULING: Team B's ball, first and 10 at the spot of illegal touching or the catch. The game clock should not have started (Rules 4-1-3-e and 6-1-6-a).
4. As B17 awaits Team A's high scrimmage kick: a) A85 stands near B17 and shouts at him; b) A55 sprints past B17, coming very close to him; or c) A38 stands near B17 and waves his hands and arms at him. RULING: In all three scenarios, Team A foul, interference with the opportunity to catch a kick. Fifteen yards from the spot of the foul, whether or not the ball is caught by B17 (Rule 6-4-1).
5. As B17 is positioned (beyond the neutral zone) to catch Team A's scrimmage kick, he is contacted by A89 immediately after first touching the ball. RULING: Team A foul, interference with the opportunity to catch a kick. B17 is entitled to an unimpeded opportunity to catch the ball. Fifteen yards from the spot of the foul. When no fair-catch signal is made, Team A players may contact the receiver after he catches the kick or after he muffs the kick (Rules 6-4-1 and 6-4-1-c).
6. B33 makes a valid fair-catch signal and muffs the ball, but still has an opportunity to catch the kick. A88 contacts B33, or touches the ball as B33 attempts to complete the catch. RULING: Team A foul, interference with the opportunity to catch a kick. Fifteen yards from the spot of the foul, whether or not the ball is caught by B17 (Rule 6-5-1 Exception).
7. Tight end A88 contacts B75 within one yard of the neutral zone and drives him three yards beyond the neutral zone, where A88 stops and remains stationary. Team A's forward pass is first touched beyond the neutral zone. RULING: Team A foul, pass interference. Fifteen yards from the previous spot (Rules 7-3-8-a, 7-3-8-b, 7-3-8-b-1 and 7-3-9-d).
8. Slotback A27 charges and immediately contacts B30 within one yard of the neutral zone and drives him three yards beyond the neutral zone, where A27 veers off and participates in the pass pattern. Team A's forward pass is first touched beyond the neutral zone. RULING: Team A foul, pass interference. Fifteen yards from the previous spot (Rules 7-3-8-a, 7-3-8-b, 7-3-8-b-1 and 7-3-9-d).
9. Team A lines up in an unbalanced line formation, with four players to the right of the snapper. Right end A89 blocks linebacker B34 below the waist toward the original position of the snap. RULING: If A89 was seven yards or fewer from the right guard (in normal spacing) at the snap, he could legally block below the waist in, behind, or beyond the neutral zone (Rule 9-1-2-e-1).

10. Back A27 is positioned completely outside of the normal tackle position (second player from the snapper), or is in motion at the snap. A27 is assigned to block on the play. RULING: A27 may legally block any opponent above the waist. He may not block an opponent below the waist toward the original position of the ball in or behind the neutral zone, or within 10 beyond the neutral zone. Team A foul, illegal block. Fifteen yards from the basic or previous spot (Rule 9-1-2-e-2).

11. Team A's ball, fourth and goal at Team B's 20-yard line during an extra period. During Team A's unsuccessful field-goal attempt, B27 blocks A80 below the waist at Team B's 15-yard line. RULING: Team B foul, illegal block. Penalty is half the distance from the previous spot. Team A's ball, first and goal from Team B's 10-yard line (Rules 9-1-2-e-4, 10-2-2-e, 10-2-2-e-3-(a) and 10-2-3).

12. Team A's ball, fourth and goal at Team B's 20-yard line during an extra period. B13 catches Team A's unsuccessful field-goal attempt and runs for an apparent touchdown. During B13's run, B28 blocks A90 below the waist at the 50-yard line. RULING: Team B foul, illegal block. The penalty is declined by rule and the score is canceled. Either the next series begins or the game is ended (Rules 3-1-3-g-1 and 9-1-2-e-5).

13. Team A scores a touchdown on the final play of the first half. During the touchdown run, B75 is assessed a personal foul. Team A's captain selects enforcement of the foul on the succeeding kickoff. RULING: Fifteen-yard penalty on the kickoff to start the second half, either Team A to kick off from the 50-yard line or Team B to kick off from its 20-yard line (Rule 10-2-2-g-1). NOTE: Rule 10-2-2-g-1 is an exception to Rule 3-2-3-a.

14. Team A scores a touchdown on the final play of the game. Following the play, but prior to the try, B76 is assessed a personal foul. Team A's successful try ties the score. RULING: Team A could have accepted the penalty with enforcement on the try, but it cannot select enforcement on the first play of the extra period since there is no kickoff (Rules 10-2-2-g-3).

2003 NCAA Football Play Situations Bulletin #2
August 28, 2003

1. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. As substitutes A85 and A27 join the group, it disperses with the Team A players moving toward their positions. A80 and A20 are running toward their team area. RULING: Dead-ball foul, since Team A broke the huddle with more than 11 players. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).
2. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. Substitutes A85 and A27 join the group, and after three seconds, no players have departed. RULING: Dead-ball foul on Team A. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).
3. Team A does not huddle and is in its formation immediately after the previous dead ball. There is no substitution for Team A and the ball is legally snapped following the ready-for-play signal. RULING: Legal. Team A has no obligation to accommodate Team B substitutions when Team A has not changed personnel (Rule 3-5-2-e).
4. In the middle of the second quarter, Team A lines up in its formation immediately after the previous dead ball. Following the ready-for-play signal, substitute A19 sprints into the offensive formation and assumes a legal position as wide receiver. Replaced player A85 leaves the field of play. Team A remains stationary for several seconds. RULING: If a Team B substitute matching A19's entry enters the field of play at a time corresponding to A19's entry or immediately thereafter (within three seconds), Team A must allow time for Team B to complete the substitution. This is also valid when Team A makes several substitutions and Team B responds with corresponding replacements (Rule 3-5-2-e).
5. Team A's ball, fourth and two at the 50-yard line. Team A is in its regular scrimmage formation when 11 substitutes rush on to the field from Team A's team area. These players are quickly positioned in a scrimmage-kick formation and, after remaining stationary for one second, the ball is snapped. RULING: Immediately following the snap, a whistle is sounded and the ball becomes dead. Team A foul, five yards from the succeeding spot. The referee will then notify Team A's head coach that any further use of the tactic will result in a foul for unsportsmanlike conduct (Rule 3-5-2-e).

NOTE: This excerpt from the Points of Emphasis in 2000 remains applicable - "The basic principle of intercollegiate football is that all players have the right to compete on an equal basis. With this in mind, it is obvious that offensive and defensive teams must maintain a balance so that neither phase of the game gains an advantage when the ball is snapped. The NCAA Football Rules Committee has noted and received many comments that the substitution of skilled offensive players is timed so closely to the snap that the defense has little or no chance to place personnel in proper positions. "Rules for 2000 (that are still in place today), prohibit late substitution(s) and snapping the ball with an obvious attempt to create a defensive disadvantage. This restriction does not allude to hurry-up offense near the end of a half, when the purpose is to start as many plays as possible in minimal-time situations."

6. Runner A28 stumbles following contact by B40, but remains on his feet after placing his elbow and hand on the ground. RULING: The ball is dead when A28's elbow contacted the ground (Rule 4-1-3-b).

7. While Team A's scrimmage kick is in the air, B19 waves his arms below his shoulders to indicate to his teammates that they should not attempt to catch the ball. RULING: No yardage penalty for an invalid signal. The ball is dead where it is caught, recovered, or otherwise declared dead. If a Team B player catches the kick, he has the same protection awarded any player in a dead-ball situation (Rules 4-1-3-g and 6-5-3-a).

8. Team A's ball, fourth and two at Team B's 35-yard line. Runner A9 is stopped for no gain by B75, who celebrates his play by pointing his finger at A9 and insulting him. RULING: Team B dead-ball foul, unsportsmanlike conduct. Team B's ball, first and 10 at Team B's 20-yard line (Rules 5-2-7 and 9-2-1-a-1).

9. Following Team A's free kick, A89 voluntarily goes out of bounds and then returns to the field of play. A89 recovers a loose ball at Team B's 30-yard line. RULING: Team A foul for A89 returning inbounds. Five-yard penalty from the previous spot (Rule 6-1-2-g). NOTE: This is a legal recovery by A89, who also may legally block or tackle during the down.

10. Team A's ball, fourth down on Team A's 10-yard line. Team A's punt is partially blocked, lands on Team A's 15-yard line and rebounds behind the neutral zone. The kick is muffed by B55 on Team A's five-yard line and then recovered by a Team A player on Team A's two-yard line. RULING: Team A's ball, first and 10 at Team A's two-yard line (Rule 6-3-3).

11. During Team A's scrimmage-kick down, A90 voluntarily goes out of bounds and then returns to the field of play. A90 recovers B19's fumble. RULING: Team A foul for A90 returning inbounds. Five-yard penalty from the previous spot (Rule 6-3-12). NOTE: This is a legal recovery by A90, who also may legally block or tackle during the down.

12. Team A's ball, fourth down on Team B's 10-yard line. Team A's field goal is partially blocked, lands on Team B's five-yard line and rebounds behind the neutral zone. The kick is muffed by B27 and rolls out of bounds at Team B's 16-yard line. RULING: Team B's ball, first and 10 at Team B's 16-yard line (Rule 8-4-2-b).

