



COLLEGE FOOTBALL OFFICIATING, LLC

NEW AND EDITED APPROVED RULINGS FOR 2014

New Approved Rulings

Rule 1-4-5

Jersey Design, Color and Numerals—ARTICLE 5

I. The home team is wearing red jerseys with orange numerals. In the judgment of the officials, the numerals and the body of the jersey do not contrast enough to make the numbers readily visible. The referee asks the home team head coach to change to a legal jersey. The head coach tells the referee that his team will not change into different jerseys. The referee informs the head coach that his team will be charged a timeout at the beginning of each quarter that the illegal jerseys are worn.

RULING: After the ball is marked ready for play for the opening kickoff, the referee charges the home team with a timeout for illegal equipment. For each quarter that they continue to wear the jerseys, the team is charged with a timeout after the ball is declared ready for play and before the ball is put in play for the first play of that quarter.

Rule 2-11-4

Touching—ARTICLE 4

I. A punt is rolling along the ground near players A44 and B27 who are engaged. (a) The ball bounces against the leg of B27 and is then recovered by A55 at the B-35. (b) A44 blocks B27 into the ball which is then recovered by A55 at the B-35.

RULING: (a) Team A's ball, first and 10 at the B-35. The ball rolled into B27's leg but A44's contact did not cause him to touch the ball. Not forced touching. (b) Forced touching because the block by A44 caused B27 to touch the ball. Illegal touching by A55. Team B's ball at that point.

Rule 3-2-2

Timing Adjustments—ARTICLE 2

I. At halftime the score is 56-0. The coaches and the referee agree that the third and fourth quarters should be shortened to 12 minutes each. The coaches also request that the second half be played with a “running clock,” i.e., that the game clock not be stopped.

RULING: The remaining quarters may be shortened to 12 minutes each. However, the “running clock” is not allowed; normal clock rules apply for the entire game.

Rule 3-3-2

Starting and Stopping the Clock—ARTICLE 2

VII. Team A kicks off to start the game and the kick receiver (a) makes a fair catch; (b) first touches the ball when he recovers it with his knee on the ground.

RULING: No time runs off the clock. Team B will have first and 10 with the game clock reading 15:00.

Rule 3-5-3

More Than Eleven Players on the Field—ARTICLE 3

VI. Team A lines up for a two-point try attempt at the B-3. Team B has eleven players in its defensive formation. The twelfth Team B player runs onto the field just before or just as the ball is snapped. A22 takes the handoff from the quarterback and (a) is tackled at the one-yard line; (b) carries the ball into the end zone.

RULING: Live-ball foul against Team B for too many players on the field (Rule 1-1-1). Officials should not shut the play down. (a) Penalize Team B half the distance to the goal and repeat the try at the B-1.5. (b) Team A will decline the penalty on the successful try.

Rule 4-1-2

Live Ball Becomes Dead—ARTICLE 2

III. Fourth and five at the A-30. During the kick an official inadvertently sounds his whistle.

RULING: Repeat the down. The game clock starts on the snap. (Rule 3-3-2-f)

Rule 4-2-1

Player Out of Bounds –ARTICLE 1

III. Team A executes an on-side kick at the A-35. A33 is running near the sideline and steps out of bounds at the A-45. At the A-47 he leaps and bats the ball forward, and it rolls out of bounds at the A-49.

RULING: Foul against Team A for free kick out of bounds at the A-47. Airborne A33 is out of bounds when he touches the ball because he has not established himself inbounds after going out of bounds. Not a foul for batting the ball forward because the ball is dead as soon as A33 touches it (Rule 4-2-3-a).

Rule 6-3-11

Loose Behind the Goal Line—ARTICLE 11

I. Team A snaps at the 50-yard line and punts. The kick is untouched beyond the neutral zone when A88 reaches across Team B's goal line and bats the ball back into the field of play, and it rolls out of bounds at the B-4.

RULING: No foul for batting the ball in the end zone. Illegal touching. The spot of the violation is the B-20. Team B's ball, first and 10 at the B-20.

IV. Team A kicks from the 50-yard line. During the kick, B1 clips at Team B's 25-yard line. The untouched kick is batted backward out of bounds from the end zone by Team A and goes out of bounds on the two-yard line.

