

2016 REPLAY QUIZ #11

1. 3/5 @ B-40. The Referee rules that Quarterback A12 began intentional forward movement of his arm with the ball firmly in his control prior to the ball coming loose at the B-45. The ball subsequently struck the ground, resulting in an incomplete pass. Replays show that the ball was not in A12's control as his arm began its forward movement, and that in the immediate continuing action:
 - a. A86 recovered the ball while grounded at the B-35.

Reverse to A - 1/10 @ B-35 - Ready. A12 fumbled, and there was clear recovery by the offense beyond the line to gain in the immediate continuing action (12-3-3-b-2).
 - b. B79 recovered the ball while grounded at the B-35.

Reverse to B - 1/10 @ B-35 - Snap. A12 fumbled, and there was clear recovery by the defense in the immediate continuing action (12-3-3-b-2).
 - c. A86 and B79 fell on the ball at the B-35, but the Replay Official cannot determine which player recovered.

Ruling of A - 4/5 @ B-40 - Snap will Stand. A12 fumbled, but without indisputable video evidence as to which team recovers, the ruling of incomplete pass stands (12-3-3-b-1).
2. 4/5 @ B-40. The Referee rules that Quarterback A12 began intentional forward movement of his arm with the ball firmly in his control prior to the ball coming loose at the 50. The ball subsequently struck the ground, resulting in an incomplete pass. Replays show that the ball was not in A12's control as his arm began its forward movement, and that in the immediate continuing action:
 - a. A86 recovered the ball while grounded at the B-40.

Reverse to B - 1/10 @ 50 - Snap. A12 fumbled, but since a player other than the fumbler recovered the ball, it is returned to the spot of the fumble, which is behind the line to gain (7-2-2-a-EX 2, 12-3-3-f). The ruling on the field leaves Team B in possession at the B-40, so the 10-yard difference is significant.
 - b. B79 recovered the ball while grounded at the B-40.

Don't stop the game. B - 1/10 @ B-40. A12 fumbled, but both the ruling on the field and a two-minute replay stoppage will leave Team B in possession at the B-40 with a stopped clock. So, there is no direct competitive impact on the game whatsoever (12-5-1-a-3).
3. 4/5 @ B-40. The score is A-17, B-17 with 0:08 remaining in the 4th quarter and Team A out of time outs. A32 carries the ball and dives out of bounds near the B-35. At the end of the play, the clock shows 0:00. Replays show that:
 - a. the ball in A32's possession crossed the sideline at the B-35, and that A32's first contact with the ground was out of bounds with 0:01 remaining and the ball at the B-34.

Reverse to A - 1/10 @ B-35 - Snap - 0:01 remaining. Since A32 was airborne as he crossed the sideline, forward progress is determined by the position of the ball as it crosses the sideline (4-2-4-d-EX). A32 reached the line-to-gain, and Replay may restore time since the team to which the dead ball belongs will next put the ball in play from scrimmage (12-3-5-c-2) and is behind by 8 or fewer points (12-3-5-c-3).
 - b. the ball in A32's possession crossed the sideline at the B-36, and that A32's first contact with the ground was out of bounds with 0:01 remaining and the ball at the B-35.

Reverse to B - 1/10 @ B-35 - Snap - 0:01 remaining. Since A32 was airborne as he crossed the sideline, forward progress is determined by the position of the ball as it crosses the sideline (4-2-4-d-EX). A32 did not reach the line-to-gain, and Replay may restore time since the team to which the dead ball belongs will next put the ball in play from scrimmage (12-3-5-c-2) and is behind by 8 or fewer points (12-3-5-c-3).
 - c. A32's first contact with the ground was inbounds with 0:01 remaining and the ball at the B-35.

Reverse to A - 1/10 @ B-35 - Ready - 0:01 remaining. The clock would stop at 0:01 because it was dead beyond the line-to-gain, but will start on the Ready because A32 was down inbounds. Replay may restore time since the team to which the dead ball belongs will next put the ball in play from scrimmage (12-3-5-c-2) and is behind by 8 or fewer points (12-3-5-c-3).