13. Team A's ball, fourth and eight at Team A's 25-yard line. The snap goes over potential kicker A3's head and is rolling at Team A's two-yard line when: a) A3 bats the ball backward and over the end line; or b) A3 kicks the ball and it goes over the end line. RULING: a) Safety awarded to Team B (Rules 8-5-1-a and 9-4-1-c); b) Safety awarded to Team B or Team B's ball, first and goal at Team A's one-yard line (Rules 8-5-1-a, 9-4-4 and 10-2-3).

14. During the second half, players A28 and B20 engage in a fight. As the game officials resolve the altercation, substitutes of both teams leave their team areas and rush to the vicinity of the fight. RULING: A28 and B20 are disqualified for the remainder of the game and the first half of the next game. Substitutes who left their team area are disqualified for the remainder of the game and the entire next game. The fouls offset and no penalty yardage is assessed. (Rules 2-32-1, 9-5-1-b, 9-5-1-c and 10-1-5).

2003 NCAA Football Play Situations Bulletin #3
October 7, 2003

1. The white jerseys of a team have solid contrasting colors on the shoulders, or some other illegal markings. RULING: Following the opening kickoff, that team will be assessed a timeout for illegal equipment. The game will proceed from that point with no other penalty for the violation (Rules 1-4-3-a and 1-4-6-a).
2. Team A's ball, fourth and one on Team B's 10-yard line. Quarterback A10 at-tempts to hand the ball to back A24 behind the line of scrimmage, but A24 muffs the ball. The ball is rolling untouched in Team A's backfield. RULING: Unsuccessful handing of the ball between teammates is classified as a fumble. The fumble is charged to A10, since he was last in possession. Consequently, only A10 may recover the loose ball for Team A and have the ball remain alive (Rules 2-10-1, 7-1-6-a and 7-2-2-b Exception 2).
3. During an extra period, the televising network requests a media timeout. RULING: The extra period(s) begins when the ball is first snapped for the Team A possession of the first extra period. No timeouts to accommodate television coverage are allowed for the duration of the game. This rule should be emphasized to the television producer before the game (Rule 3-1-3-h).
4. Team A substitutes late in the 25-second count. As Team B is making legal corresponding substitutions, the play clock expires. RULING: Team A foul, delay of game. When Team A substitutes late in the count, time must be given to Team B to complete matching substitutions. Therefore, Team A is vulnerable to this foul (Rules 3-5-2-e and 4-1-5).
5. Team A is in a scrimmage-kick formation with end A88 spread wide to the right. B17 and B28 are positioned opposite A88. A88 legally moves beyond the neutral zone, and is blocked by B17 and B28 with their hands. Back A3 throws a catchable forward pass in the direction of A88. RULING: B17 and B28 may legally block A88 until the ball is thrown. After the catchable pass is thrown, B17 and B28 may only play the ball. Illegal contact with A88 while the ball is in the air is pass interference (Rule 7-3-8-c).
6. Team A's ball, fourth and eight at Team B's 30-yard line. Before Team A's field goal at-tempt, linebacker B43 is directly behind lineman B76. At the snap, B43 pushes B76 so that B76 first contacts: a) lineman A65 above the waist; or b) lineman A65 below the waist. RULING: a) Legal contact; b) Team B foul, illegal block below the waist. Either Team A's ball, first and 10 at Team B's 15-yard line after 15-yard penalty, or Team A takes the result of the play [Rules 8-4-1-a, 9-1-2-e-4 and 10-2-2-e Exception 3(c)].
7. Team A's ball, fourth down on Team B's 10-yard line. Team A's attempted field goal is partially blocked, lands on the five-yard line, and rebounds behind the neutral zone. The loose ball is: a) muffed by a Team A player at the 12-yard line and then rolls out of bounds at the eight-yard line; or b) muffed by a Team B player at the 12-yard line and then rolls out of bounds at the eight-yard line. RULING: a) Team B's ball, first and 10 at Team B's 20-yard line; b) Team B's ball, first and 10 at Team B's eight-yard line (Rule 8-4-2-b).

8. Team A is in its huddle when substitute A84 enters the huddle. Within two seconds, A80 leaves the huddle and runs toward his team area. When he is more than 10 yards from the huddle, the huddle breaks. A80 then stops at the nine-yard mark and A24, who is one of the players in the initial huddle, goes directly to his team area. **RULING:** Team A foul, unsportsmanlike conduct, 15-yard penalty from the previous spot. This is a simulated replacement of a player to confuse opponents (Rule 9-2-2-b and A.R. 9-2-2-I).

9. During the 25-second count, potential substitutes A19, A 26, A80 and A85 enter the field of play and proceed to the nine-yard marks. They do not communicate with any player or official, and then return to the team area. **RULING:** If this happens again, the referee will declare a referee's timeout and inform the head coach that a foul for simulated substitution to confuse opponents will be enforced if this activity occurs again (Rule 9-2-2-b).

10. Team A's ball, fourth and goal on Team B's two-yard line. Team A's field goal attempt is blocked and the ball does not cross the neutral zone. B75 bats the ball forward and out of bounds at the 12-yard line. **RULING:** Team B foul, illegal batting, penalty of half the distance to the goal line from the previous spot. Team A's ball, fourth and goal at Team B's one-yard line [Rules 9-4-1-c, 10-2-2-e and 10-2-2-e Exception 3(c)].

2003 NCAA Football Play Situations Bulletin #4
November 6, 2003

1. Game officials notice or are made aware of several persons in the team area wearing partial uniforms and no special team area credentials. RULING: This is a violation of Rule 1-2-4-b. The violation shall be reported to game management and the officials' assigning agent. A game penalty should not be assessed (Rules 1-1-7-c and 1-2-4-b).
2. During an extra period, B28 intercepts a forward pass and is running for an apparent touchdown. During the run, he makes an obscene gesture directed at pursuing player A89. RULING: The score is cancelled and there is no replay of the down. If extra-period play continues, the penalty is enforced at the succeeding spot (Rules 3-1-3-g-1 and 3-1-3-g-2).
3. Quarterback A9 slides to the ground with his feet forward to avoid an approaching defensive player. RULING: The ball is declared dead at the spot where any part of A9's body, other than the hands or feet, first touches the ground (Rule 4-1-3-b).
4. Runner A39 dives toward Team B's goal line. He extends the ball, which touches the pylon, as his foot touches the sideline. RULING: Touchdown (Rule 5-1-3-a).
5. Team A's ball, third and eight at Team B's 45-yard line. B43 holds tight end A84 as he leaves the neutral zone to participate in the pass pattern. B17 impedes A88's opportunity to receive the catchable forward pass at Team B's 40-yard line. The pass falls incomplete. RULING: Two Team B fouls, holding and pass interference. Team A's ball, first and 10 at Team B's 35-yard line after enforcement of the holding foul (Rules 7-3-8 and 9-3-4-e).
6. Team A's forward pass bounces off the helmet of A67, who is in the neutral zone. B16 contacts A88 10 yards beyond the neutral zone, before A88 has an opportunity to catch the pass. The pass falls incomplete. RULING: Pass interference rules do not apply after a pass has been touched by any player. This is not a catchable forward pass; therefore, there is no foul on the play (Rules 2-19-4, 7-3-8-a, 7-3-8-c, 7-3-9-h and 7-3-11).
7. A85 blocks B19 in the back with his shoulder during an attempt to recover B19's muff of a scrimmage kick. RULING: Team A foul, illegal block in the back. A85 may push B19 in the back, but any other form of blocking in the back is illegal. Previous spot enforcement (Rules 2-3-1-a, 2-3-1-b, 9-1-2-d Exception 3, 9-1-2-d Exception 4, 9-3-3-c Exception 3 and 9-3-3-c Exception 5).
8. Runner A27 continuously contacts B37's face mask with his open hand. RULING: Legal. The runner may not grasp the face mask nor strike a potential tackler with his forearm (Rules 9-1-2-k and 9-1-2-s, A.R. 9-1-2-XVIII).
9. Team A's ball, fourth and one at Team A's 45-yard line. Runner A3 is progressing toward a sideline when he suddenly kicks the ball, while still behind the neutral zone. RULING: This is a legal scrimmage kick, but A3 is not the recipient of protection afforded to an obvious kicker (Rule 9-1-3-a).
10. Team A's ball, fourth and 12 at Team A's 18-yard line. Potential kicker A3 moves to retrieve an errant snap. With no urgency from the defensive rush, A3 is able to assume an obvious kicking stance before kicking the ball. RULING: Legal kick. No opponent may run into or rough A3 (Rule 9-1-3-a).

11. Team A's ball, fourth and four at Team B's 30-yard line. Team A's field goal attempt is successful. B93 was offside on the play. RULING: If the penalty is accepted, Team A's ball, first and 10 at Team B's 25-yard line. If the penalty is declined, Team A scores three points [Rules 10-2-2-e Exception 3(c) and 10-2-2-g-4].

12. Team A's ball, fourth and four at Team A's 40-yard line. During Team A's scrimmage kick, B73 holds A53 at Team A's 41-yard line. RULING: Team B foul, holding. If the penalty is accepted, Team A's ball, first and 10 at the 50-yard line. If the penalty is declined, the result of the play stands [Rule 10-2-2-e Exception 3(c)].

