

Southern California Collegiate Football Officials Association SCCFOA 2015 Clinic Examination

**DIRECTIONS: Transfer answer to answer sheet and darken correct answer.
If any part of the question is false, the entire question is false.**

- 1) When the ball has become dead at the end of a down, the Back Judge notices that B44's jersey does not cover one shoulder pad as a result of the play just completed. Ruling: Illegal equipment. B44 is not required to leave the game but the pad must be covered before the next play starts.
- 2) During a running play that ends in bounds, B55's helmet comes off. When the ball becomes dead the game clock reads 0:45 in the second quarter. Ruling: The play clock is set to 25 seconds and there is an option for a 10second runoff.
- 3) Team A players positioned outside the low blocking zone may immediately at the snap block below the waist toward the original position of the ball so long as the block is from the front and within the "10 o'clock to 2 o'clock" frame of the opponent.
- 4) At the end of a down, the Umpire sees that A66 is wearing black eye shade that contains a phone number written in white. Team A has no timeouts remaining in the half. Ruling: Illegal equipment. A66 must leave the game for at least one play and may not return until the eye shade is corrected.
- 5) On a try attempt, QB A11 muffs the direct snap from center. A29 picks up the ball and runs it into the end-zone. Ruling: Score 2 points for A.
- 6) A wide receiver runs 15 yards downfield and blocks a defensive back below the waist back toward the original position of the snap. The block is within "10 o'clock to 2 o'clock" frame of the opponent. RULING: Illegal crack back block.
- 7) Fourth and 6 at the B 17 yard line. A34 is stopped short of the line to gain. B63 piles on. Ruling: B's ball – 1st and 10 after enforcement of the penalty.
- 8) With the game clock running and less than one minute remaining in either half, before a change of team possession if either team commits a foul that causes the clock to stop, the officials may subtract 10 seconds from the game clock at the option of the offended team.
- 9) Second and 8 at the A 40-yard line. A24 catches a forward pass and fumbles after gaining 12 yards to the B 48-yard line. A82 recovers the fumbles at the B 46-yard line. Roughing the passer on the play will be enforced from the B 46-yard line.
- 10) Team A's attempted field goal on 3rd down is blocked and remains behind the line where it is recovered by A32. Ruling: A's ball, 4th down. Start the clock on the ready.
- 11) After the penalty is administered for a foul that stops the clock in the last minute of either the 2nd or 4th quarter, if there is a 10-second subtraction, the game clock starts on the ready for play. If there is no 10-second subtraction, the game clock starts on the snap.
- 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: Team B's ball at the B-15.
- 13) B18 intercepts Team A's forward pass and returns it to the B 34-yard line. On the return, B48 blocks A78 in the back and above the waist at the B 26-yard line. Ruling: B's ball, 1st and 10 at the B 13-yard line.
- 14) Team A's free kick after a safety (from the A 20 yard line) goes out of bounds. Among other options, Team B may elect to have the ball placed at the 50-yard line.
- 15) A63 is accidentally hit in the end-zone by an attempted screen pass on 1st and 10 down starting from the Team A 4-yard line. The pass falls incomplete in the end-zone. Ruling: Safety

