



COLLEGE FOOTBALL OFFICIATING, LLC

2014 NCAA FOOTBALL PLAY INTERPRETATIONS BULLETIN NO. 1

Unsuccessful Field Goal Attempt

1. Team A snaps the ball at the B-15 to attempt a field goal. The kick is blocked, crosses the neutral zone and lands at the B-12. Before any player touches it beyond the neutral zone, the ball rebounds behind the neutral zone and goes out of bounds at the (a) B-17; (b) B-25.

RULING: (a) Team B's ball, first and 10 at the B-20; (b) Team B's ball, first and 10 at the B-25. (6-3-7, 8-4-2-b)

Note: Rule 8-4-2-b is silent regarding this situation, but the spirit of the rule is that Team B would have the ball no deeper in its own territory than the B-20. If the ball does not cross the neutral zone then all rules pertaining to scrimmage kicks apply.

Foul by Team A in Its End Zone

2. Fourth and 25 at the A-3. A22 punts from his end zone. Tackle A77 holds in the end zone before or during the kick. B33 returns the punt to the B-45.

RULING: Team B may accept a safety or elect to have the penalty enforced at the B-45. In the latter case, it would be first and 10 for Team B at the A-45. (10-2-2-b)

Batting the Ball into the End Zone

3. Fourth and goal at the B-5. Team A's field goal attempt is blocked and does not cross the neutral zone. To prevent recovery by Team A, B88 bats the ball backward toward his end zone. The ball does not touch the ground in the end zone before A33 recovers the ball there.

RULING: Safety; two points for Team A. The ball is dead in Team B's end zone when A33 recovers it, since the status of the ball is a kick. Team B is responsible for the ball being in its end zone because the batting by B88 gives new impetus. (6-3-6, 8-5-1-a, 8-7-2)

Clock Status Following Fourth-Down Fumble

4. Fourth and goal at the B-9. B77 roughs the passer during a completed pass play to A88. At the B-4, A88 fumbles the ball, which (a) is recovered by A22 in Team B's end zone; (b) bounces into the end zone and over the end line.

RULING: In both (a) and (b), Team A will have first and goal at the B-2 following enforcement of the penalty from the B-4, which is the end of the run by A88. (a) Clock starts on the referee's signal, because the result of the play is that the ball is returned to the spot of the fumble. (b) Clock starts on the snap, because the result of the play is a touchback. (9-1-9, 7-2-2, 3-3-2-d and -e)

Penalty Resulting in a Safety

5. Fourth and 10 at the A-4 with the score tied late in the fourth quarter. Team A punts and A77 holds in the end zone as the ball is kicked. Time expires in the game as the ball rolls out of bounds at the A-35.

RULING: Team B will accept the penalty, which results in a safety. The period is extended for the free kick by Team A at the A-20. (3-2-3, 10-2-2)

Extension of Period

6. Late in the fourth quarter, Team A is ahead 10-7 and punts. B22 is returning the kick as time expires. When he reaches the A-4, B22 completes a forward pass to B44 who is standing in Team A's end zone.

RULING: Team A accepts the penalty to nullify the touchdown, but by rule the period is not extended because the statement of the penalty includes loss of down. The game is over. (3-2-3, 7-3-2-b)

End-of-Quarter Clock: Instant Replay

7. Second and 12 at the B-25. Team A trails by two points late in the fourth quarter with either one timeout or no timeouts remaining. Ball carrier A44 is hit at the B-15 and as he goes down the ball becomes loose. B22 recovers, returns for several yards and is tackled, which stops the game clock with 3 seconds remaining.

After review, the Instant Replay official rules that A44 was down before losing possession of the ball.

RULING: Team A's ball, third and 2 at the B-15. Because there is time remaining in the game, there is no adjustment to the game clock, whether or not Team A has a timeout remaining. The game clock starts on the referee's signal. (Play 134, 2014 Instant Replay Casebook)

End-of-Quarter Clock: Instant Replay

8. Second and 12 at the B-25. Team A trails by two points late in the fourth quarter with either one timeout or no timeouts remaining. Ball carrier A44 is hit at the B-15 and as he goes down the ball becomes loose. B22 recovers, returns for several yards and is tackled with no time remaining on the game clock.

After review, the Instant Replay official rules that A44 was down before losing possession of the ball.

RULING: If Team A has no timeouts remaining, the game is over. If Team A has a timeout remaining, they may use it to have third and 2 at the B-15. The game clock is adjusted to its reading when the ball carrier should have been ruled down. In this case the game clock starts on the referee's signal.

Note: This option to use a timeout and reset the game clock applies only if the game clock expires during the down. (Play 134, 2014 Instant Replay Casebook)

Relocation of Ball After a Penalty

9. On the try, Team A lines up for a kick in the center of the field on the B-3. After a false start moves the ball to the B-8, the kick is unsuccessful, but B77 is in the neutral zone at the snap. The half-the-distance penalty takes the ball to the B-4 in the center of the field. Before the referee declares the ball ready for play, Team A requests that the ball be moved to the left hash mark.

RULING: The referee grants the request and declares the ball ready for play at the left hash on the B-4. (8-3-2)

Incomplete Pass

10. Third and seven at the B-30. End A88 goes out of bounds before touching a legal forward pass. When he touches the ball, A88 (a) is touching the ground on or outside the sideline; (b) has become airborne by leaping from out of bounds.

RULING: Incomplete pass in both (a) and (b). Fourth and seven at the B-30. The ball is out of bounds when it touches A88 in both cases since A88 is out of bounds. With regard to A88 touching the ball, the situation is the same in both cases.

Note: This is *not* a foul for illegal touching, since when A88 touches the ball it becomes out of bounds and thus the pass is incomplete. (7-3-7)

Pass Interference?

11. Third and seven at the B-30. End A88 goes out of bounds. As he leaps from out of bounds in an attempt to catch a pass, defender B44 jumps into A88 and knocks the ball to the ground.

RULING: Incomplete pass. Fourth and seven at the B-30. This is not defensive pass interference because A88 lost his eligibility when he went out of bounds. (7-3-8)

Kickoff Out Of Bounds

12. On a kickoff B44 is in bounds near the sideline at the B-15. B44 jumps high into the air, grabs the bouncing ball, and first touches the ground out of bounds after crossing the sideline at the B-15.

RULING: Not a foul for a free kick out of bounds. B44 touches the ball in bounds and then carries it out of bounds. Team B's ball at the B-15. (6-1-2)

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