2002 NCAA Football Play Situations Bulletin #1
August 2, 2002

1. Team A's ball, third and eight at Team B's 40-yard line. Quarterback A7 has sprinted out and is closely pursued by B77 at the 50-yard line. When A7 is more than five yards toward the sideline from the position of the snap, he throws a forward pass to save loss of yardage. The ball is touched by B52 at Team B's 43-yard line and (a) falls incomplete at Team B's 35-yard line; (b) falls incomplete at Team B's 45-yard line. RULING: (a) Legal. Team A's ball, fourth and eight at Team B's 40-yard line. (b) Team A foul, intentional grounding. Team A's ball, fourth and 18 at the 50-yard line (Rule 7-3-2-f Exception).

2. Team A does not huddle and is in formation immediately after the previous dead ball. There is no substitution for Team A and the ball is snapped following the ready-for-play signal. RULING: Legal. Team A has no obligation to accommodate Team B substitutions when Team A has not changed personnel (Rule 3-5-2-e).

3. In the middle of the second quarter, Team A lines up in its formation immediately after the previous dead ball. Following the ready-for-play signal, substitute A19 sprints into the offensive formation and assumes a legal position as wide receiver. Replaced player A85 leaves the field of play. Team A remains stationary for several seconds. RULING: If a Team B substitute matching A19's entry enters the field of play at a time corresponding to A19's entry or immediately thereafter, Team A must allow time for Team B to complete the substitution. This is also valid when Team A makes several substitutions and Team B responds with corresponding replacements (Rule 3-5-2-e).

4. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. As substitutes A85 and A27 join the group, it disperses with the Team A players moving toward their positions. A80 and A20 are running toward their team area. RULING: Dead-ball foul, since Team A broke the huddle with more than 11 players. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).

5. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. Substitutes A85 and A27 join the group, and after three seconds, no players have departed. RULING: Dead-ball foul on Team A. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).

6. Team A's ball, fourth and two at the 50-yard line. Team A is in its regular scrimmage formation when 11 substitutes rush on to the field from Team A's team area. These players are quickly positioned in a scrimmage-kick formation and, after remaining stationary for one second, snap the ball. RULING: Immediately following the snap, a whistle is sounded and the ball becomes dead. Team A foul, five yards from the succeeding spot. The referee will then notify Team A's head coach that any further use of the tactic will result in a foul for unsportsmanlike conduct (Rule 3-5-2-e).

7. Team A's ball, third and three at the 50-yard line. Quarterback A7's backward pass is muffed by A44 and goes out of bounds at Team B's 46-yard line. RULING: First and 10 for Team A at Team B's 46-yard line. The game clock starts on the next snap (Rules 3-2-5-a, 5-1-1-b and 7-2-4-a).

8. Team A's ball, third and three at the 50-yard line. A22 fumbles at Team B's 45-yard line and the loose ball rolls out of bounds at Team B's 46-yard line. RULING: First and 10 for Team A at Team B's 46-yard line. The game clock starts on the next snap (Rules 3-2-5-a, 5-1-1-b and 7-2-4-b).
9. Team A's ball, third and three at the 50-yard line. A23 fumbles at Team A's 49-yard line and the loose ball rolls out of bounds at Team B's 46-yard line. RULING: Team A's ball, fourth and four at Team A's 49-yard line. The game clock starts on the ready-for-play signal (Rules 3-2-5-a-11 and 7-2-4-b).
10. Team A's ball, fourth and three at the 50-yard line. Team A's punt is first touched and muffed by B17 at Team B's 20-yard line. After a scramble for the loose ball, A84 recovers at Team B's 17-yard line. RULING: Team A's ball, first and 10 at Team B's 17-yard line. The game clock starts on the next snap (Rules 3-2-5-a-1 and 6-3-3).
11. Team A's ball, third and 10 at the 50-yard line. B77 charges into the neutral zone prior to the snap, but does not contact a Team A player. There is no movement by Team A in response to B77's charge. As B77 attempts to retreat, the ball is snapped to quarterback A6, who immediately drops to a knee. RULING: Team B live-ball foul, offside. Team A's ball, third and five at Team B's 45-yard line. The game clock starts on the ready-for-play signal (Rules 3-2-5-a-4 and 7-1-5-b-1).
12. With minimal time remaining in a half, A27 is downed inbounds after making yardage for a first down. Team A has exhausted its allotment of timeouts. RULING: When the officials are in position and both teams are in formations, the referee shall inform both teams that the game clock will start when he simultaneously blows his whistle and signals (S2) the clock to start (Rules 3-2-5-a-1, 7-1-3-a, 7-1-3-b and 7-1-4-a).

2002 NCAA Football Play Situations Bulletin #2
September 11, 2002

1. Team A is in a formation with no players numbered 50-79. One of the 11 Team A players stands upright behind the ball. Team A shifts to a scrimmage-kick formation with seven linemen in position, and the snapper simulating touching the ball. RULING: The backs, and the lineman on each end of the line of scrimmage, are eligible pass receivers, and no other players are able to achieve this status. Team A is not required to run a scrimmage-kick play (Rule 1-4-2-b).
2. Following the opening kickoff, it is noted that several Team A players did not have face masks of the same color. RULING: Team A is charged with a team timeout and the players are allowed to participate with no further penalty. Team A's head coach and the officials' assigning agent are alerted to the violation (Rules 1-4-4-b and 1-4-6-a).
3. Pulling guard A66 and back A27 simultaneously block B87 behind the neutral zone. A66's block is at the knee and A27's contact is at the chest. RULING: Legal blocks. (Rules 2-3-3-b and 2-3-3-c).
4. On the first possession of an extra period, B28 intercepts a forward pass and B19 is guilty of a flagrant personal foul while Team B is in possession. RULING: B19 is disqualified. Any score by Team B is cancelled. Team B will put the ball in play at the opponent's 40-yard line, first and 10. (Rule 3-1-3-g).
5. During the second series of an extra period, Team A has scored a touchdown, but still trails in the extra-period scoring 7-6. B76 blocks Team A's try attempt and B19 is guilty of a flagrant personal foul while B76 is in possession. RULING: The game is ended and Team B is the winner, by virtue of the 7-6 extra-period score. The officials' assigning agent is notified of B19's flagrant foul (Rule 3-1-3-g).
6. Team A's ball, fourth and 10 at the 50-yard line. Team A's windblown scrimmage kick is on its downward flight at Team B's 30-yard line. B18, who was at the 20-yard line, must detour around (no contact) A92 at the 25-yard line to make the fair catch at the 30-yard line. RULING: Team A foul, kick-catching interference. Team B's ball, first and 10 at Team B's 35-yard line, following penalty enforcement from the 25-yard line (Rule 6-4-1).
7. B12 catches Team A's scrimmage kick at Team B's 40-yard line, and A85 subsequently tackles him at Team B's 44-yard line. Prior to B12 touching the ball, A85 entered the restricted area around B12 at Team B's 42-yard line, but did not contact B12 before the tackle. RULING: Team A foul, kick-catching interference. Team B's ball, first and 10 at Team A's 48-yard line, following penalty enforcement from Team B's 42-yard line (Rule 6-4-1, A.R. 6-4-1-IX).
8. As a screen pass play is forming, quarterback A8 is under intense defensive pressure. He throws the ball at the feet of eligible receiver A22, who was the potential pass receiver. RULING: Team A foul, intentional grounding. A22 does not have a reasonable opportunity to catch the ball (Rule 7-3-2-f).
9. Team A's ball, fourth and six at Team A's 25-yard line. The snap is over potential kicker A3's head, and is rolling when A3 bats the ball backward at Team A's two-yard line. The ball goes over the end line. RULING: Not a foul. The result of the play is a safety (Rules 8-5-1-a and 9-4-1-c).

10. As Team A's untouched free kick from its 35-yard line is rolling at Team A's 43-yard line, A17 blocks B27 below the waist at Team A's 45-yard line. RULING: Team A live-ball personal foul, blocking below the waist. Team B may accept the 15-yard penalty from the previous spot, or the result of the play (Rules 9-1-2-e-3 and 10-2-2-e).

11. Prior to Team A's forward pass, A38 grabs the facemask of rushing lineman B79. B28 intercepts the subsequent pass and returns it for a touchdown. RULING: Team A personal foul, 15-yard penalty. Team B may accept the penalty on the try or the succeeding kickoff (Rules 9-1-2-s and 10-2-2-g-1).

12. Team A scores a touchdown on the first series of an extra period. B29 clips A47 during the touchdown run. RULING: Team B foul. If the penalty is accepted, Team A's try will be at the 1 1/2-yard line. There is no succeeding kickoff (Rule 10-2-2-g-1).

13. Team A's ball, fourth down and short yardage for a first down. Team A rushes its scrimmage-kick team to the line of scrimmage and snaps the ball in an obvious attempt to create a defensive disadvantage. RULING: Team A dead-ball foul, substitution infraction. The whistle will be sounded immediately. Five-yard penalty from the succeeding spot. The referee will then notify the head coach that any further use of this tactic will result in an unsportsmanlike penalty (Rule 3-5-2-e).