- 16) If in the last minute of either half a player of either team commits a foul that causes the clock to stop, and the offended team accepts the yardage penalty, the 10-second subtraction is automatic. Time must be subtracted from the game clock.
- 17) With under two minutes remaining in either half, in an attempt to conserve time, running back A49, beyond the L.O.S., throws the ball forward and out of bounds. Ruling: 5 yard penalty from the spot of the foul and a loss of down. Start the clock on the snap.
- 18) During a running play that ends in bounds, B55's helmet comes off. When the ball becomes dead there are 10 minutes remaining in the first quarter. Ruling: The play clock is set to 40 seconds.
- 19) Second and 20 at the A-25. During the play, the ball carrier is tackled at the line of scrimmage and fumbles. Several players dive for the ball. B55 grabs A33 and slings him off the pile. Ruling: Unsportsmanlike conduct foul against B55; automatic first down.
- 20) B22 catches a kick at his goal line and returns the ball down the sideline on Team B's side of the field. As he moves down the sideline officiating the play, the side judge runs into or around a Team B coach or squad member in the restricted area. Ruling: Team B is penalized 15 yards from the succeeding spot for unsportsmanlike conduct.
- 21) No defensive player who is inside the tackle box may try to block a punt by leaving his feet in an attempt to leap directly over an opponent whether or not the ball is kicked.
- 22) Second and 12 @ the B-35. As the wide receiver A88 moves downfield he is held by the defensive back B16. The pass is tipped by B77 at the B-37 and falls short of A88 at the B-29. Ruling: Team A first and 10 at the B-25.
- 23) 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: Foul for batting the ball in the end zone.
- 24) During a free kick play penalties for all fouls by the kicking team other than kick-catch interference (KCI) may be enforced at the previous spot with the down repeated or at the spot where the subsequent dead ball belongs to Team B.
- 25) Fourth and eight at the B-31. A44 gains five yards and is tackled at the B26. After the ball is dead B77 is flagged for a late hit when he dives into an opponent in the pile. Ruling: Team B's ball, first and 10 at the B-13.
- 26) 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: Team B ball, first and 10 at the B-4.
- 27) Team A has only ten players on the field with six players on the line of scrimmage at the snap; five of the players on the line are numbered 50-79. Team A foul for an illegal formation.
- 28) Protection of the kicker (roughing or running into) ends when he carries the ball outside the tackle box before kicking the ball.
- 29) Penalties for all fouls by the kicking team, including kick-catch interference, are enforced either at the previous spot or at the spot where the dead ball belongs to Team B; Team B option.
- 30) To accept points on a successful field goal, Team A must decline penalties for Team B live ball fouls.
- 31) The horse-collar tackle is not a foul on a ball carrier or quarterback who is inside the tackle box.
- 32) Failure of teams to keep "the white" area clear will result in an official warning for the first occurrence, a 5-yard penalty for the second and third occurrences, a 15-yard penalty for any subsequent occurrences.
- 33) During the first quarter B44 intercepts a pass and returns the ball across Team A's goal line. Covering the play along Team B's sideline, the Line Judge drops his flag at the A-20 because he has to run around Team B personnel who have come onto the field. Team B has had no game administration warnings to this point in the game. Ruling: The

score counts. The 15-yard penalty is enforced on the try or the succeeding kickoff.

- 34) Team A receiver is airborne in the end zone and controls a pass but while airborne is hit by a defender which causes the receiver to fall to the ground. Immediately when hitting the ground the ball comes loose and touches the ground. Ruling: Completed pass, touchdown for Team A.
- 35) Any of the following signals (valid, invalid, and "get away") if given by a Team B player during a scrimmage kick will cause the ball to become dead when possessed in the field of play.
- 36) A player is out of bounds when any part of his body touches anything other than another player or a game official on or outside a boundary line. An out-of-bounds player who becomes airborne remains out of bounds until he touches the ground in bounds without simultaneously being out of bounds.
- 37) Late in the fourth quarter Team A trails by four points and has used all its timeouts. Ball carrier A44 is running near the sideline. As he is about to be tackled in bounds, he throws the ball backward and out of bounds to stop the clock. The line judge drops a flag for an illegal backward pass out of bounds to conserve time. When the ball becomes dead B63 is on the ground with an injury. The game clock reads 0:55. Ruling: Team B may elect a 10-second runoff.
- 38) The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground.
- 39) If a player goes to the ground in the act of catching a pass (with or without contact by an opponent) he must maintain complete and continuous control of the ball throughout the process of contacting the ground, whether in the field of play or in the end zone. If he loses control of the ball which then touches the ground before he regains control, it is not a catch.
- 40) Defensive end B99's helmet comes off as he is making a tackle. Ruling: The play clock is set to 40 seconds.
- 41) 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 the ball is snapped. RULING: Dead-ball foul against Team B for too many players on the field. Officials should shut the play down.
- 42) Fourth and 15 at the A-40. End B88 rushes the punter and is blocked legally by A43. B88 then crashes into the kicker. The referee rules that the block by A43 caused B88's contact with the kicker. RULING: No foul.
- 43) Illegally kicking and illegally batting the ball are 15-yard penalties.
- 44) A team timeout may be used to keep a player in the game whose helmet came off during the previous play (no foul involved).
- 45) The number of a down may be corrected any time within that series of downs or before the ball is legally next put in play after that series.
- 46) The penalty for unsportsmanlike conduct by a player of Team B includes an automatic first down, if not in conflict with other rules.
- 47) It is illegal for any player who is clearly out of bounds to initiate a block against an opponent who is also out of bounds. The spot of the foul is where the blocker crosses the sideline in going out of bounds.
- 48) The goal-line plane runs between the pylons and includes the entire pylon. This plane does not extend beyond the pylons except in two specific cases: when a ball carrier touches the pylon, and when a ball carrier touches the ground in the end zone.
- 49) At the time the ball is made ready for play backs A22 and A33 are moving. A22 then comes to a stop and A33 continues in motion as the ball is snapped. RULING: Live ball foul for an illegal shift.
- 50) Quarterback A12, under a heavy rush, throws the ball forward and it falls to the ground at the feet of back A44. A44 is pass-protection blocking and is not aware that the pass has been thrown. RULING: Intentional grounding. The passer needs to get the ball into an area where an eligible receiver a chance of catching the pass.