

2023

Southern California Collegiate Football Officials Association Summer Study Guide

1. A period shall always be extended for an untimed down if one or more of the following occurs during a down in which time expires: a penalty is accepted for a live-ball foul(s), there are offsetting fouls, an official sounds their whistle inadvertently or otherwise incorrectly signals the ball dead.
2. A player disqualified for Targeting will be declared ineligible for further participation in the game, and the player may remain in the team area.
3. The crown of the helmet is the top segment of the helmet; namely, the circular area defined by a 6-inch radius from the apex.
4. The 2023 new rule (3-3-2-e-1) 'When awarding a first down, game clock only stops with less than two minutes in each half' does not apply to NCAA Div. III or Community College.
5. 3/10 @ B-40. QB A12 takes the snap and rolls out to the right. Finding no receiver open, A12 turns up field and runs. After making the line to gain, A12 breaks stride as if he is going to slide feet first at the B-27, stays upright and runs for a touchdown. RULING: A 1/10 @ B-27. The live ball becomes dead at the point where A12 simulates or fakes as if he will begin a feet-first slide.
6. Beginning in 2023, consecutive charged team timeouts by the same team are no longer allowed in the same dead-ball period.
7. Team A, first and goal at the B-9 yard line, right hash mark. Quarterback A10 throws a pass to wide out A85 in the deep left corner of the end zone. Defender B27 contacts A85 in the end zone while the catchable pass is in the air. The Back Judge has a flag down for DPI. RULING: Team A, first and goal at the B-2 yard line, left hash.
8. Team B substitution infractions can be either live ball or dead ball fouls.
9. *Prior to a change of possession*, Team A linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box on their initial line charge. A block initiated 1-yard beyond the neutral zone is considered within the tackle box. After the initial line charge, these linemen may block below the waist within the tackle box until the ball leaves the tackle box only if the force of the initial contact is directed from the front.
10. Third and 10 on the A-20. Early in the first quarter, A22 is downed with his knee landing in bounds at the A-29 and the ball extended to the Team A 31-yard line when A22's knee hit the ground. RULING: A22 had made the line to gain. The game clock will be stopped to award a first down to Team A will start on the referee's signal.
11. 4/6 @ A-24. Team A is in scrimmage kick formation and punts. B50 is lined up inside the frame of the snapper and is within one yard of the line of scrimmage. The punt rolls out of bounds at the B-40. RULING: Illegal Formation. Live ball foul by B50. Team A may accept the penalty and have 4/1 @ A-29 or decline the penalty and it will be Team B's ball, 1/10 @ B-40.
12. When a team's charged timeouts are exhausted or are not available and it requests a timeout, the officials shall not acknowledge the request.
13. When attempting a scrimmage kick, the kicker's protection ends when the kicker has had a reasonable time to regain their balance; when the kicker carries or possesses the ball outside the tackle box before kicking; or when the kicker carries or possesses the ball more than five yards behind the kicker's initial position at the snap from scrimmage kick formation.
14. A Team A player interferes with the opportunity to catch a kick (not a try) during a down in which time expires in the first quarter. RULING: Penalty—15 yards from the spot of the foul and the period is extended.