2002 NCAA Football Play Situations Bulletin #3
October 1, 2002

1. A team proposes to use A68 as an interior lineman. Following a change of his number to A88, the same player will assume the position of a tight end. RULING: Legal. This situation is not considered a tactic designed to deceive opponents. The player may not change jerseys on the field of play nor simultaneously wear two differently numbered jerseys. In the spirit of sportsmanship, this change should be listed in the game program and/or disclosed to opponents and game officials prior to the contest. If the change takes place during the contest, it should be disclosed to opponents and game officials (Rules 1-4-2-e, 1-4-4-e, 1-4-4-g, 1-4-6-c).
2. Team A's ball, fourth and 17 at the 50-yard line. Team A's previously untouched scrimmage kick is recovered by A89 at Team B's one-yard line, where momentum carries him into the end zone. Team B had 12 players participating on the play. RULING: Team B foul, illegal participation. Either Team A's ball, fourth and two at Team B's 35-yard line, or Team B's ball, first and 10 at Team B's one-yard line (Rules 2-2-7-b, 6-3-6-a and 9-1-4-b).
3. Team A's ball, fourth and 10 at Team B's 30-yard line. A12 runs to Team B's 18-yard line, from where he throws an illegal forward pass that is incomplete. Time expires during the down. RULING: If the penalty is accepted, the period will be extended for an untimed down. Team B's ball, first and 10 at Team B's 23-yard line (Rules 3-2-3-a and 7-3-2-a).
4. Team A's ball, second and five at Team A's 15-yard line. Team A is leading 17-16 with one second remaining in the fourth quarter, and the game clock is stopped. Quarterback A10 intends to kneel down, but muffs the snap and the ball is loose. B79 recovers and is downed at Team A's three-yard line. Team A is in an illegal formation at the snap, and B19 blocked A44 in the back during B79's run. RULING: Replay the down, or the game is over. If Team B declines Team A's foul, Team A will decline Team B's foul (Rules 3-2-3-b, 10-1-1-b, 10-1-4 and 10-1-4 Exception 1).
5. Team A scores a touchdown during a down in which time expires. Team B commits a personal foul during the down. RULING: Team A may accept the penalty either on the try, or the kickoff that will be the first play of the next quarter. If this occurs during the final play of the fourth quarter, the penalty may be enforced only on the try (Rules 3-2-3-a and 10-2-2-g).
6. After a score, the receiving team is slow to assume positions despite receiving a warning from the game officials. The kicking team is in formation and the referee has declared the ball ready for play. RULING: Receiving team foul, delay of game. Five-yard penalty from the succeeding spot (Rule 3-4-2-b-3).
7. Free kick from Team A's 35-yard line. During kick coverage, A89 goes out of bounds to elude B16. B8 catches the kick and returns it to Team B's 25-yard line, where he is tackled by A89. B8 fumbles, and the ball is recovered and downed by A89 at Team B's 28-yard line. RULING: Team A foul, out-of-bounds player returning inbounds. Either Team B's ball, first and 10 at Team B's 28-yard line, or Team A free kick from its 30-yard line (Rule 6-1-2-g and 6-1-3-c).
8. A76 is positioned between the snapper and the player on the end of his scrimmage line, and is stationary with his hands on his knees. On a signal, he shifts (not a quick movement) to a wider position on the scrimmage line and assumes a three-point stance. RULING: Legal movement. A76's hands were never below his knees (Rule 7-1-3-a-4-c).

9. Linebacker B52 is originally positioned five yards behind the neutral zone. Prior to the snap, B52 charges toward the neutral zone, but does not penetrate it. A67 reacts to this movement and raises from his three-point stance. RULING: Team A foul, false start (Rules 7-1-3-a-4-c, 7-1-5-a-2 and 7-1-5-a-4).

10. End A86 immediately contacts B73 in the neutral zone, and drives him three yards downfield. A86 veers away from this block and receives a legal forward pass. RULING: Legal reception (Rules 7-3-8-b-1 and 7-3-10 Exception 2).

11. Team B is offside on Team A's successful try. A3 taunts B76 immediately following the kick. RULING: If Team A accepts the offside penalty, the replay of the try will be from the 16 1/2-yard line (half the distance to the goal line from the three-yard line for the offside, followed by 15 yards for the unsportsmanlike conduct). If Team A declines the live-ball foul, the succeeding free kick will be from Team A's 20-yard line (Rules 8-3-5 and 10-1-6).

12. B22 intercepts a forward pass in Team B's end zone. In an attempt to run, he fumbles the ball from the end zone into the field of play. B33 muffs the rolling ball at Team B's two-yard line, and the ball subsequently goes out of bounds in the end zone. RULING: Touchback. Team B's ball, first and 10 at Team B's 20-yard line (Rules 8-6-1-a, 8-7-1, 8-7-2-a and 8-7-2-b).

13. During the second half, players A27 and B19 engage in a fight. As the game officials resolve the altercation, substitutes of both teams leave their team areas and rush to the vicinity of the fight. RULING: A27 and B19 are disqualified for the remainder of the game and the first half of the next game. Substitutes who left their team area are disqualified for the remainder of the game and the entire next game. The fouls offset and no penalty yardage is assessed (Rules 2-31-1, 9-5-1-b, 9-5-1-c and 10-1-5).

2002 NCAA Football Play Situations Bulletin #4
October 23, 2002

1. In a scrimmage-kick (or any other) formation, Team A lines up with five men on the line of scrimmage. A75 and A77 are not on the line of scrimmage at the snap since their heads do not break the plane of the line drawn through the waist line of the snapper. RULING: Team A foul, illegal formation. Five-yard penalty from the previous spot or the result of the play (Rules 2-27-4-a-3 and 7-1-3-b-1).

2. Team A's ball, fourth and eight at Team B's 32-yard line. Team A's unsuccessful field-goal attempt is caught by B13 in his end zone and returned to Team B's 18-yard line, where B13 is downed. RULING: Team B's ball, first and 10 at Team B's 18-yard line (Rules 2-30-3, 6-3-5, 6-3-9 and 8-4-2-b).

3. Team A's ball, fourth and eight at Team A's 40-yard line. The game clock is running with 11 minutes remaining in the fourth quarter. At the conclusion of the previous down (third down), the offensive team left the field of play. After the referee marks the ball ready for play for fourth down, no offensive players come onto the field. The 25-second play clock expires. RULING: Team A foul, delay of game. Team A's ball, fourth and 13 at Team A's 35-yard line. The game clock will start on the snap (Rules 3-4-2-a and 3-4-3).

4. Team A's ball, third and 10 at the 50-yard line. A22 runs the ball across Team B's goal line, but alters his stride with a high-stepping action beginning at the five-yard line. A37 held B47 at Team B's 20-yard line during A22's run. RULING: No score. Team A's ball, first and 10 at Team B's 45-yard line, following enforcement of the live-ball holding foul (the result being a first down) and the subsequent dead-ball unsportsmanlike conduct foul (Rules 5-1-1-b, 5-2-2-a, 5-2-7, 9-2-1-a-1, 10-1-6 and 10-2-2-c-1).

5. Team B blocks Team A's scrimmage kick and the ball does not cross the neutral zone. B37 recovers the loose ball (establishing possession) in the field of play and advances several yards before he fumbles. The ball is subsequently recovered and downed by A3. RULING: Team A's ball, first and 10 at the dead-ball spot (Rules 5-1-1-e-1, 5-1-4-a and 6-3-1-a). Note: If A3 had recovered in Team A's end zone and was downed there, it would be a touchback (Rules 8-6-1-a and 8-7-2-a).

6. On a two-point try, A83 is standing in Team B's end zone near the goal line. He reaches into the field of play to catch A9's forward pass, is immediately tackled, and is driven into the field of play and downed. RULING: Not a successful try, since the ball did not break the plane of the goal line (Rules 5-1-3 and 8-2-1-b).

7. Team A's ball, third and 10 at the 50-yard line. B67 roughs passer A10 and the pass is incomplete. After the ball is dead, A87 is penalized for a late block on B19. RULING: Team A's ball, first and 10 at the 50-yard line, following the 15-yard, live-ball roughing the passer penalty against Team B (the result being a first down) and the 15-yard, dead-ball personal foul penalty against Team A (Rules 5-2-2-b, 5-2-7, 9-1-2-g, 9-1-2-o and 10-1-6).

8. Team A's ball, third and eight at Team B's 40-yard line. A12's forward pass is completed to A81, who is downed at Team B's 30-yard line. A81 stands up and simulates a first-down signal. RULING: Team A dead-ball foul, unsportsmanlike conduct. This is an act designed by a player to focus attention on himself. Team A's ball, first and 10 at Team B's 45-yard line (Rules 5-2-7 and 9-2-1-a-1-d).

9. Team A's ball, fourth and 10 at Team A's 30-yard line. The snap is over A3's head and is rolling toward Team A's goal line. A3 recovers the backward pass (snap) and kicks the ball while running sideways. A72 picks up the ball that has not crossed the neutral zone, and intentionally drops it after running a few steps due to the lack of action by the other players. B85 then picks up the ball and also drops it due to the lack of action by the other players. The referee declares the ball dead as it lays motionless and no other player attempts to recover it. RULING: Team B's ball, first and 10 at the dead-ball spot (Rules 6-3-1-a and 7-2-5).

10. During Team A's scrimmage kick, B18 has made a valid fair-catch signal at the 50-yard line. While the ball is in the air, A87 enters the two-yard restricted area at Team A's 48-yard line and runs through the area. B18 completes the catch and is then tackled by A85. RULING: Team B's ball, first and 10 at Team A's 23-yard line, following the 10-yard, live-ball kick-catching interference penalty against Team A (assessed from Team A's 48-yard line) and the 15-yard, dead-ball personal foul penalty against Team A (Rules 6-4-1 and 10-1-6).

