



COLLEGE FOOTBALL OFFICIATING, LLC

2013 PLAY INTERPRETATIONS BULLETIN NO. 2

Shortening the Game

1. When the score in the game reaches 65-0, the two head coaches approach the Referee and ask that the remainder of the game be played with a “running clock.” This happens (a) during halftime intermission; (b) early in the third quarter; (c) with 14:10 remaining in the fourth quarter.

RULING: There may not under any circumstances be a “running clock,” i.e., where the clock is not stopped by rule. (a) The third and fourth quarters each may be shortened to fewer than 15 minutes. (b) The third quarter must be completed under the established clock rules and the fourth quarter may be played with fewer than 15 minutes. (c) There is no option for shortening the game. It must be completed under the established clock rules. (3-2-2-a)

Jerseys Having Non-Contrasting Numerals

2. Before the game a team is wearing jerseys with numerals that in the judgment of the Referee do not clearly contrast with the jersey. The Referee informs the head coach that the jerseys are illegal equipment and that his team must change into legal jerseys. The head coach refuses and insists that the team will continue to wear the illegal jerseys.

RULING: The Referee has followed the proper procedure by informing the head coach that jerseys are illegal. He informs the coach of the following: at the beginning of each quarter that his team is wearing the illegal jerseys his team will be charged one of its three timeouts for that half. (1-4-4-c, 1-4-8-b)

Defensive Substitutions

3. At the end of a down Team A sends in substitutes and replaced players leave the field. The Umpire comes to the ball to prevent the snap so that Team B has an opportunity to make its changes. Team B sends in one substitute with no apparent intent to make more changes. Just as the Umpire begins to move away from the ball, Team B sends in another substitute, which causes the Umpire to stay over the ball. This

action is repeated two more times and the play clock expires as the Umpire is standing over the ball.

RULING: Team B is charged with a foul for delay of game. Once the defense has had a reasonable opportunity to make its changes, the Umpire should move away from the ball and allow the snap. He should not return to the ball if Team B sends in its subs in a manner obviously choreographed to prevent the snap. Team B runs the risk of having too many or too few players on the field at the snap. Neither team may use the substitution process as a subterfuge. A repeat offense is cause for a ruling of unsportsmanlike conduct. (3-5-2-e)

Try or Extra Period: Targeting Foul

4. On a try or in an extra period, Team B intercepts a pass. On the return B78 launches and drive his forearm into the neck of A44 from the blindside. B78 is charged with a targeting foul and is disqualified from the game.

RULING: Targeting is by definition a flagrant personal foul. Any score on the return is canceled. The 15-yard penalty is enforced. If the action is on the try, the penalty is carried over to the succeeding kickoff. If the action is during an extra period, the penalty is carried over either to the next possession series within that extra period or to the next extra period. (3-1-3-g, 8-3-4, 9-1-4)

Try or Extra Period: Targeting Foul—Instant Replay

5. On a try or in an extra period, Team B intercepts a pass. On the return B78 launches and drive his forearm high into A44 from the blindside. B78 is charged with a targeting foul and is disqualified from the game. Upon review, Instant Replay determines that the contact was not to the head-neck area and B78 is returned to the game.

RULING: Absent the disqualification, B78's block is not a flagrant foul. Any score is canceled and the penalty is declined by rule. (3-1-3-g, 8-3-4, 9-1-4)

10-Second Runoff

6. Third and seven at the B-40 late in the fourth quarter. Team A trails 20-18 and has no timeouts. A12 drops back to pass, cannot find an open receiver and scrambles to the B-25. Unable to get out of bounds, A12 throws the ball forward to the ground to stop the clock. When the ball is dead the game clock reads 0:38.

RULING: The foul for an incomplete illegal forward pass causes the clock to stop, so the 10-second runoff option is in effect. The clock also stops because of the first down, but this is irrelevant to the 10-second runoff option when a foul causes the clock to stop. If Team B accepts the 10-second runoff, the game clock will read 0:28 when the Referee signals it to start. (3-4-4)

10-Second Runoff

7. Team A trails late in the fourth quarter and has no timeouts remaining. With the game clock running A66 commits a false start. The game clock reads 0:12.

RULING: Assuming that Team B accepts the 10-second runoff, the game clock reads 0:02 and will start on the Referee's signal. Team A does not have enough time to spike

the ball and also run a second play. The game clock will be allowed to expire after the Referee signals it to start. (3-4-4, 3-2-5)

Striking Foul

8. Ball carrier A22 is running in the open field when defender B55 tries to tackle him. He uses his forearm and strikes A22 in the helmet. The Line Judge throws his flag. When the ball is dead the Line Judge reports to the Referee that in his judgment this is not incidental contact but that B55 has delivered a striking blow.

RULING: Not a targeting foul since the ball carrier is not defenseless and B55 has not shown any of the elements of targeting. This is a personal foul as B55 has delivered a striking blow. 15-yard penalty at the succeeding spot, automatic first down. (9-1-2)

Punt Stays Behind Neutral Zone

9. Fourth and 12 at the A-40. Punter A44 shanks the ball to his right and A88 catches the kick behind the neutral zone. He carries the ball to the B-45 where he is tackled.

RULING: Legal play. The kick did not cross the neutral zone so either team may advance the ball. First and 10 for Team A at the B-45. Game clock starts on the snap. (6-3-1, 3-3-2-d-8, 3-3-2-f)

Foul Between Series

10. Midway during the first quarter Team A makes the line to gain for first and 10 at the A-40. The Umpire sets the ball on the ground and waits for the Referee to wave him off the ball. Just as the Umpire is starting to move away and before the Referee signals the ball ready for play, the ball is snapped.

RULING: Dead-ball foul for delay of game. Because the chain is not officially set for the new series until the Referee gives his signal, this is a foul between series. The five-yard penalty is enforced, the chain is set for the new series, and Team A has first and 10 at the A-35. (4-1-1, 4-1-4, 5-1-2, 5-2-7)

Rogers Redding

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