



COLLEGE FOOTBALL OFFICIATING, LLC

2013 PLAY INTERPRETATIONS BULLETIN NO. 3

Roughing the Passer

1. Quarterback A12 is roughed after he releases a legal forward pass. Eligible A88 catches the pass and runs to the B-4, where he fumbles. The ball strikes the goal-line pylon.

RULING: The result of the play is a touchback. The accepted penalty is enforced at the B-4, which is the end of the run. First and goal for Team A at the B-2. Note that Team B did not have possession at any time during the down. (8-6-1-a, 9-1-9)

Postscrimmage Kick Enforcement

2. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. The ball strikes the goal-line pylon.

RULING: The result of the play is a touchback, giving Team A the ball, first and 10 at the A-20. The penalty is not subject to postscrimmage kick enforcement because Team B will not next put the ball in play. Therefore, the penalty (almost certainly to be declined) would be enforced at the previous spot. (8-6-1-a, 10-2-3)

Postscrimmage Kick Enforcement

3. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. The fumbled ball rolls out of bounds at the A-2.

RULING: Postscrimmage kick rules apply. The penalty is enforced at the end of the kick: first and 10 for Team B at the B-16. (10-2-3)

Postscrimmage Kick Enforcement

4. Fourth and 12 at the A-45. During a punt, B66 is flagged for holding. Receiver B22 catches the kick at the B-26 and returns the ball to the A-3 where he fumbles. A15 recovers the fumble while grounded at the A-10.

RULING: Post-scrimmage kick rules do not apply because Team B will not next put the ball in play. If accepted, the penalty would be enforced at the previous spot, giving Team A fourth and two at the B-45. If Team A declines the penalty, it will have first and 10 at the A-10. (10-2-3)

Starting the Game Clock

5. Third and four at the B-40 late in the second quarter. At the snap B77 is in the neutral zone. Ball carrier A22 gains two yards and runs out of bounds at the B-38. When the ball is declared dead the game clock reads 1:46.

RULING: Team A will accept the five-yard penalty to retain the ball, first and 10 at the B-35. The game clock starts on the snap, since one reason it was stopped was for the Team A ball carrier going out of bounds with fewer than two minutes in the half. (3-3-2-d-2)

Starting the Game Clock

6. Third and four at the B-40. At the snap B77 is in the neutral zone. A12's legal forward pass is incomplete.

RULING: Team A will accept the five-yard penalty to retain the ball, first and 10 at the B-35. One of the reasons for stopping the game clock is the incomplete pass, so the game clock starts on the snap. (3-3-2-d-4)

Free Kick: Illegal Touching

7. Team A kicks off at its 35-yard line and A66 is clearly offside when the ball is kicked. A22 is the first to touch the ball, which he recovers at the A-42.

RULING: Illegal touching by A22. Due to the offside foul, Team B may have Team A re-kick the ball at the A-30 following a five-yard penalty at the previous spot, or it may elect to have the five-yard penalty enforced at the spot of A22's recovery. *NOTE:* The illegal-touching spot is not an enforcement spot unless, as in this case, it is coincident with the dead-ball spot. (6-1-3, 10-2-2-e-Exc. 5)

Foul on the Try

8. Team A snaps the ball at the B-3 on a try. The kick is blocked and players from both teams pursue the ball. At the B-40 B33 kicks the ball as it rolls along the ground. B44 recovers and carries the ball across the Team A goal line.

RULING: Team B foul for illegally kicking the ball. Team A will accept the penalty and repeat the try at the B-1.5. (9-4-4, 8-3-3)

Foul on the Try

9. Team A snaps the ball at the B-3 on a try. The holder A11 muffs the snap and as the ball rolls on the ground, A11 bats it forward at the B-6. A88 recovers at the B-4 and carries the ball across the goal line.

RULING: Foul by A11 for illegally batting the ball. The score is canceled and because the penalty includes loss of down, the try is over. There is no penalty on the kickoff. (8-3-3-c, 9-4-1-c)

Player Injury: 10-Second Runoff

10. Late in the second quarter, Team A has second and seven at the A-35. Ball carrier A28 is tackled in the field of play after a gain of three yards. After the ball becomes dead with the game clock reading 0:35, the officials stop the clock because of an injury to B55.

RULING: Unless Team B is granted a team timeout, the 10-second runoff will apply and the game clock set at 0:25. Third and four at the A-38. The clock starts on the referee's signal.

Rogers Redding

Secretary-Rules Editor

October 22, 2013