RULING: No foul for batting the ball in the end zone. Illegal touching. B77's clipping foul is governed by postscrimmage kick rules. Team A will accept the penalty, which cancels the illegal touching privilege. The penalty is enforced at the postscrimmage kick spot, the B-20, half the distance to the goal. Team B's ball at the B-10.

V. Team A snaps at the 50-yard line and punts. The kick is untouched beyond the neutral zone when A88 reaches across Team B's goal line and bats the ball back into the field of play, and it rolls out of bounds at the B-4. During the kick, A55 blocks below the waist. **RULING:** No foul for batting the ball in the end zone. Illegal touching. The spot of the violation is the B-20. Team B may accept the penalty for blocking below the waist, which is enforced either at the B-4 or at the previous spot with the down repeated. If Team B declines the penalty, the illegal touching gives the ball to Team B, first and 10 at the B-20.

Rule 6-3-12

Out-of-Bounds Player—ARTICLE 12

I. Gunner A88 is running near the sideline to cover a punt when he steps on the sideline and then returns inbounds to continue down the field. He tackles the kick returner at the B-30.

RULING: Foul by A88 for returning inbounds during the scrimmage kick play. 5-yard penalty. Team B may have the down repeated after the penalty or put the ball in play at the B-35.

Rule 7-3-9

Contact Interference—ARTICLE 9

III. Running a pattern near the sideline, end A88 touches the sideline just before a defender jumps into him and bats the ball to the ground.

RULING: Not defensive pass interference. A88 became ineligible when he stepped out of bounds. (Rule 7-3-3)

Rule 7-3-12

Team B Personal Foul During Legal Forward Pass Play—ARTICLE 12

I. A11 throws a forward pass intended for A88. During the play defensive end B88 is flagged for a head-slap to tackle A79. The pass to A88 is (a) complete for a 10-yard gain to the A-30 where A88 is tackled. (b) incomplete or intercepted.

RULING: (a) The penalty is enforced at the A-30; first and 10 for Team A at the A-45. (b) The penalty is enforced at the previous spot, first and 10 for Team A at the A-35. (Rule 9-1 Penalty)

Rule 8-3-3

Fouls During a Try Before a Change of Team Possession—ARTICLE 3

III. Lined up for the try at the middle of the B-3, Team A commits a false start and is penalized to the B-8. The kick attempt is blocked, but B77 was in the neutral zone at the snap. The penalty takes the ball to the B-4 for the repeat of the down. Team A requests that the ball be placed at the right hash mark.

RULING: The officials grant the request and the ball is made ready for play at the B-4 on the right hash mark.

Rule 9-1-2

Striking Fouls and Tripping—ARTICLE 2

III. A11 completes a forward pass for a 12-yard gain to A88 who is tackled in the field of play. During the play defensive end B88 is flagged for a personal foul against A79.

RULING: The 15-yard penalty is enforced at the spot where A88 is tackled (Rules 7-3-12 and 9-1 Penalty).

Rule 9-1-4

Targeting and Making Forcible Contact to Head or Neck Area of a Defenseless Player—ARTICLE 4

VII. Pass receiver A88 has just caught the ball when defender B55 launches and drives his shoulder and forearm into his upper body. The back judge flags B55 for targeting to the head-neck area and he is disqualified. The referee makes his announcement of the targeting foul, and the play goes to review.

RULING: After review, Instant Replay rules that there was not forcible contact to the head-neck area, overturning the disqualification of B55. The referee announces that B55 is not disqualified and that there will be no 15-yard penalty.

VIII. Punt receiver B44 is in position to catch a punt. Gunner A88 races down the field and launches at B44, driving the side of his helmet and shoulder into B44's upper body the instant before the ball arrives. The side judge and field judge throw their flags and report to the referee that A88 is charged with kick-catch interference and targeting to the head-neck area. The referee makes his announcement of kick-catch interference with targeting to the head-neck area and that A88 is disqualified. The play goes to review.