11. Team A's free kick from its 35-yard line is short and toward a sideline. B16 attempts to catch the kick at Team B's 40-yard line. As B16 first touches the ball, he is contacted by A47. B16 muffs the kick and the loose ball is recovered by A14 at Team B's 45-yard line. RULING: Team A foul, kick-catching interference with contact. Team B's ball, first and 10 at Team A's 45-yard line. A47 is disqualified if the contact was flagrant (Rules 2-9-1 and 6-4-1-e).

12. A83 is in a three-point stance on the line of scrimmage. A26 is in a two- or three-point stance on the line of scrimmage and is positioned on the end of the line outside of A83. A83 shifts to the opposite end position. RULING: Team A foul, false start (Rule 7-1-3-a-4-c).

13. B47 is airborne as he attempts to return to the field of play from out of bounds. While still airborne, he bats Team A's legal forward pass that is then intercepted by B27 in the field of play. RULING: Legal interception. B27 may advance until the ball is dead by rule (Rules 7-3-3, 7-3-4 and 9-4-1-a).

14. Team A's ball, fourth and eight at Team A's 30-yard line. A27 is held by B73 as he attempts to leave the line of scrimmage to participate in kick coverage. The scrimmage kick is downed at Team B's 30-yard line by A47. RULING: Team A's ball, first and 10 at Team A's 40-yard line, following penalty enforcement from the previous spot against Team B (Rules 10-2-2-e and 10-2-2-e Exception 3-[c]).

2002 NCAA Football Play Situations Bulletin #5
November 13, 2002

1. A77 is not on the line of scrimmage at the snap since his head does not break the plane of the line drawn through the waist line of the snapper. The formation at the snap consists of six linemen and five backs. RULING: Team A foul, illegal formation. Five-yard penalty from the previous spot or the result of the play (Rules 2-27-4-a-1 and 7-1-3-b-1).

2. A78's head does break the plane of the line drawn through the waist line of the snapper. However, at the snap the line of his shoulders is at a 45-degree angle to the line of scrimmage. RULING: Team A foul, illegal formation. Five-yard penalty from the previous spot or the result of the play (Rules 2-27-4-a-1 and 7-1-3-b-1).

3. A21 is legally on the line of scrimmage and is five yards outside of A70. A85 also is legally on the line of scrimmage and is on the end of the line outside A21. Team A has eight linemen and three backs. A10 throws a legal forward pass that crosses the neutral zone. Following the snap, A21 goes beyond the neutral zone in the pass pattern. RULING: Team A foul, ineligible downfield on pass. Five-yard penalty from the previous spot or the result of the play (Rules 2-27-4-a-1 and 7-3-10).

4. With three seconds remaining in the fourth quarter and the game clock running between downs, either team signals for a timeout. An official recognizes the request, but time expires before he makes the appropriate signal. RULING: Grant the timeout request and reset the game clock at three seconds (Rules 3-2-2-b and 3-3-4).

5. Team A's ball, second and five at Team B's 30-yard line. Team A's forward pass is intercepted by B27 and returned to the 50-yard line, where B27 fumbles. A67 recovers and is downed inbounds at the 50-yard line. RULING: Team A's ball, first and 10 at the 50-yard line. The game clock starts on the ready-for-play signal (Rules 3-2-5-a-1 and 5-1-1-a).

6. In the middle of the second quarter, Team A lines up in its formation immediately after the previous dead ball. Following the ready-for-play signal, substitute A19 sprints into the offensive formation and assumes a legal position as wide receiver. Replaced player A85 leaves the field of play. Team A remains stationary for several seconds. RULING: If a Team B substitute matching A19's entry enters the field of play at a time corresponding to A19's entry or immediately thereafter, Team A must allow time for Team B to complete the substitution. This is also valid when Team A makes several substitutions and Team B responds with corresponding replacements (Rule 3-5-2-e).

7. Team A's ball, third and 10 at the 50-yard line. A7 is more than five yards from the position of the snap and is under intense defensive pressure when he throws a forward pass. The ball is caught by ineligible A65 at Team A's 45-yard line, with no eligible Team A player having a reasonable opportunity to catch the pass. RULING: A65 may advance the ball until it is dead by rule. Team A foul, intentional grounding. Team A's ball, fourth down at the spot of the pass (Rules 7-3-2-f and 7-3-11).

8. Team A's ball, third and goal at Team B's six-yard line with the ball midway between the inbounds lines. Team B is penalized for pass interference that occurs in the end zone and near a sideline. RULING: Team A's ball, first and goal at Team B's two-yard line with the ball midway between the inbounds lines (Rule 7-3-8).

9. Team A's ball, second and 14 at Team A's 30-yard line. A10 is under intense defensive pressure. When he is five yards toward the sideline from the position of the snap, he is penalized for throwing the ball to save loss of yardage since his pass does not land beyond the neutral zone. The head linesman comes to the referee and states that A26 could have caught the pass, but was held by B75. The head linesman has thrown a flag for defensive holding. RULING: Disregard the flag for intentional grounding. Team A's ball, second and four at Team A's 40-yard line, following the 10-yard holding penalty against Team B. It is not a first down since the pass did not cross the neutral zone (Rule 9-3-4-e).

10. Team A's ball, fourth and five at Team A's 15-yard line. B15 catches Team A's scrimmage kick at the 50-yard line and runs to Team A's five-yard line, where he is downed. Team A was in an illegal formation at the snap and Team B is penalized for an illegal block in the back during the return at Team A's 12-yard line. RULING: Either replay the down OR Team B's ball, first and 10 at Team A's 22-yard line, if Team B declines Team A's foul and Team A accepts Team B's foul (Rule 10-1-4 Exception 1).

2001 NCAA Football Play Situations Bulletin #1A
August 23, 2001

1. Following the end of the fourth period in a tie game, but prior to the coin toss for the extra period(s), a media outlet(s) is in a commercial break. RULING: Game officials will delay the coin toss until the media outlet(s) has returned to game coverage. Media outlets should be discouraged from entering commercial breaks immediately following the coin toss. After the ball is first snapped in the extra period(s), radio and television timeouts are not permitted, and charged team timeouts may not be extended for radio and television purposes (Rule 3-1-3-h).
2. Runner A33's helmet comes completely off. RULING: The live ball becomes dead and belongs to Team A at the spot at which the helmet came off. The clock will stop for a referee's timeout. The clock will start on the ready-for-play signal, unless it is stopped in conjunction with any other situation that causes the clock to start on the snap (Rules 3-2-5-a-2, 3-3-2-a-19 and 4-1-3-q).
3. A Team A player requests a legal timeout and the timeout is signaled (S3) by the referee. RULING: The official nearest to Team A's coaches' box will look to the television/radio liaison (if a game with television and/or radio) and, if requested, the television/radio timeout is granted. If no request for a television/radio timeout is made, or if the game has no television/radio coverage, the official will then look to Team A's head coach for a 30-second timeout signal (S16). If the head coach makes the signal, the side official relays the request to the referee, who also makes the signal (S16). The 30-second count begins when the referee makes the signal. Should Team B's head coach want additional time, he may request a team timeout, if available (Rules 3-3-4-a and 3-3-7).
4. A10 throws a legal forward pass that is completed for two points on a try. B66 is penalized for roughing A10 while the ball is in the air. RULING: A 15-yard penalty is enforced against Team B on the succeeding kickoff or from the succeeding spot in extra periods (Rule 8-3-3-b-1).
5. B27 is returning a scrimmage kick when he is confronted by A59, who is on his feet in a tackling position. B27 jumps with one foot foremost over A59 and continues as a runner. RULING: Legal play (Rules 2-14-1-a and b, and 9-1-2-i). Note: If either of B27's feet strike A59, it is a Team B personal foul (Rule 9-1-2-b).
6. First and 10 for Team A at Team B's 25-yard line on the left inbounds line. A27 gains 14 yards on a wide sweep to the right. A75 is penalized for blocking B44 in the back (above the waist) at Team B's 27-yard line near the right sideline. RULING: A 10-yard penalty is enforced against Team A from the previous spot. First and 20 for Team A at Team B's 35-yard line on the left inbounds line (Rule 9-3-3-c).
7. After scoring a touchdown, A37 is penalized for an illegal demonstration. Team A requests that the ball be placed on the right inbounds line for the try. After the ready-for-play signal, but before the snap, Team B requests a team timeout. After the timeout, Team A requests that the ball be placed in the center of the field. RULING: The ball may not be relocated since the request was preceded by a Team A penalty (Rule 8-3-2-c).
8. Team A is in a shotgun formation with A10 as the deep back and the linemen split. Prior to the snap, B63 moves between snapper A55 and A68, without contacting either player. B63 continues his charge toward A10. RULING: The whistle shall be sounded immediately. Dead-ball foul on Team B (Rule 7-1-5-a-1 and A.R. 7-1-5-III).

9. In the middle of the second quarter, Team A lines up in its formation immediately after the previous dead ball. Following the ready-for-play signal, substitute A19 sprints into the offensive formation and assumes a legal position as wide receiver. Replaced player A85 leaves the field of play. Team A remains stationary for several seconds. RULING: If a Team B substitute matching A19's entry enters the field of play at a time corresponding to A19's entry or immediately thereafter, Team A must allow time for Team B to complete the substitution. This is also valid when Team A makes several substitutions and Team B responds with corresponding replacements (Rule 3-5-2-e).

10. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. Substitutes A85 and A27 join the group, and after three seconds, no players have departed. RULING: Dead-ball foul on Team A. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).

11. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. As substitutes A85 and A27 join the group, it disperses with the Team A players moving toward their positions. A80 and A20 are running toward their team area. RULING: Dead-ball foul, since Team A broke the huddle with more than 11 players. Five yards from the succeeding spot (Rules 2-13-1 and 3-5-2-c).

12. Following a change of team possession and after the ready-for-play signal, Team A is huddled at the sideline and Team B has more than 11 potential players on the field of play. Eleven Team A players sprint onto the field and take their positions. The extra Team B personnel leave the field of play. RULING: Team A must allow three seconds for Team B to establish 11 players (A.R. 3-5-2-V).

2001 NCAA Football Play Situations Bulletin #2
September 27, 2001

1. Team A's previously untouched scrimmage kick is touched by A87 at Team B's one-yard line. A87 is standing on the goal line when he bats the ball backward. B25 recovers the loose ball (kick) at the three-yard line and runs to Team B's 25-yard line, where he fumbles. A93 recovers and is downed at Team B's 21-yard line. RULING: Team B's ball at its one-yard line, first and 10 (Rule 6-3-2, A.R. 6-3-2-I).
2. B24 intercepts a legal forward pass in his end zone and is immediately driven forward by A81 to Team B's two-yard line, where both players fall to the ground. RULING: Team B's ball at its two-yard line, first and 10 (Rule 5-1-3-a).
3. Airborne A37 receives a legal forward pass above Team B's end zone and is driven backward by B8 to the one-yard line, where both players fall to the ground. RULING: Touchdown (Rules 2-2-7-c and 5-1-3-a Exception, A.R. 5-1-3-I and II).
4. Airborne A46 receives a legal forward pass above Team B's end zone and near the sideline. He is driven backward by B10 to the one-yard line, where he lands on the sideline. RULING: Incomplete forward pass (Rule 2-2-7-c).
5. Airborne B7 receives a legal forward pass at Team B's two-yard line and is driven backward by A80 into the end zone, where he lands on his back to complete the interception. RULING: Team B's ball at its two-yard line, first and 10 (Rules 2-2-7-c and 5-1-3-a).
6. B17 is moving backward to catch Team A's long free kick. He maintains this movement and catches the ball at Team B's two-yard line. His momentum carries him into the end zone, where he kneels. RULING: Team B's ball at its two-yard line, first and 10 (Rule 8-5-1 Exception 1).
7. Airborne A85 is in a buttonhook pass pattern when he receives a legal forward pass above Team B's end zone. While still airborne and not touched by a Team B player, his momentum carries him to the one-yard line, where he lands on a knee to complete the catch. RULING: Team A's ball at Team B's one-yard line (Rules 2-2-7-c and 5-1-3-a).
8. A85 is legally blocked out of bounds from Team B's end zone by B13. A85 immediately attempts to return to the end zone and is airborne (from out of bounds) as he receives a legal forward pass. He lands in the end zone with the ball in his possession, completing the catch. RULING: Touchdown (Rules 2-2-7-c, 7-3-4 Exception and 8-2-1-b).
9. Airborne A83 receives a legal forward pass deep in Team B's end zone. He would have come down inbounds, but he lands beyond the end line after being pushed by B15. RULING: Incomplete forward pass (Rule 2-2-7-c).
10. Team A's ball, fourth and eight at the 50-yard line. While covering Team A's scrimmage kick, A88 is forced out of bounds by B16 at Team B's 40-yard line. As A88 attempts to return to the field of play, he is blocked below the waist by B16. B10 subsequently catches the kick at Team B's 10-yard line and is downed at Team B's 20-yard line. RULING: Team B penalty, half the distance from the postscrimmage kick enforcement spot. Team B's ball at its five-yard line, first and 10 (Rules 2-27-6-a, 9-1-2-e Exception 3 and 10-2-2-e Exception 3, and A.R. 10-2-2-IX).

11. Team A's ball, fourth and 10 at Team B's 25-yard line in the second series of the first extra period. With the score tied, Team A's field-goal attempt is partially blocked but continues beyond the neutral zone. B44 recovers the ball at Team B's 10-yard line and is tackled at Team B's 15-yard line. During the kick, B45 blocked A80 below the waist at Team B's 20-yard line. RULING: Postscrimmage kick enforcement. Since the ball cannot be awarded to Team B, the distance penalty is declined by rule. Team B's ball at Team A's 25-yard line, first and 10 to start the second extra period (Rules 3-1-3-e, 3-1-3-g-1 and 10-2-2-e Exception 3).

12. During or after a down (in which the player[s] participated) in the second game of the season, a player(s) is discovered with cleats more than 1/2-inch in length. RULING: The player(s) is disqualified for the remainder of the game and the team's next game. Penalize as a dead-ball foul at the succeeding spot, and Team B fouls do not require a first down. Charge a team timeout. (Rules 1-4-5-e or f, 3-3-4-a, 3-3-6, 3-4-2-b and 9-2-2-d).

13. Team A's ball, fourth and 10 at the 50-yard line. B17 is at Team B's 20-yard line and in position to catch Team A's high scrimmage kick. During the downward flight of the ball, A37 enters the two-yard restricted area around B17, and contacts him viciously and flagrantly before he touches the ball. A37 did not alter his speed or make any attempt to elude B17. RULING: Team A penalty for personal foul, kick-catching interference, 15 yards from the spot of the foul. A37 is disqualified (Rule 6-4-1).

2001 NCAA Football Play Situations Bulletin #3
October 24, 2001

1. After making a tackle during the third period, B75 stands over A10 and points toward him in an insulting manner. A63 immediately reacts by striking B75 with his fist. RULING: Dead-ball fouls on both teams and the yardage penalties offset. A63 is disqualified for the remainder of the game and the first half of his team's next game (Rules 2-32-1-b and 9-5-1-b).
2. Prior to the snap, Team B's right end B88 charges across the neutral zone, but does not make a movement toward the Team A backs nor do any adjacent Team A linemen react. As B88 is returning to his original position, right tackle A76 lifts his hand from his three-point stance. The ball has not been snapped. RULING: Team A foul, false start [Rules 7-1-3-a-4-(c) and 7-1-5-b-1].
3. Team A's fourth-down scrimmage kick is blocked and never crosses the neutral zone. The loose ball is muffed by B80 and then recovered by A40, who is on his knees. RULING: Team B's ball, first and 10 at the spot of A40's recovery (Rules 5-1-4-b and f, and 6-3-3). Note: Had this play occurred on third down, the result would have been Team A's ball, fourth down at the spot of A40's recovery.
4. Team A's third-down scrimmage kick goes straight up and lands behind, but never crosses, the neutral zone. Confused players of both teams gather around the ball and are hesitant to touch it. After the ball comes to rest and no player attempts to recover it, the referee declares the ball dead. RULING: Team B's ball, first and 10 at the spot of the dead ball (Rules 4-1-3-f, 5-1-4-d and 6-3-7).
5. Team A's ball, fourth and 10 at the 50-yard line. Kicker A3 recovers a low snap and, in an attempt to elude rushing Team B players, runs to Team B's 48-yard line, where he punts the ball. RULING: Live-ball foul that causes the ball to become dead immediately. Team B's ball, first and 10 at Team A's 45-yard line (Rule 6-3-10-c). Note: Had A3 been able to retreat to a position behind the 50-yard line, the kick would have been legal.
6. Team A's ball, fourth and five at Team A's 15-yard line. B16 signals for a fair catch at the 50-yard line and then allows the kick to bounce. B16 holds A88 at Team B's 45-yard line to keep him from the untouched bouncing ball. The ball becomes dead at Team B's 35-yard line. RULING: Team B foul, post-scrimmage kick enforcement. Team B's ball, first and 10 at its 20-yard line (Rules 6-5-4 and 10-2-2-e-3).
7. On a field-goal attempt, Team B linemen charge aggressively on their hands and knees to allow linebackers an opportunity to jump to block the kick. RULING: If the Team B linemen contact Team A linemen below the waist, it is a Team B foul. Team A's ball, first and 10 after a 15-yard penalty from the previous spot (Rules 9-1-2-e-3, 10-2-2-e and 10-2-2-e-3). Note: If the field goal is successful, Team A must decline the Team B foul to accept the points (Rule 10-2-2-g-4).
8. On a field-goal attempt, Team B linebackers with a running start leap in an attempt to block the kick. B97 comes down from his jump with his feet foremost on A66, who is lying on the ground. RULING: Team B personal foul. Team A's ball, first and 10 after a 15-yard penalty from the previous spot (Rules 9-1-2-q and 10-2-2-e).
9. After a change in team possession, the game officials are in position and the referee, using his normal cadence, declares the ball ready for play. Team A is approaching the neutral zone, but Team B is still in its team area. RULING: Team B foul, delay of game. Team A's ball, first and five after a five-yard penalty from the succeeding spot (Rules 3-4-2-b-3 and 11-2-1-c).