15. When a fumble comes to rest inbounds and no player attempts to secure it in advance of the spot of the fumble, the ball belongs to the fumbling team at the dead ball spot.
16. 4/10 @ A-44. Kicker A80 is lined up in scrimmage kick formation at the A-30. The snap goes straight over his head, and he retrieves the ball in the tackle box at the A-15. As A80 wheels around, he punts the ball. Just as A80's foot hits the ball, B55 tackles A80. The punt goes forward and rolls out of bounds at the A-35. RULING: B, 1/10, A-35, Snap. The contact by B55 is not roughing the kicker.
17. *Team A prior to a change of team possession*, stationary backs lined up with any part of their body inside the tackle box may block below the waist within the tackle box until the ball leaves the tackle box only if the force of the initial contact is directed from the front.
18. Beginning in 2023 the Team B blocking below the waist exception (9-1-6-b-2) has been expanded from the ball carrier to the runner. The runner is defined as a player in possession of a live ball or simulating possession of a live ball.
19. 4/10 @ B-40. A90 punts and B44 gives a fair catch signal at the B-15. The ball lands at the B-10 and bounces high into the air. As A88 moves in an attempt to get to the ball, B44 blocks A88 at the B-12 and the ball then rolls into the end zone. RULING: B, 1/10, B-6, Snap.
20. For free kicks, the only restrictions for all Team B players are that they are inbounds and behind their free kick restraining line when the ball is kicked.
21. It is illegal for a player to go out of bounds to block an opponent who is out of bounds. This is a personal foul and the 15-yard penalty is enforced from the spot of the block.
22. 3/5 @ B-40. Team A gains 15 yards and hustles to the line without substituting to snap the ball quickly. The defense is not fully set, and just before the snap, middle linebacker B54 flops down holding his knee while in position. When in question, officials will take a timeout for an injured player. The Umpire should stop the clock for an injury timeout for B54.
23. 3/5 @ B-30. It is late in the half and both teams have all their timeouts remaining. With Team A at the line and ready to snap the ball, the Team B head coach requests a timeout, and the timeout is granted. After the timeout, both teams are in formation and the ball is ready for play when the Team B head coach requests a time out. RULING: The officials shall not acknowledge the timeout request by the Team B head coach since they have already called a timeout in the dead ball period.
24. A defenseless player is one who because of their physical position and focus of concentration is especially vulnerable to injury. This includes an offensive player in a passing posture with focus downfield.
25. When the defense is guilty of holding, the penalty is 10 yards plus automatic first down if the first down is not in conflict with other rules.
26. 1/10 @ B-25. Defensive end B88 is lined up on the outside shoulder of tackle of A75. On the initial line charge, B88 blocks tackle A75 below the waist from the side inside the tackle box. A44 gains 4 yards on the play. RULING: Foul.
27. 3/10 @ B-40. QB A12 takes the snap and rolls out to the right. Finding no receiver open, A12 turns upfield and runs. After making the line to gain, A12 breaks stride as if he is going to slide feet first at the B-27, but stays upright and runs for a touchdown. RULING: Touchdown.
28. Team A, second and eight at the B-45 yard line. After passer A17 releases the ball, B68 takes two strides and charges into A17, showing no attempt to avoid contact. The Referee has a flag down for roughing the passer. Receiver A88 catches the pass and runs to the B-4 yard line where he is tackled from behind and fumbles the ball forward and through the Team B end zone. RULING: Team A, first and 10 at the B-30 yard line.

29. Third and 10 on the A-20. Early in the first quarter, A22 is downed with his knee landing at the A-29 and the ball extended to the Team A 31-yard line when A22's knee hit the ground. RULING: A22 had made the line to gain. First down for Team A. Do not stop the game clock. When awarding a first down, game clock only stops with less than two minutes in each half.
30. Time expires during Team A's free kick at the end of the second quarter. A1 is offside on the kick. RULING: Penalty—Five yards from the previous spot, the end of Team B's run, or the touchback spot, and the period is extended. Repeat the free kick or Team B is awarded an untimed down.
31. Fourth and 10 at the 50-yard line. B17 is at Team B's 20-yard line and in position to catch Team A's high scrimmage kick. During the downward flight of the ball, A37 contacts B17 and the Back Judge throws his flag. B17 catches the kick and advances to the B-30 yard line. RULING: Team B 1 and 10 at the B-45.
32. 4/15 @ B-25. Team A lines up to kick a field goal and before the kick, B73 pulls RT A77 out of position, and B44 shoots through in an attempt to block the kick. The kick is successful. RULING: Score 3 points for Team A and the penalty is declined -or- Team A, 1/10, B-15, Snap.
33. The period shall be extended for an untimed down if a penalty is accepted for a live-ball foul(s) that occurs during a down in which time expires in the 2nd or 4th quarter. At the option of the offended team, the period is not extended if the foul is by the team in possession and the statement of the penalty includes loss of down.
34. 1/10 @ A-40. Back A44 is lined up just behind the RT, and has his left foot inside the RT's outside foot. At the snap, A44 works back across the formation and blocks B77 below the waist from the side. B77 is inside the tackle box and 1 yard in the offensive backfield at the time of the block. During the play, A33 runs for a 12-yard gain. RULING: Legal block, Team A 1/10, B-48, Ready
35. 2/10 @ B-45. Ball carrier A21 sweeps right end and breaks clear to the goal line. As A21 approaches the goal line, the ball is dropped at the 1-yard line and A21 continues into the end zone. A21 circles back to the team area thinking a touchdown has been scored. No TD signal is given by the officiating crew and the ball comes to rest in the end zone with no player attempting to secure the ball. RULING: A, 1/G, B-1, Ready.
36. Second and 5 at the B-40. Quarterback A14 drops back to pass and Tackle A78 holds defensive lineman B65 at the B-45 yard line. A14 scrambles and is tackled at the B-35 yard line. RULING: A 2/20 at the A-45.
37. Team A trails 28 – 21, and throws a desperation pass on the last timed down of the game. The ball is caught by A88 in the end zone for a Touchdown. After the QB released the pass, he was roughed by B55. RULING: A, Try, B-1 ½ is Team A's only option as there will not be a succeeding kickoff.
38. 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 immediately and the penalty for that foul is accepted, the referee will subtract 10 seconds from the game clock at the option of the offended team. If the fouling team has a timeout remaining they may avoid the 10-second runoff by using a timeout.
39. Late in the half, both teams have all their timeouts remaining. With Team A at the line and ready to snap the ball, the Team B head coach requests a timeout, and the time out is granted. After the timeout, both teams are in formation and the ball is ready for play. Before the snap, A77 commits a false start. Team A is penalized 5 yards. Both teams are back in formation with the ball ready for play, and the Team B Head Coach requests a timeout. RULING: The officials shall not acknowledge the Team B head coach's timeout request. Because the false start is a dead ball foul, we are still in the same dead ball period from when Team B called their 1st timeout.

