



COLLEGE FOOTBALL OFFICIATING, LLC

2023 NCAA FOOTBALL PLAY INTERPRETATIONS BULLETIN NO. 1

Charged Team Timeouts – Rule 3-3-4

Play #1: 3/10 @ B-40. Early in the 2nd quarter, team A has all 3 timeouts remaining. A12 throws to A88 but the pass is ruled incomplete. The Team A head coach calls timeout to challenge the ruling on the field of an incomplete pass. Replay overturns the ruling on the field to a catch at the B-31. After the ball is ready at the B-31, Team A breaks the huddle late in the play clock, and the Team A head coach attempts to call a timeout just before the play clock displays zero.

RULING: Dead-ball foul, delay of game by Team A. Team A had 4/1 @ B-31 after the overturn in replay, and then following the penalty for delay of game, Team A will have 4/6 @ B-36. With the change in Rule 3-3-4-a for 2023, consecutive charged team timeouts are not allowed by the same team in any individual dead ball period, so the officials will not honor the request by the Team A Coach. The intent of the new rule was to keep the game moving. Team A retains their challenge which may be used only once more during the game, and they retain their timeout and have 3 timeouts remaining in the 1st half.

Substitution Procedures – Rule 3-5-2-e

Play #2: 1/10 @ A-25. Runner A21 circles right end toward his team area and is hit by B54 at the A-30. A21 continues to drive forward and lands with his body down at the A-34 (a) just inbounds; (b) out of bounds in the white. There are no other substitutions for team A.

RULING: Team A will have 2/1 @ A-34. In (a), the game clock will not stop, and the play clock will be set to 40 and started within 1 second from when the ball is declared dead. Team A may snap the ball when the ball is ready for play. In (b), the game clock will be stopped, and will be restarted on the Referee's signal. The play clock will be set to 40 and will start within 1 second from when the ball is declared dead. The Referee will give the "T" signal signifying substitution mechanics are in place and Team B will be given the opportunity to substitute. When Team A players go out of bounds after the play between the twenty-yard lines on their team area's side of the field, the referee will initiate the "T" and work through the substitution mechanics' process.

Timing Devices / Play Clock - Rule 3-2-4-b & c

Play #3: 1/10 @ A-25. Early in the 4th quarter, back A21 takes a handoff and runs for a 15-yard gain and is down inbounds. During the play, A88 is guilty of holding at the A-30, and B54's helmet comes off during the play (not a direct result of a foul).

RULING: The holding foul by A88 will be penalized 10-yards from the spot of the foul and it will be 1/15 @ A-20. The play clock will be set to 40, and both the play clock and game clock will be started on the Referee's signal.

Play #4: 1/10 @ A-25. Early in the 4th quarter, back A21 takes a handoff and runs for a 15-yard gain and is down inbounds. During the play, A88 is guilty of holding at the A-30, and B54 is injured on the play and down on the field requiring assistance from the medical staff.

RULING: The holding foul by A88 will be penalized 10-yards from the spot of the foul and it will be 1/15 @ A-20. The play clock will be set to 40, and both the play clock and game clock will be started on the Referee's signal.

Steve Shaw

CFO National Coordinator of Football Officials

Secretary-Rules Editor, NCAA Football Rules Committee

August 2023