

2024

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. When awarding a first down, Rule 3-3-2-e-1 (*the game clock only stops with less than two minutes in each half*) does not apply to SCFA Community College games.
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. Consecutive charged team timeouts by the same team are not allowed in the same dead-ball period.
7. When the game clock is running and the ball is not live, the Referee shall stop the clock with exactly two minutes remaining in the 2nd and 4th quarters for a Two-Minute Timeout. If the ball is live when the game clock reaches two minutes in the 2nd and 4th quarters, play will continue, and the Referee or covering official shall stop the clock when the ball is declared dead for a Two-Minute Timeout.
8. A block below the waist is a block in which the force of the initial contact is below the waist of an opponent who has one or both feet on the ground. When in question, the contact is at or above the waist.
9. All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, the nameplate area, or the inside collar of the side of the shoulder pads or jersey, and abruptly pulling the ball carrier down. For player safety, the rule now includes a ball carrier, including a potential passer, who is inside the tackle box.
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. For SCFA Community College games, the game clock will be stopped to award a first down to Team A and 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. Any movement by one or more Team A players that simulates action at the snap is a foul. This includes abruptly shifting a player or players that simulates the start of a play.
14. Team A's windblown free kick is on its downward flight at Team B's 20-yard line. B18, starting at the 10-yard line, makes a valid fair catch signal and then must detour around A92 at the 20-yard line to make the catch at the 30-yard line. RULING: Kick Catch Interference will be enforced from the spot of the foul. B, 1/10, B-35.

15. 1/10 @ A-25. Defender B70 is lined up with his right hand and helmet in the neutral zone. As the play clock winds down, restricted lineman A77 reaches out and touches B70. RULING: Dead ball foul, offside B70, lining up in the neutral zone, resulting in Team A 1/5 @ A-30.
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. The Two Minute Timeout will synchronize all in-game timing rule changes to be effective anytime following the Two-Minute Timeout including Rule 3-4-3-b penalty enforcement clock options; and 10-Second Runoffs for injury, helmets off, and fouls that cause the clock to stop.
18. The Team B blocking below the waist exception (9-1-6-b-2) includes the ball carrier and 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. B44 does not touch the kick, and 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. The Two Minute Timeout at the end of each half shall be 30 seconds in duration plus the 5-second referee notification and the 25-second play clock interval.
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. Defensive pass interference is contact beyond the neutral zone by a Team B player whose intent to impede an eligible opponent is obvious and could prevent the opponent the opportunity of receiving a catchable forward pass. When in question, a legal forward pass is not catchable.
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. Coordinated Team B movement, including lateral and backward movement that simulates action at the snap is a foul.
30. Team B cannot use words or signals that simulate the sound or cadence of, or otherwise interfere with the offensive starting signals. This includes using a clap on the defensive side of the ball that may disconcert the offense.
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. A, 4/10, A-5. A1's punt is partially blocked at the line of scrimmage and rolls to the A-4 where it is muffed by B7 and the ball rolls into A's endzone. A45 recovers the ball in the endzone and is tackled there. RULING: Touchback. The next play will be A, 1/10, A-20.
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: Touchdown.
36. Team A must be in proper alignment at the snap, especially when there is a player with an eligible number covered up. These type formations will be evaluated just as we do for "gadget plays" and the offense must be precise in their alignment or should be penalized.
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. 2/10 @ B-40. Late in the 2nd quarter, ball carrier A44 runs off right tackle, reverses field and is tackled inbounds at the B-32. B55's helmet came off during the play and the clock is stopped at 1:58. RULING: A, 3/2, B-32, Snap. Referee stops the game for the Two-Minute Timeout. Play clock set to 25 seconds and unless Team B calls a team timeout B55 must leave the game for 1 play. There is no option for a 10-second runoff.
39. 1/10 @ A-25. QB A12 drops straight back to pass and cannot find a receiver open. A12 begins to scramble, never leaves the tackle box and B54 grabs the inside back collar of A12's jersey and abruptly pulls him down at the A-23. RULING: A, 1/10, A-40, Ready. For player safety, horse-collar tackles that occur within the tackle box are now fouls.
40. After the Two-Minute Timeout in the fourth quarter and the clock running, Team B has no timeouts remaining. In an effort to conserve time, B77 crosses the neutral zone and touches a Team A player. RULING: Dead-ball foul. Penalty—Five yards from the succeeding spot. Because this play occurred after the Two-Minute Timeout, this foul comes under the 10-second runoff rule.
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. After the Two Minute Timeout, 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) 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. Team A, 1/10, B-20. A1's pass is intercepted at the B-3 by B20 and his momentum brings him into his endzone. B20 attempts to advance but fumbles the ball in the endzone and the ball rolls out of bounds beyond the endline. RULING: The result of the play is a Safety, Team B will Free Kick from the B-20.
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. Free Kick @ A-35. The kickoff is high and deep, and deep receiver B21 gives the "T signal" as the kick is in flight. B21 catches the kick right at the goal line and returns the kick back to the B-35. RULING: Team B will have 1/10 @ B-35. The "T signal", if executed properly, is not considered a valid or invalid fair catch signal.
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. Linebacker B56 is stationary within one yard beyond the neutral zone. As the offense is calling its snap signals, B56 feints toward the line in an obvious attempt to induce a false start by the offense. RULING: Dead-ball foul, delay of game. Five-yard penalty at the succeeding spot.