10. Team A's ball, fourth and three at Team B's 32-yard line. A10 runs to Team B's 28-yard line, where he throws a forward pass to A27. The pass is completed and A27 is downed at Team B's 20-yard line. B47 is penalized for piling (a dead-ball foul). RULING: Team A live-ball foul, illegal pass. Five-yard penalty to Team B's 33-yard line with loss of down. Then, Team B dead-ball foul, piling, with 15-yard penalty. Team B's ball, first and 10 at its 18-yard line (Rules 5-2-7, 7-3-2-a, 9-1-2-g and 10-1-6).

11. Team A's ball, third and 10 at Team A's 30-yard line. Team A's forward pass is intercepted by B19, who fumbles when tackled. A6 recovers the loose ball and is downed inbounds at Team A's 38-yard line. RULING: Team A's ball, first and 10 at its 38-yard line. The game clock starts on the ready-for-play signal (Rules 3-2-5-a-1 and 5-1-1-e-1).

12. Team A's ball, third and 10 at Team A's 30-yard line. Team A's forward pass is intercepted by B19, who fumbles when tackled. A6 recovers the loose ball and is downed inbounds at Team A's 38-yard line. Team A's passer was roughed on the play. RULING: Team B foul, previous-spot enforcement. Team A's ball, first and 10 at its 45-yard line. The game clock starts on the ready-for-play signal (Rules 3-2-5-a-1, 3-2-5-a-4, 5-1-1-e-1 and 10-2-2-d-2).

2000 NCAA Football Play Situations Bulletin #1
August 2000

1. Two players of the team receiving a free kick each wear one 4-inch by 12-inch white towel (with no markings) on their front belts. RULING: Legal, as this is the defensive team. No members of the kicking team may have towels since interior linemen and backs are not identified (Rule 1-4-5-p).
2. Adjacent linemen A65 and A72 simultaneously block B77 with one contact occurring above the waist and the other contact at the thigh. The blocks are in or behind the neutral zone, and within the frame of B77's body. RULING: Legal (Rule 2-3-3).
3. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. Substitutes A85 and A27 join the group, and after three seconds, no players have departed. RULING: Dead-ball foul. Five yards from the succeeding spot (Rules 2-13-1, 3-5-2-c).
4. Following a play and the subsequent ready-for-play signal, 11 Team A players assemble behind the ball with quarterback A14 shouting instructions. As substitutes A85 and A27 join the group, it disperses with the Team A players moving toward their positions. A80 and A20 are running toward their team area. RULING: Dead ball foul, since Team A broke the huddle with more than 11 players. Five yards from the succeeding spot (Rules 2-13-1, 3-5-2-c).
5. Following a change of team possession and after the ready-for-play signal, Team A is huddled at the sideline and Team B has more than 11 potential players on the field of play. Eleven Team A players sprint onto the field and take their positions. The extra Team B personnel leave the field of play. RULING: Team A must allow three seconds for Team B to establish 11 players (A.R.3-5-2-V).
6. Following the ready-for-play signal, Team A is in its formation, when substitutes A87 and A89 sprint to positions and A80 and A81 race off the field. After stopping for one second, Team A snaps the ball. RULING: The ball becomes dead immediately following the snap. Five-yard penalty from the succeeding spot and a bench notification (Rule 3-5-2-e).
7. Defensive back B35 stunts toward the neutral zone. He momentarily stops when within one yard of the line of scrimmage and makes a hand gesture designed to cause a false start. He then immediately backs away from the neutral zone. RULING: Dead-ball foul. Five yards from the succeeding spot (Rule 7-1-4-a-4).
8. Quarterback A15 sprints out and is near a sideline. He continues to scramble and returns to the area behind the original position of the snap (less than five yards to either side). He is under severe defensive pressure when he throws a forward pass where no eligible Team A player has a reasonable opportunity to catch it. RULING: Illegal pass. Loss of down at the spot of the foul (Rule 7-3-2-d).
9. Interior lineman A60 wanders two yards downfield prior to A10's legal forward pass. The ball bounces off A60's helmet and is caught by eligible receiver A88. RULING: Legal catch and the ball continues in play. Penalty for ineligible player beyond the neutral zone. Five yards from the previous spot (Rule 7-3-10).

10. A33 is legally in motion away from the original position of the ball. Prior to the snap, he turns and moves back toward the snapper, and is marking time there when the ball is snapped. B58 slashes through the neutral zone and A33 blocks him below the waist. A33's block is toward the original position of the ball at the snap. RULING: Illegal. 15 yards, basic-spot enforcement (Rule 9-1-2-e).

11. Quarterback A7 is downed five yards behind the neutral zone and A45 commits a holding penalty four yards behind the neutral zone (not in the end zone). RULING: Ten yards from the previous spot. (Rule 9-3-3-b)

12. Quarterback A8 fumbles when he is two yards behind the neutral zone. A47, who is on his knees, recovers the ball five yards beyond the neutral zone. A46 commits a holding penalty four yards behind the neutral zone. RULING: When the running play ends beyond the neutral zone, the basic enforcement spot is the end of the related run. Ten yards from the spot of the foul (Rules 2-30-4-a and 10-2-2-c-1).

2000 NCAA Football Play Situations Bulletin #2
September 27, 2000

1. During the opening free kick, a team wears red jerseys with white shoulders. RULING: Illegal equipment. Charged timeout for that team following the down. The players are allowed to continue play with no other timeouts or penalties for the infraction (Rules 1-4-3-c, 1-4-5, 3-3-6).
2. In the middle of the second quarter, Team A is in its formation with 10 players inbounds. With five seconds on the 25-second clock, A85 is sprinting onto the field of play. Team A pauses for one second, with all 11 players now legally positioned, and snaps the ball just before the 25-second clock expires. RULING: Legal, but if the procedure becomes customary with this team, it is a foul under Rule 3-5-2-e.
3. Fourth and six at Team B's 11-yard line. Team A's unsuccessful field goal attempt, untouched beyond the neutral zone, strikes the ground beyond the neutral zone and bounces back across the neutral zone to Team B's 18-yard line, where it goes out of bounds or is recovered and downed by either team. RULING: Team B's ball, first and 10 at Team B's 18-yard line (Rules 6-3-6, 6-3-7, 8-4-2-b).
4. A83 voluntarily goes out of bounds to elude B27. A83 returns to the inbounds area and bats Team A's previously untouched legal forward pass. RULING: Illegal batting. 15-yard penalty from the previous spot, plus loss of down (Rules 7-3-4, 9-4-1-a).
5. Fourth and 10 at Team A's 40-yard line. A89 voluntarily runs on the sideline as he covers Team A's scrimmage kick. B17 muffs the kick at Team B's 25-yard line and A89 recovers at Team B's 28-yard line. RULING: The ball is dead where recovered. Either fourth and 15 at Team A's 35-yard line or first and 10 for Team B at Team B's 28-yard line (Rules 6-3-3 Exceptions, 6-3-12).
6. On a try with a potential holder and kicker in position, Team A lines up with six linemen to the left of A85, who assumes the position of a snapper and touches the ball. A22 is the lineman immediately to the left of A85 and there are not five other linemen numbered 50-79 on the line of scrimmage. The Team A linemen legally shift and A22 is now positioned on the right end of the line. Following the snap, A22 catches a previously untouched forward pass. RULING: Illegal formation and illegal touching a forward pass. Five-yard penalty from the previous spot (Rules 1-4-2-b, 7-1-3-b-1, 7-3-11). NOTE: If the other five linemen are numbered 50-79, the above play becomes legal.
7. Wide receiver A92, who is positioned more than seven yards from the middle offensive lineman, moves downfield after the snap and then blocks B57 below the waist after runner A17 has crossed the neutral zone. The block occurs eight yards beyond the neutral zone and toward the original position of the ball. RULING: Illegal block. Fifteen-yard penalty from the basic spot (Rule 9-1-2-e).
8. At the snap, A27 is legally in motion going away from the ball. He then turns and moves beyond the neutral zone. A27 subsequently blocks B19 below the waist seven yards beyond the neutral zone and toward the original position of the ball. RULING: Illegal block. 15-yard penalty from the basic spot (Rule 9-1-2-e-1)

9. On Team A's previously untouched scrimmage kick, A99, who is standing in Team B's end zone, reaches across the goal line into the field of play and bats the ball backwards toward Team A's goal line. The kick has not penetrated the plane of the goal. The ball is batted at the 1/2-yard line and rolls to the three-yard line, where it is declared dead. RULING: Team B's ball at the spot of illegal touching (1/2-yard line) or the three-yard line (Rules 2-2-3-b, 2-11-1, 6-3-11, 9-4-1-c).

10. A team proposes the use of A68 as an interior lineman. Following a change of his number to A88, the same player will assume the position of a tight end. RULING: Legal. This situation is not considered a tactic designed to deceive opponents. The player may not change jerseys on the field of play nor simultaneously wear two differently numbered jerseys. In the spirit of sportsmanship, this change should be listed in the game program and/or disclosed to opponents and game officials prior to the contest. If the change takes place during the contest, it should be disclosed to opponents and game officials (Rules 1-4-2-e, 1-4-4-e, 1-4-4-g, 1-4-6-c).

