



COLLEGE FOOTBALL OFFICIATING, LLC

2012 PLAY INTERPRETATIONS BULLETIN NO. 1

Ball Snapped Before Ready For Play

1. After Team A has made a first down, the Umpire has placed the ball on the ground at the B-30. The Referee waves the Umpire away from the ball but before he signals the ball ready for play, snapper A55 snaps the ball.

RULING: Team A dead-ball foul for delay of game. Five-yard penalty, first and 10 at the B-35. *NOTE:* This is a foul between series in that it takes place before the ball is declared ready for the next series. Hence it is first and 10, *not* first and 15. (4-1-1, 4-1-4, 5-2-7)

Marking Ball Ready For Play

2. Late in the second or fourth quarter ball carrier A22 (a) is tackled in the field of play beyond the line to gain; (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 after the ball is declared dead the 40-second clock begins its countdown. When the officials have placed the ball on the ground and moved away at the Referee's direction, the Referee declares the ball ready for play by blowing his whistle while giving the wind-the-clock signal. (3-3-2-e-1 and -3)

Kick-Catch Interference

3. B25 is standing at the B-35 in position to catch a punt. As the ball is on its downward flight A88 runs by B25 very close to his side, causing B25 to adjust his position before catching the ball. A88 does not make contact and does not penetrate the one-yard area directly in front of B25.

RULING: Foul by A88, interference with the opportunity to catch the kick. Even though B25 catches the ball, A88's action causes him to move away from his original location and thus interferes with his opportunity to make the catch. (6-4-1)

Kick-Catch Interference

4. B44 is in position to catch a punt at the B-25. While the ball is still very high in the air and well before it comes close to B44, A88 runs directly in front of B44 within a yard but is not near him when the ball arrives. B44 catches the punt and is tackled.

RULING: No foul. Although A88 penetrates the one-yard region directly in front of the receiver, this is so early in the action that there is no interference with B44's opportunity to catch the kick. (6-4-1)

Helmet Off

5. After the ball is dead, A55 blocks B33 at his waist, knocking him to the ground. As B33 hits the ground his helmet comes off.

RULING: Dead-ball foul by A55, 15-yard penalty from the succeeding spot. B33 must leave the game for the next down as his helmet came off through play and not due to a helmet foul. (3-3-9-a)

Helmet Off

6. Late in the first quarter ball carrier A22 is legally tackled, and his helmet comes off just after his back hits the ground. The game clock reads 0:00.

RULING: A22 must leave the game for the next down, which will be the initial down of the second quarter. A22's helmet came off through play and there was no helmet foul by Team B. (3-3-9-a)

Continued Participation With Helmet Off

7. During a down B55's helmet comes off without a helmet foul by Team A. B55 immediately picks up his helmet, puts it on and continues to chase the ball carrier.

RULING: Personal foul by B55 for continuing to participate after losing his helmet. The clock stops at the end of the down and B55 must leave the game for the next down. (3-3-9, 9-1-17)

Continued Participation With Helmet Off

8. As A67 blocks B77 in close-line play B77's helmet comes off; there is no foul by either player. Immediately after losing his helmet B77 (a) reaches out and tackles ball carrier A22 as he runs near him; (b) recovers a fumble at his feet.

RULING: (a) and (b) B77 must leave the game for the next down, but there is no foul for continued participation without the helmet. B77 is considered to be playing in the immediate continuing action in both cases.

Helmet Off

9. Second and seven at the B-45. Defensive end B88 is flagged for roughing passer A12 by driving his shoulder into A12's sternum well after the pass is thrown. B88 does not contact his head. A12's helmet comes off as he hits the ground. The pass is complete to eligible A44 who is tackled at the B-40.

RULING: Personal foul by B88, 15-yard penalty. First and 10 at the B-25. A12 must leave the game for the next down. The helmet coming off was not the direct result of the foul by B88. (3-3-9, 9-1-9)

Helmet Off: 10-Second Runoff

10. During the down B55's helmet comes off with no foul by an opponent. B55 continues to participate in the down. When the ball is dead the game clock is stopped with 0:35 remaining in the second quarter.

RULING: Personal foul by B55 for continuing to participate with no helmet. Team A will have the option of a 10-second runoff. Although the clock stops because of the helmet coming off and for administering the penalty, there would be no foul had the helmet not come off; hence they are part of the same act. (3-3-9, 9-1-17)

Helmet Off and Injured Defensive Player

11. During the down A22's helmet comes off (no helmet foul by the defense) and B77 goes down with an injury. Ball carrier A44 is tackled inbounds. When the clock is stopped it reads 0:58 in the fourth quarter.

RULING: The play clock is set at 40 seconds, due to the defensive injury, rather than 25 seconds due to the helmet coming off the offensive player. There is no option for a 10-second runoff because the clock stops for both the helmet off and the injury. (3-2-4: c-4 supersedes c-13)

Helmets Off Opposing Players

12. Late in the second quarter helmets come off A22 and B77 through play. No helmet fouls are involved. When the clock is stopped it reads (a) 1:35; (b) 0:40.

RULING: (a) and (b) Both players must leave the game for the next down. (a) Play clock is set to 40 seconds. (b) Play clock is set to 25 seconds; there is no 10-second runoff. (3-3-9-b)

Kickoff: Infraction of the Five-Yard Rule

13. Team A is in its formation to kick off at the A-35. Two players, A33 and A66, are positioned in a four-point stance with their feet on the A-29 and their hands on the A-31. The untouched kick hits the ground in Team B's end zone and is declared dead.

RULING: Touchback. Team A foul, illegal formation. Neither A33 nor A66 has at least one foot on the A-30. Team B has two options for accepting the penalty: Put the ball in play at the B-30, after a five-yard penalty at the spot (the B-25) where the dead ball belongs to them; or have Team A re-kick at the A-30. (6-1-2-b, 6-1-8)

Blocking Below the Waist

14. Backs A22 and A44 are both aligned to the right of the formation and are restricted with regard to blocking below the waist. A22 is very wide. A44 is behind the tight end and outside the tackle box. A22 holds his position as the quarterback starts on a sweep to the right. A22 then receives a legal handoff from the quarterback and starts on a deep reverse to the left. As the play develops A44 drifts to his left, and is behind

the snapper when A22 gets the handoff. At that location A44 blocks below the waist against an opponent. His block is directed toward the right sideline.

RULING: The block by A44 is legal because it is directed toward his adjacent sideline. Although this block is in the original area of definition for the tackle box, the tackle box has disintegrated because the ball has left it. (2-34-1, 9-1-6)

Leaping the Punt Shield

15. Team A is in punt formation with A22 deep to punt and three of his teammates several yards in front of him to serve as a shield. Defensive tackle B77 rushes and leaps directly over one of the shield players in an attempt to block the impending kick. A22 muffs the snap, tries to run and is tackled for a loss.

RULING: Legal play. There is no foul for leaping over the shield if there is no kick. (9-1-11-c)

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