RULING: After review, Instant Replay rules that A88 did not make forcible contact to the head-neck area, overturning his disqualification. The referee announces that A88 is not disqualified and that the 15-yard penalty for interference with the opportunity to catch a kick will be enforced.

IX. In a game without instant replay, the conference or teams have agreed to use the halftime review process for first-half targeting fouls. During the first quarter, pass receiver A88 has just caught the ball when defender B55 launches and drives his shoulder and forearm into his upper body. The back judge flags B55 for targeting to the head-neck area. The referee makes his announcement of the targeting foul and that B55 is disqualified.

RULING: In the halftime review of the video, the referee and the crew determine that B55 did not make forcible contact to A88's head-neck area, overturning his disqualification. The referee informs both head coaches that B55 may return to the game in the second half. Before the kickoff for the second half, the referee announces to the stadium that after review, the disqualification of B55 is overturned and he may return to the game for the second half.

Rule 9-1-7

Late Hit, Action Out of Bounds

II. On a sweep play toward the sideline, linebacker B55 goes out of bounds to avoid a block. Guard A66 is leading the play, and just as he steps on the sideline with his front foot he drives his shoulder in the waist at the front of B55 who is still out of bounds.

RULING: Legal block. A66 does not have both feet out of bounds.

Rule 9-1-9

Roughing the Passer—ARTICLE 9

II. Quarterback A11 drops back in the pocket and sets up to pass. Just as he releases the ball he is hit by end B88 who drives his shoulder into A11's knee. The pass is (a) incomplete; (b) caught by A44 who is tackled after a 12-yard gain to the B-40.

RULING: Foul by B88 for forcibly hitting the passer at the knee or below, in violation of Rule 9-1-9-b. Automatic first down and 15-yard penalty enforced at (a) the previous spot; (b) at the B-40, the end of the run by A44.

III. Quarterback A11 drops back in the pocket and sets up to pass. He then scrambles to his right, sets up again and is in the passing posture when he is hit by end B88 who drives his shoulder into A11's knee. A11 then pulls the ball in and goes to the ground because of being tackled by B88.

RULING: Foul by B88, violation of Rule 9-1-9-b. While A11 is technically not a passer because he did not release the ball, the action by B88 is a foul under 9-1-9-b because of the vulnerability of A11 as a potential passer in a passing posture.

Rule 9-2-3

Unfair Acts—ARTICLE 3

I. After the ball is ready for play and the umpire is in his regular position, Team A quickly replaces some players with substitutes, gets set for the required one second and snaps the ball. The umpire is attempting to get to the ball to allow the defense to match up, but he is unable to prevent the snap.

RULING: The play is shut down, the game clock is stopped and the defense is allowed to substitute in response to Team A's late substitutions. No foul. The play clock is set to 25 seconds and starts on the ready-for-play signal. The game clock starts on the ready-for-play signal or the snap, depending on its condition when play was stopped. The referee informs the Team A head coach that any subsequent such actions will result in a foul for unsportsmanlike conduct. (Rule 3-5-2)

EDITED APPROVED RULINGS

Rule 3-2-3

Extension of Periods—ARTICLE 3

VI. Team A scores a touchdown during a down in which time expires. During Team A's successful try, Team B fouls.

RULING: The period is not extended for the kickoff. Team A may accept the penalty and repeat the try, or decline the penalty and accept the score. Penalties for personal fouls **and unsportsmanlike conduct** are enforced on the subsequent kickoff or the succeeding spot in extra periods

Rule 3-5-2

Legal Substitutions—ARTICLE 2

V. After the ball is ready for play and the umpire is in his regular position, Team A quickly replaces some players with substitutes, gets set for the required one second and snaps the ball. The umpire is attempting to get to the ball to allow the defense to match up, but he is unable to prevent the snap.

RULING: The play is shut down, the game clock is stopped and the defense is allowed to substitute in response to Team A's late substitutions. No foul. The play clock is set to 25 seconds and starts on the ready-for-play signal. The game clock starts on the ready-for-play signal or the snap, depending on its condition when play was stopped. **The referee informs the Team A head coach that any subsequent such actions will result in a foul for unsportsmanlike conduct under Rule 9-2-3.**

Rule 6-2-2

Receiving Team—ARTICLE 2

IV. Free kick at the A-35. B17 leaps from inbounds and is the first player to touch Team A's free kick when he grasps the ball while airborne. He then lands out of bounds with the ball in his control.