2000 NCAA Football Play Situations Bulletin #3
October 18, 2000

1. On a try from the three-yard line, Team A's place kick is successful. Immediately following the snap, B68 charged directly into snapper A55. RULING: Team B penalty, personal foul. Team A may accept the score and kick off from the 50-yard line (Exception: Extra periods), or decline the score and attempt another try down with the ball at the 1 1/2-yard line (Rules 8-3-3-b, 9-1-2-r).
2. Team A's ball, third and goal from Team B's six-yard line. Team A's fumble at the four-yard line is muffed by B29 at the one-yard line. At the time of the muff, B29 is out of bounds. B29 subsequently falls on the ball in the end zone. RULING: A dead ball cannot be recovered. Team A's ball, fourth and goal at the spot of the fumble, which is the four-yard line (Rules 4-2-3-a, 7-1-2, 7-2-4-b).
3. During the third quarter, A21 runs for a touchdown. As he crosses the goal line, he displays the ball to pursuing B33 in a demonstrative manner. B33 retaliates by striking A21 with his fist. RULING: The touchdown is scored. Both A21 and B33 are disqualified for fighting for the remainder of the game and the first half of their respective teams' next contests. No yardage is assessed since the fouls cancel. A 21 and B33 may be in uniform for their teams' next game, participate in pre-game drills and occupy the team area during the first half (Rules 2-32-1, 9-2-1-a, 9-5-1-b, 10-1-3, 10-1-5).
4. Team A's rolling scrimmage kick is muffed by B37 at Team B's seven-yard line, and then batted backward by B37 (toward Team B's goal line) at the two-yard line to prevent a Team A recovery. The ball is recovered by B10 in Team B's end zone. RULING: B10 may advance the ball, but if it remains in the end zone and is declared dead in Team B's possession, it is a safety (Rules 6-3-9, 8-5-1-a, 8-7-1, 8-7-2-b-1, 9-4-1-c).
5. With 30 seconds remaining in the half and the game clock running, Team A is in a "hurry-up" offense. A87 and A28 sprint onto the field and assume positions in the offensive formation, while replaced players A85 and A20 leave the field of play. Team A is stationary in its positions for one second prior to snapping the ball. RULING: Legal. The intent is to start as many plays as possible in a minimal-time situation (Points of Emphasis, Rule 3-5-2-e).
6. In the middle of the second quarter, Team A lines up in its formation immediately after the previous dead ball. Following the ready-for-play signal, substitute A19 sprints into the offensive formation and assumes a legal position as wide receiver. Replaced player A85 leaves the field of play. Team A remains stationary for several seconds. RULING: If a Team B substitute matching A19's entry enters the field of play at a time corresponding to A19's entry or immediately thereafter, Team A must allow time for Team B to complete the substitution. This is also valid when Team A makes several substitutions and Team B responds with corresponding replacements (Points of Emphasis, Rule 3-5-2-e).
7. A79 is in a three-point stance on the end of the offensive line. After the snapper touches the ball and prior to the snap, A79 moves to a different position. RULING: Team A penalty, false start. Five-yard penalty from the succeeding spot (Rules 1-4-2-b, 7-1-3-a-4). NOTE: "Illegal procedure" is not a correct interpretation under NCAA football rules.

8. After the snapper has touched the ball and prior to the snap, A88 is an interior lineman in a two-point stance. Team A is stationary in this formation for one second. A88 then shifts to the end of the offensive line and no other Team A player moves. Team A is stationary in this new formation when the ball is snapped. RULING: Legal, unless A88 was an interior lineman under the numbering exception in Rule 1-4-2-b (Rules 2-22-1, 7-1-3-a-4, 7-1-5-a).

9. During the last two minutes of a half, Team A's previously untouched free kick is caught or recovered by a Team B player who has a knee touching the ground. RULING: First and 10 for Team B at the spot of the catch or recovery. The game clock does not start during this kick down (Rules 3-2-5, 3-2-5-d, 4-1-3-b).

10. B29 grabs runner A37's face mask and rips off his helmet. A37 remains on his feet and continues to run. RULING: Ball becomes dead when A37's helmet comes completely off. First down and 10 for Team A, following a 15-yard penalty on Team B from the basic spot. The clock starts on the ready-for-play signal (Exception: Extra periods.) (Rules 3-2-5-a-4, 4-1-3-q, 9-1-2-s).

2000 NCAA Football Play Situations Bulletin #4
November 3, 2000

1. While Team A's legal forward pass is in the air, A90 voluntarily runs out of bounds to elude B33. The ball is caught by A38 and A90 returns to the field of play and blocks B19. RULING: Legal participation by A90, who also would have been eligible to tackle a runner had the ball been intercepted (Rules 2-27-6, 7-3-4).
2. A17 voluntarily runs out of bounds while covering Team A's long free kick (or scrimmage kick). He returns to the field of play and tackles runner B40 at Team B's 16-yard line. RULING: Team A foul. Either first and 10 for Team B at the 16-yard line or a five-yard penalty against Team A enforced from the previous spot (Rules 2-27-6, 6-1-2-e, 6-3-12).
3. B39 intercepts Team A's forward pass one yard behind Team B's goal line. He is immediately tackled by A88 and driven forward to Team B's two-yard line, where he falls to the ground. RULING: First and 10 for Team B at the two-yard line (Rule 5-1-3, A.R. 8-6-1-II).
4. Team A scores a touchdown on the final play of a period. During the subsequent try, B87 roughs the kicker (or holder). RULING: Team A may either replay the try following penalty enforcement, or choose a 15-yard penalty to be assessed on the free kick that begins the next period. The penalty also may be enforced from the succeeding spot in extra periods (Rules 3-2-3-a, 8-3-3-b-1).
5. With several minutes remaining in the game, spectators rush on the field and security personnel is unable to restore order. RULING: The referee shall:
 - a) Suspend play and direct players to their respective team areas;
 - b) Refer the problem to those responsible for game management; and
 - c) Resume the game when conditions are satisfactory. If the game cannot be resumed due to safety concerns or other problems, it will be suspended. Conference policy will determine if the game will be resumed at a later date or terminated (and the final score) (Rule 3-3-3-d).
6. B14 is taking steps backward as he judges the flight of Team A's long free kick. He catches the ball at the two-yard line and, without altering the cadence of these steps, moves into the end zone, where he drops to a knee. At this point, the ball is directly above the goal line. RULING: First and 10 for Team B at the two-yard line (Rule 8-5-1 Exception 1).
7. B16 makes an invalid signal during Team A's scrimmage kick, which is beyond the neutral zone. Following the catch, B16 takes several steps. RULING: A prompt whistle by the covering official following the catch alerts B16 that the ball is dead and that he should not advance. A whistle sounded correctly is the key to avoiding a penalty. If B16 then insists on running, a Team B penalty is in order. Dead-ball foul, five-yard penalty from the succeeding spot (Rule 6-5-2).
8. Team A's ball, third and 10 at Team B's 18-yard line at the right inbounds line. Potential pass receiver A86 is positioned in the end zone on the opposite side of the field to receive a forward pass, when he is prematurely tackled by B19. The pass falls incomplete. RULING: First and goal for Team A on Team B's three-yard line at the right inbounds line (Rule 7-3-8-c).
9. Following the ready-for-play signal, the 25-second clock is not running or has malfunctioned. The game clock is running. RULING: An official will declare a referee's timeout. A new 25-second count shall be started and the game clock will then start on the snap (Rules 3-2-2-e, 3-3-2-a-18). NOTE: The 25-second clock is not started when the game clock is running with less than 25 seconds remaining in a period (Rule 3-2-2-f).

10. The winner of the extra-period coin toss chooses to be on defense during the first series of the first period and the other team designates the end of the field. With the score tied following the first extra period, the loser of the coin toss elects to start the second period on defense. The winner of the extra-period coin toss then requests that the second period be played at the opposite end of the field. RULING: The referee must present this option to that captain who may designate end of the field for even-numbered extra periods (Rule 3-1-3-c).

11. Quarterback A10 mistakenly lines up behind the right guard. The snapper attempts to snap the ball, but holds onto it since the quarterback is not positioned to receive it. RULING: Dead-ball foul on Team A. Five-yard penalty from the succeeding spot (Rules 2-23-1-b, 7-1-1).

12. Team A's try is from Team B's 18-yard line. The kick is partially blocked and is rolling on the five-yard line, where it is first touched beyond the neutral zone by A80. B45 then picks up the rolling kick and returns it to Team B's 30-yard line, where he fumbles. A20 recovers and carries the ball across Team B's goal line. RULING: This is not a two-point touchdown since the kick was touched illegally by Team A. The ball belongs to Team B at the five-yard line and the try is unsuccessful (Rules 6-3-2-a, 8-3-1, 8-3-2-d-2).

13. Airborne B45, who is above his own two-yard line, receives Team A's legal forward pass. He is immediately contacted by the intended receiver and driven backward into his end zone. He lands on his back in the end zone, where the interception is finalized. RULING: Team B's ball, first and 10 at the two-yard line (Rule 5-1-3-a Exception, A.R. 5-1-3-III).

14. On Team A's two-point try, A20 is in motion illegally. Quarterback A7 is roughed by B73 on a pass that is intercepted by B45, who returns it to the 50-yard line before being downed. During the return, either team commits a live-ball foul. RULING: Replay the try (Rules 8-3-3-a, 8-3-4-c, 10-1-4 Exception 1).

15. In Team B's stadium, music amplified over the stadium's public-address system is played at a level that prohibits Team A from hearing its signals. RULING: The public-address announcer is considered to be in control of any noise that comes from the system. Dead-ball foul on Team B, unsportsmanlike conduct. 15-yard penalty from the succeeding spot (Rules 1-1-6, 9-2-1-b-5).