



COLLEGE FOOTBALL OFFICIATING, LLC

2015 NCAA FOOTBALL PLAY INTERPRETATIONS

BULLETIN NO. 1

Injury Due to Foul: 10-Second Runoff?

1. Third and seventeen at the A-45 late in the fourth quarter. Team A has no timeouts remaining. Receiver A88 catches a pass near the sideline just as B44 launches and drives his forearm into A88's neck, drawing a flag from the Side Judge for a targeting foul. A88 goes to the ground inbounds at the B-45 with a completed catch. He remains on the ground, obviously injured. The game clock reads 0:08.

RULING: The officials stop the clock for the injury to A88, who must leave the game for at least one down. **There is no option for a 10-second runoff for the injury since the injury directly results from a personal foul by the opponent.** First and 10 at the B-30 after enforcement of the penalty. Game clock starts on the Referee's signal. (3-3-5, 9-1-4)

In a game involving Instant Replay, this interpretation would hold even if the targeting foul were overturned.

Helmet Off Due to Foul: 10-Second Runoff?

2. Third and seventeen at the A-45 late in the fourth quarter. Team A has no timeouts remaining. Receiver A88 catches a pass near the sideline and the defender B35 tackles A88 at the B-45 by grasping and twisting his facemask, causing the helmet to come off. The Back Judge has a flag for a facemask foul and signals the ball dead because the runner's helmet comes off. The game clock reads 0:08.

RULING: Facemask foul by B35. A88 is not required to leave the game because his loss of the helmet is the direct result of B35's foul. **There is no option for a 10-second runoff since the helmet comes off directly due to the foul by B35.** First and 10 at the B-30 after enforcement of the penalty. Game clock starts on the Referee's signal. (3-3-2-e, 3-3-9, 4-1-3-q, 9-1-8)

Try Attempt, Unsportsmanlike Conduct

3. On a successful try, B55 commits a live-ball foul for unsportsmanlike conduct.

RULING: Team A may repeat the try following enforcement of the penalty, or they may elect to have the penalty enforced on the succeeding kickoff or at the succeeding spot in extra periods. (8-3-3-b-1, 10-2-5)

Roughing the Kicker

4. Fourth and 15 at the A-40. End B88 rushes the punter and is clipped illegally by A43, a personal protector. B88 then crashes into the kicker. The referee rules that B88's contact with the kicker (a) was caused by A43's clip; (b) was not caused by A43's clip.

RULING: (a) Clipping foul charged to A43. No foul for roughing the kicker. (b) Offsetting fouls. Repeat the down. (9-1-16-a-5)

Blocking Below The Waist

5. First and 10 at the A-40. A12 receives the snap at the A-35 and starts on a sweep to his right. Guard A66 pulls and leads the play. At the snap linebacker B55 is positioned at the A-42. As the play develops A12 has carried the ball to the A-47 when at the A-44 B55 blocks A66 from the side at the thigh. A12 is driven out of bounds at the A-48.

RULING: Legal block. Team B is allowed to block below the waist within the region bounded by lines five yards beyond and behind the neutral zone. (9-1-6-b)

10-Second Runoff, Offsetting Fouls

6. Fourth quarter. Second and five at the B-20. Tackle B77 is in the neutral zone at the snap, but does not make contact. QB A12 rolls out to pass, runs to the B-17 and throws a forward pass, which falls incomplete. The game clock shows 15 seconds. **RULING:** Team A illegal forward pass and Team B offside. Offsetting fouls. No 10-second subtraction. Second and 5 at the B-20. The game clock remains at 15 seconds and starts on the snap. (3-4-4)

10-Second Runoff, Dead-Ball Personal Foul

7. Second quarter. Second and 10 at the B-30 with the game clock running. Guard A66 in a three-point stance misses the snap count and lurches forward, committing a false start. B77 then commits a dead-ball personal foul or a dead-ball foul for unsportsmanlike conduct. The game clock is stopped with 8 seconds remaining.

RULING: Because of the 10-second subtraction associated with the false start, the half is over. The penalty for the Team B dead-ball foul would carry over to the second half. Due to the 10-second subtraction, by interpretation the Team B dead-ball foul effectively occurs after the half has ended and the penalty is thus carried over. Team A may avoid the 10-second runoff by using an available charged timeout. In this case the penalty for the foul by B77 would be enforced, giving Team A first and 10 at the B-20 after enforcement of both penalties. (3-4-4)

Equipment: Towels

8. Each member of Team A's offensive line is wearing a towel. The towels are all white, 4" by 12", with a small team logo. However, the snapper's towel also has a large skull-and-cross-bones symbol.

RULING: It is legal for any player to wear a towel. The towels are all legal except the snapper's. He must leave the game for at least one down and may not return until the towel is removed or replaced with one that is legal. Team A may keep him in the game by using a charged timeout, but he may not wear the illegal towel. (1-4-6-a, 1-4-8)

Intentional Grounding

9. Third and five at the A-40. Quarterback A12 drops back to pass. Under a heavy rush, at the A-30 he throws the ball forward and it falls to the ground at the feet of back A44. A44 is pass-protection blocking at the A-35 and is not aware that the pass has been thrown.

RULING: Legal play, not a foul for intentional grounding. The passer only needs to get the ball into an area where there is an eligible receiver, whether or not the receiver has a chance of catching the pass. Fourth and five at the A-40. (7-3-2-h)

Relocation of Ball After a Penalty

10. On the try, Team A lines up for a kick in the center of the field on the B-3. A false start moves the ball to the B-8. After the ball has been declared ready for play, B77 jumps into the neutral zone and makes contact with an opponent. The half-the-distance penalty takes the ball to the B-4 in the center of the field. Before the referee declares the ball ready for play, Team A requests that the ball be moved to the left hash mark.

RULING: Because of the foul by B77, the referee grants the request and declares the ball ready for play at the left hash on the B-4. (8-3-2-c)

Illegally Kicking the Ball

11. Fourth and eight at the A-48. From a scrimmage kick formation, A32 punts the ball to the B-7 where it hits B25 on the leg. As the ball rolls along the ground B25 then kicks it at the B-4 to prevent Team A from recovering. The ball bounces into Team B's end zone and over the end line.

RULING: The result of the play is a safety, as B25's kicking the ball provides new impetus. Foul by B25 for illegally kicking the ball. Team A may decline the penalty and take the two points, or accept the penalty. The foul by B25 is governed by postscrimmage kick rules, so the accepted penalty would give Team B the ball at the B-2, first down and 10. (8-5-1-a, 8-7-2-b, 9-4-4)

Ball Carrier Down: Exception on Place Kick

12. Team A is in formation to attempt a field goal. At the snap A22 is in position to execute a right-footed place kick and A33 is in position as the holder. The snap goes to A33 who has a knee on the ground. Just after the snap A22 breaks to his left and toward the neutral zone, and A33, while still on his knee, flips a forward pass to A22 who carries the ball beyond the line to gain before he is tackled.

RULING: Legal play, because at the snap A22 was in position to attempt a place kick. First and 10 for Team A. (4-1-3-b-Exc.)

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