

2020 Rules 1,3,4

MEMBER VERSION

KEYS

Team A or Team B is designated as **A or B**

Team A or Team B's 45 yard-lines, example: **A-45** or **B-45**

Player A or B's number is 40, example: **A40** or **B40**

Second down and 6 yards to go for A at the B 23 yard-line, example: **A, 2/6, B-23**

The Kicking or Receiving teams are designated as **K or R**

Team K or Team R's 45 yard-lines, example: **K-45** or **R-45**

Player K or R's number is 65, example: **K65** or **R65**

Fourth down and 12 yards to go for K at the R 45 yard-line, for example: **K, 4/12, R-45**

BSB - blind side block

NZ - neutral zone

BIB - block in the back

UC – unsportsmanlike conduct

KCI - kick catch interference

PSK - post-scrimmage kick

FBZ - free blocking zone

UC – unsportsmanlike conduct

LOS - line of scrimmage

OB - out of bounds

OPI / DPI - offensive / defensive pass interference

OB - out of bounds

ES - enforcement spot

SKF - scrimmage kick formation

BBW - block or blocking below the waist

EXC - exception

1. A, 2/8, A-30. As A16 is calling signals, the Umpire notices that A16 does not have a mouthpiece and stops the clock. Team A can call a timeout to allow A16 to get a mouthpiece. (1-5-5, 3-5-7)
 - a. True
 - b. False
2. As time is running down in the second period, A is in a hurry up offense. After a penalty, A56 snaps the ball before the ready-for-play whistle is blown. Penalize Team A for delay of game. (3-5-7i, 3-6-1b, 4-1-6)
 - a. True
 - b. False
3. K, 4/5, R-26. K6 attempts a field goal. R42 partially blocks the kick behind the line. K24 recovers the kick at the R-19. (4-2-2f, 6-2-4)
 - a. K, 1/10, R-19
 - b. R, 1/10, R-19
4. A, 2/8, A-32. A15 runs off tackle. B75 tackles A15 at the A-34 with a hard hit that causes A15's helmet to pop off and A15 fumbles. B51 recovers the fumble at the A-35. It is B's ball 1st and 10. (4-2-2k, 4.2.2.J)
 - a. True
 - b. False
5. K, 4/9, K-35. The clock is stopped after an incomplete pass. K16 punts the ball from the K-26. R30 signals for a fair catch but muffs the ball. An official blows an inadvertent whistle while the ball is loose. When the down is replayed, the clock starts on the snap because it is after a kick down. (3-4-2c)
 - a. True
 - b. False
6. After play #7 above, the B Coach requests a coach-referee conference regarding misapplication of a rule. After the conference, there is no change to the ruling and Team B had no time-outs remaining. (3-5-11, 3-6-2c)
 - a. Team B is penalized for delay of game
 - b. There is no penalty because the ruling is not changed

7. A trails by 1 point. A requests the ball be placed on the left hash so they can try for 2 points. After the ready for play, A79 commits a false start. A then requests the ball be placed in the center so they can kick to tie the game. (4-3-6, 4-3-7)
- The request is granted
 - The request is denied
8. A, 2/8, B-15. A is leading 26 – 20 with 1 minute remaining in the game. B75 encroaches. A71 retaliates and is called for Unsportsmanlike Conduct. The penalties are administered in order of occurrence making it 2/18 at the B-25. A chooses not to have the clock start on the snap. Then B is given the choice of starting the clock on the snap. (3.4.7C)
- True
 - False
9. A, 2/6, A-42. A16 receives the snap and hands the ball to A32 who runs wide right. Guard, A66 pulls and blocks B78 in the back while the ball is still in the zone. Legal only if the players were in the zone at the snap and the contact occurred in the free blocking zone. (2-17-3)
- True
 - False
10. A, 3/4, A-28. A40 runs 10 yards to the A-38 for a first down. This is an official's timeout and the play clock will be set at 25 seconds and start on the ready for play signal. (3-6-1a1e, 3-5-7b)
- True
 - False
11. A, 2/12, A-5. A12 is sacked at the A-2 and A53 is flagged for holding in the end zone as time for the 3rd period expires. Ruling: Safety, A-Free Kick from the K-20, extend the period. (3-3-4b5)
- True
 - False
12. A, 2/8, B-37. A26 runs to the B-30 when he fumbles. B24 picks up the ball and is at the B-32 when an official blows the whistle. Because of the inadvertent whistle, the clock starts on the ready for play. (3-4-2c, 3.4.3b)
- True
 - False
13. A, 2/6, A-24. A26 runs a sweep around the right end which gains 4 yards. The officials retrieve the ball and when the Umpire places it down there are 20 seconds on the play clock. The Referee signals for the play clock to reset to 25 seconds. (3-6-1, 3-6-2, 3.6.1D)
- True
 - False
14. K, 4/10, K-20. K1 is flagged for kick-catching interference, which causes R2 to muff the kick. R3 recovers at the K-45 and time for the first quarter expires during the down. The period will be extended for an untimed down under any circumstance. (3-3-3a)
- True
 - False.
15. K, 4/4, K-20. Immediately after the snap, K62 holds R73. K10 kicks the ball and it is caught by R24. He returns it to the R-45. R accepts the penalty. The clock will start on the snap because of the kick. (3-4-2b (3), 3.4.2D, 10-4-2 exc.)
- True
 - False

16. A, 2/10, B-14. A10 throws a forward pass toward A82. B22 steps in front and intercepts the pass at the B-2. He retreats into the end zone and simulates taking a knee. After 2 seconds, he advances to the B-26 where he is tackled. Ruling: Safety. (4-2-2)
- a. True
 - b. False
17. K, 4/7, K-32. K8 punts the ball and it is partially blocked by R77. R22 signals for a fair catch and muffs it at the K-45. R33 recovers it at the K-40. The ball is dead when recovered. (4-2-2g)
- a. True
 - b. False
18. A, 2/10, A-25. A11 enters the field to replace A10 who was injured on the first down play. He has a play card attached to his belt. (1-5-3c (8))
- a. Legal
 - b. Illegal
19. K, 4/8, K-32. K18 punts the ball. R26 signals for a fair catch but muffs the kick. K42 recovers the kick at the R-30. The game clock starts on the snap but the play clock, set at 25 seconds, starts on the ready for play. (3-6-1a (1) f)
- a. True
 - b. False
20. A, 2/10, A-44. Trailing by 2 points, Team B is granted its last timeout with 43 seconds remaining in the game. A12 takes the snap and runs around for a few seconds and takes a knee. The officials see that B72 is injured and stops the clock. After B72 is replaced, the play clock is set to 25 seconds and the game clock is started. Team A must snap the ball. (3-4-6, 3.4.6 Comment)
- a. True
 - b. False