RULING: Not a foul for free kick out of bounds. B17 is inbounds when he touches the kick. Team B will have the ball at the yard line where B17 crossed the sideline. (Rule 2-27-15)

Rule 7-3-4

Eligibility Lost by Going Out of Bounds

IV. Eligible receiver A44 is running a pass pattern near the sideline. As a legal forward pass comes toward him, he accidentally steps on the sideline, leaps, muffs the pass into the air **while airborne**, returns to the ground inbounds, grabs the ball and lands on his knees inbounds with the ball firmly in his possession.

RULING: Incomplete pass. A44 first touched the ball while airborne and thus out of bounds since he had not established in bounds. (Rule 2-27-15)

Rule 7-3-6

Completed Pass

VI. A86 is legally blocked out of bounds by B18 at Team B's two-yard line. A86, while attempting an immediate return to the field of play, leaps from out of bounds and is airborne as he receives A16's legal forward pass. He lands in Team B's end zone with the ball in his grasp.

RULING: Incomplete pass. A86 did not establish in bounds before touching the pass, and hence he was still out of bounds. (Rule 2-27-15)

VII. B33 leaps from **in bounds** and is airborne as he receives Team A's legal forward pass. He completes the interception by landing (a) in the field of play or (b) in Team B's end zone, and is then tackled.

RULING: B33 is a ball carrier until he loses player possession or the ball becomes dead by rule. (a) First and 10 for Team B. (b) Touchback. (Rules 4-1-3-c, 4-2-3-a, 5-1-1-e and 7-3-4).

VIII. While airborne **and in bounds**, eligible receiver A89 touches a forward pass when he propels it toward: (a) eligible receiver A80, who catches the pass; or (b) B27, who intercepts the pass.

RULING: Legal play, and the ball remains live in both (a) and (b). A89 has batted a forward pass (Rules 2-4-3, 2-11-3 and 9-4-1-a).

Rule 7-3-7

Incomplete Pass

I. A player touches a legal forward pass (a) while he is contacting a boundary line; **(b) while airborne after having leaped from out of bounds.**

RULING: (a) and (b) The ball is out of bounds, the pass is incomplete, and the down counts. The player loses his eligibility when he goes out of bounds (Rules 2-27-15, 4-2-3-a, and 7-3-3).

Rule 9-3-4

Use of Hands or Arms by Defense—ARTICLE 4

II. **Before the ball is kicked** B50, in an attempt to reach the kicker, pulls lineman A60 by the shoulders and (a) releases A60 as he goes by or (b) continues to hold A60.
RULING: (a) Legal. (b) Holding. Penalty—10 yards, previous-spot enforcement.

Rule 10-2-3

Postscrimmage Kick Enforcement—ARTICLE 3

I. Either team fouls during a scrimmage kick after the ball has been touched beyond the neutral zone. The foul is ~~more than three yards~~ beyond the neutral zone, and Team B will next put the ball in play.

RULING: For fouls by Team B, penalty enforcement will be by the Three-and-One Principle with the postscrimmage kick spot as the basic spot (Rule 2-25-11). Team B's ball, first and 10. For fouls by Team A, penalty enforcement is either from the previous spot or from the spot where the subsequent dead ball belongs to Team B (Rule 6-3-13).

II. Team A's punt is blocked, crosses the neutral zone and is untouched by Team B beyond the neutral zone. It rebounds behind the neutral zone before Team B clips or holds. The ball is loose at the time of the foul.

RULING: The foul is during the kick. If Team B is next to snap the ball, enforcement is according to postscrimmage kick rules.

III. Team A's punt is blocked behind the neutral zone before clipping or holding by Team B ~~more than three yards~~ beyond the neutral zone. The ball never crosses the neutral zone during the play.

RULING: Rule 10-2-3 applies only when a scrimmage kick crosses the neutral zone. Team A retains possession after the penalty is enforced at the previous spot.

Rogers Redding

Secretary-Rules Editor

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