



COLLEGE FOOTBALL OFFICIATING, LLC

2024 NCAA FOOTBALL PLAY INTERPRETATIONS BULLETIN NO. 1

Coach-to-player Communications – Rule 1-4-11-b Exception

Play #1: Free Kick @ A-35. Team A and Team B line up in position and the Referee signals the ball ready for play. Team A or Team B has multiple green dot helmets on the field signifying that those players have radio receiving capability.

RULING: There is no foul on the play. On free kick plays, the coach-to-player communications rule will not be in effect. There is no limitation to the number of green dot helmets for either team during free kick plays.

Play #2: 1/10 @ A-25. After the free kick touchback to open the game, Team A runs onto the field with A12 having the only green dot helmet signifying radio receiving capability. Back-up QB A14 is in the team area with his green dot helmet on and active, and third team QB A10 has an earpiece linked to the coach-to-player communications and is active as well. Both A14 and A10 listen into the communications intended for A12 on the field.

RULING: This is allowed for both Team A and Team B. Only one green dot helmet is allowed on the field, but there is no limit to the number of players in the team area that may monitor the coach-to-player communications.

Play #3: A Football Bowl Subdivision (FBS) team is playing a Football Championship Subdivision (FCS) team. By rule, the FBS team may utilize coach-to-player communications. The FCS team wants to utilize coach-to-player communications in that game as well.

RULING: By rule, coach-to-player communications is permissive for FBS only. However, if an FCS team is playing an FBS team, the FCS team will be allowed to use coach-to-player communications for that specific game.

Play Clock following the Two-Minute Timeout - Rule 3-2-4-c

Play #4: 2/10 @ B-40. Late in the game, A22 runs for 8 yards and is tackled short of the line to gain. The game clock reads 1:58 when A22 is downed. B54's helmet came off (not a direct result of a foul) during the play.

RULING: The game clock is stopped at 1:58 for the Two-Minute Timeout and for B54's helmet being off. Even with a Team B helmet off, the play clock will be set to 25 seconds following the Two-Minute Timeout, and the game clock will start on the snap. (The same play clock treatment would occur with a Team B injury on the play.)

Charged Team Timeouts – Rule 3-3-4

Play #5: 3/10 @ B-40. Late in the 2nd quarter following the Two-Minute Timeout, Team A is trailing by five points and has all 3 timeouts remaining. A12 throws to a diving A88 but the pass is ruled incomplete, and the game clock is stopped with 0:15. 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.

RULING: With the overturn, Team A will have 4/1 @ B-31. Since the overturn was after the Two-Minute Timeout and the replay review resulted in the on-field ruling being overturned, and the correct ruling would not have stopped the game clock, the play is subject to a 10-second runoff. After a successful coach's challenge, either team may use a timeout to avoid the 10-second runoff. If Team A uses their timeout here to avoid the runoff, they will have 2 timeouts remaining. Additionally, if this was Team A's first challenge, they retain the challenge, which may be used only once more during the game.

(For reference and comparison, see new AR 3-3-4 II.)

Play #6: 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.

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