40. 4/6 @ B-20. Late in the 3rd quarter, Team A lines up to kick a field goal. B75 is in the neutral zone at the snap and blocks the kick. The ball is recovered by B75 back at the B-30. When the play is over, the game clock reads 0:00. RULING: A, 4/1, B-15, Snap – Reset the ball and clock to 15:00 for the start of the 4th Quarter. The 3rd quarter will not be extended, and the next snap will start the 4th quarter.
41. 1/10 @ A-40. Back A44 is stationary and lined up 4 yards deep and is just behind the RG. After the snap, QB A12 takes a deep drop, and remains in the tackle box looking downfield. Linebacker, B55 blitzes between the LG and LT, and A44 crosses over to the left side of the formation and blocks B55 below the waist at the A-36. The block is directed from the front. After the block, A12's pass is completed to A88 for a gain of 15-yards. RULING: Team A, 1/10, B-45, Ready.
42. If the game clock is stopped to complete a penalty for a foul by the team ahead in the score (or either team if the score is tied) inside the last two minutes of a half and the clock would start by rule on the referee's signal, it will start on the snap, at the option of the offended team.
43. On a kickoff at the A-35, Team A executes an on-side kick. A50 blocks B85 before Team B touches the ball or before the ball travels ten yards. A80 recovers at the A-46. RULING: Foul by Team A for blocking before they are eligible to touch the ball on an on-side kick. Team B 1st and 10 @ A-41.
44. 4/Goal @ B-8. Runner A44 is hit at the B-5 and fumbles, and B54 bats the grounded loose ball at the B-3 back into his own end zone. A88 sees the loose ball and recovers while the ball is still in the end zone. RULING: Safety, score 2 points for Team A. Team B, Free Kick at the B-20.
45. First and 10 at the B-30. A14's pass is complete to A82 at the B-20. He carries the ball to the B-10 where he fumbles with A46 recovering there. Prior to the pass, B71 was flagged for hands to the face. RULING: After enforcement of the penalty, it will be A's ball: First and goal at the B-5.
46. With Team A in a scrimmage kick formation, nose tackle B55 is lined up within the frame of the snapper and in the gap between the snapper and the RG. Immediately after the snap he rushes but only makes contact with the RG. RULING: Legal since B55 did not contact the snapper.
47. 3/10 @ A-25. A12 completes a pass to A88 at the A-30, and A88 runs to the A-34 where he fumbles. A81 recovers the loose ball at the A-36. During the pass, B54 is flagged for Unsportsmanlike Conduct. RULING: Team A, 1/10, B-49, Ready.
48. Second quarter with the score tied. At the snap the game clock reads 0:45. During the play, A55 loses his helmet Right tackle A77 is flagged for holding. The ball carrier is tackled inbounds short of the line to gain. RULING: A55 must leave the game for one play. There is no option for a 10-second runoff, because at the end of the play the clock is stopped both for the helmet off and to administer the holding penalty. The play clock is set to 25 seconds and the game clock starts on the Referee's signal or snap at the option of the offended team.
49. On the opening kickoff, B22 catches the 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 must run around a Team B coach or squad member in the restricted area ("the white"). B22 is driven out of bounds at the A-20. RULING: First infraction: Warning for sideline interference. No yardage penalty.
50. 3/15 @ B-45. QB A12 drops back and looks downfield for A88 who is the primary receiver and defender B21 is holding A88 at the B-35. A12 throws a forward pass to his check down receiver A44 but the ball falls incomplete at the B-46. RULING: Team A, 1/10, B-35, Snap.