

2014 REPLAY QUIZ #2

1. 3/10 @ A-20. A10 scrambles to near the line of scrimmage before throwing a pass to inbounds A84. B37 is flagged for interference at the A-40, and the pass falls incomplete off A84's fingertips. Replays show that:
 - a. A15's entire body and the ball were beyond the neutral zone when he released the ball (A-21).
Reverse to 4/14 @ A-16. No interference as the forward pass was illegal.
 - b. A84 stepped out of bounds on his own as he ran his pattern (A-25).
Reverse to 4/10 @ A-20. No interference as A84 became ineligible when he went out of bounds.
2. 3/5 @ A-40. A16's pass is intercepted by B25 after leaping near the sideline, and he ran for an apparent touchdown; however, B43 fouled during the return. Replays show that B25's left foot was on the sideline just prior to his leap, and B43 was flagged for:
 - a. an illegal block in the back.
Reverse to 4/5 @ A-40. Incomplete pass, and B43's foul is disregarded. *
 - b. a blind-side block, and replays show that there was forcible contact above the shoulders.
Reverse to 1/10 @ B-45. Incomplete pass, and the penalty for B43's foul is enforced as dead ball. *

*** Per 2014 Replay Case Play 148, "Only UNR/UNS (Unnecessary Roughness/Unsportsmanlike Conduct) fouls are enforced in this situation".**
3. 3/25 @ B-40. The score is A-20, B-21 with 0:14 remaining in the game. A12's pass is complete to A87 at the B-20, but A87 stumbles as he runs toward the sideline, and the ball comes loose with his knee near the ground. The Side Judge rules fumble, and B36 recovers and advances. Replays show that A87's knee was down prior to ball coming loose (0:08) with the ball at the:
 - a. B-16, and B36 was tackled at the B-20 (0:04). Team A has one time out remaining.
Reverse to 4/1 @ B-16. Clock stays at 0:04 because the line-to-gain was not reached and time did not expire. The clock will start on the Ready unless Team A elects to use their time out. **
 - b. B-14, and B36 was tackled at the B-20 (0:04). Team A has no times outs remaining.
Reverse to 1/10 @ B-14. Clock reset to 0:08 because the line-to-gain was reached. The clock will start on the Ready.
 - c. B-16, and B36 was tackled at the 50 YL (0:00). Team A has one time out remaining.
Reverse to 4/1 @ B-16. The line-to-gain to gain was not reached, but since time expired, we can charge Team A with their last time out and reset the clock to 0:08. The clock will then start on the Snap. **
 - d. B-16, and B36 was tackled at the 50 YL (0:00). Team A has no time outs remaining.
Game over. The line-to-gain to gain was not reached, and since Team A was out of time outs, we can not use a charged time out to reset the clock.

**** It has always been the intent that an available time out only be used to reset the clock if time actually expired. This was clarified via 2014 Replay Case Play 134. The PDF version available on the CFO web site is correct, but the printed version (sent out in welcome packets) contained an error. Per the web site, change the B-10 to the B-15 (so that the line-to-gain was not reached).**
4. 2/G @ B-20. The score is A-13, B-17 with 0:20 remaining in the game and Team A out of time outs. Team B is flagged for being offside at the snap. A14's pass is complete to A85 at the B-10, and he advances to the B-5 where he is ruled to have fumbled, but replays show that A85's knee was down prior to the ball coming loose (0:12). The supposed fumble was picked up by B23 and run out of bounds at the:
 - a. B-35 (0:04)
Reverse to 3/G @ B-5. Team A will decline the penalty for Team B's offside foul, but the clock will stay at 0:04 because the clock would not have stopped at the B-5 "through play". ***
 - b. A-45 (0:00)
Team A must accept the penalty or the game will be over since time expired and the clock would not have stopped at the B-5 "through play". After enforcement, it will be 2/G @ B-15 for an untimed down. ***

***** Although properly officiated the runner would have been down and the clock stopped at 0:12 to enforce the penalty, it has always been the intent that the clock only be reset after a reversal if playing action (runner reaches line to gain, pass is incomplete, etc.) caused the clock to stop (or through available time out, if time expires). This was clarified in 2014 through the addition of the (unshaded) words "through play" to 12-3-5-c.**