

# 2021 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. A12 throws a pass towards A86. While the pass is in flight, B24 interferes with A86. The Back Judge throws his flag and blows his whistle. This is an inadvertent whistle and the down is replayed. (4-2-3d, 4.2.3B)
  - a. A, 2/8, A-30
  - b. A, 1/10, A-45
  - c. A, 1/10, A-30
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 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 ball at the A-35. It is B's ball 1<sup>st</sup> 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 #5 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)
- Team B is penalized for delay of game
  - There is no penalty because the ruling is not changed
7. A trails by 1 point. For a try, A requests that the ball be placed in the center so they can kick to tie the game. After the ready for play, B79 encroaches. Team A's Captain then requests a timeout to decide if they want the penalty on the try or the kickoff. (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. He is hit by B32 and fumbles the ball. Airborne B21 possesses the ball at the A-35 and falls out of bounds. (2-4-1, 3-4-3a, 4-3-1)
- A, 1/10, A-38. Game clock starts on the ready.
  - A, 4/3, A-35. Game clock starts on the snap.
  - B, 1/10, A-35. Game clock starts on the snap.
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 3<sup>rd</sup> 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)
- a. True
  - b. 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.)
- a. True
  - b. 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, 4/10, 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-16. K18 punts the ball. R26 signals for a fair catch at the K-45 but muffs the kick. K42 grabs R26 to prevent him from recovering the kick. K81 recovers the ball at the K-48. (3-4-2b, 3-4-3, 3.4.2.D)
- a. K, 1/10, K-48. Game clock starts on the ready.
  - b. K, 4/16, K-8. Game clock starts on the ready.
  - c. R, 1/10, K-38. Game clock starts on the snap.
20. A, 2/10, A-44. Trailing by 2 points, Team B is granted it's 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