

2025

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. When in question, officials will take a timeout for an injured player. If a player presents as injured after the ball is spotted by officials, that team will be charged a Team Timeout or a delay penalty if all timeouts have been used.
3. Each team shall be allowed one timeout for the first extra period and one timeout for the second extra period. Each team will be allowed one timeout beginning with the third extra period until the game is ended.
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. Beginning in 2025, for a scrimmage kick formation to be legal, no player other than the potential kicker aligned within the frame of the snapper and no player may be aligned in the clear path from the snapper to the potential kicker.
6. Consecutive charged team timeouts by the same team are 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. 2/10 @ A-45. Midway through the 4th quarter, both teams have timeouts available. Back A21 catches a swing pass at the A-42 and runs down to the B-25 and is tackled. After the ball is spotted but not yet ready for play, B55 is moving back to the line of scrimmage, looks to the sideline and then goes down injured at the B-30. RULING: If a player presents as injured after the ball is spotted their team must be charged with a delay penalty. After enforcement of the delay penalty, it will be A 1/10 @ B-20.
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. If Team A is in a scrimmage kick formation at the snap and the snapper is not on the end of the line of scrimmage, any Team B player within one yard of the line of scrimmage must be aligned completely outside the frame of the body of the snapper at the snap.
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 Team B player within one yard of the line of scrimmage (stationary or not) may not make quick and abrupt or exaggerated actions that simulate action at the snap and are not part of normal defensive player movement in an obvious attempt to make the offense foul (false start).

14. Try @ B-3. First possession series of the 4th extra period. After calling a team timeout during the 3rd extra period, Team A substitutes late in the play clock, and the Team A head coach calls timeout just before the play clock goes to zero. RULING: A, Try, B-3, No Clock. Team A's timeout request is granted as this is his first request of the 4th extra period.
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 neither roughing nor running into 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 immediately 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. When a team is in scrimmage kick formation and the snapper is not on the end of the line of scrimmage, a defensive player may not initiate contact with the snapper until one second has elapsed after the 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. 4/10 @ A-45. Team A sends in their punt team, and has no players numbered 50 – 79. They initially line up in a scrimmage kick formation, but before the snap, back A44 shifts to a position five yards behind the snapper in the clear path from the snapper to the potential kicker. The ball is snapped to A44 who throws a legal forward pass to end A88 who catches the ball at the B-45 and runs out of bounds at the B-40. RULING: A, 1/10, B-40. Team A is in a scrimmage kick formation at the snap.
22. 2/8 @ B-25. Late in the 4th quarter, Team A is driving down the field. Before Team A snaps the ball, Team B calls a timeout, their second of the half. Following the timeout and after the Referee blows the Ready for Play, B40 realizes he is the 12th Team B player on the field and drops to the field with an injury. Team B will be assessed a Delay of Game penalty. A, 2/3, B-20. PC: 25, GC: Snap.
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 another time out. RULING: The officials shall grant the second timeout request by the Team B head coach.
24. The definition of an invalid signal now includes a "T" signal given during a free kick.
25. If a player injury occurs on a play where there is a temporary stoppage of the clock for a first down, and the clock is stopped with 10 seconds or less remaining in the 2nd or 4th quarters, the opponent has the option of a 10-second runoff. The 10-second runoff may be avoided by the use of a charged team timeout if available.
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. No player shall use words or signals that disconcert opponents when they are preparing to put the ball in play. No player may call defensive signals that simulate the sound or cadence of, or otherwise interfere with, offensive starting signals. The terms "move" and "stem" are reserved for defensive cadence and may not be used by the offense. The offense may use a "clap" as a starting signal and this signal may not be used by the defense.
30. After the Two-Minute Timeout in either half, if the defense commits a substitution foul and 12 or more players are on the field and participate in a down, officials will penalize the defense for the foul and at the option of the offended team, reset the game clock back to the time displayed at the snap. The game clock will then restart on the next snap. If the 12th defender was attempting to exit but was still on the field at the snap and had no influence on the play, then the normal substitution penalty would be enforced with no clock adjustment.
31. Free Kick @ A-35. A98 kicks the ball high and B21 gives the "T" signal while the ball is in the air standing one yard in the endzone. B21 muffs the kick while standing in the endzone, the ball bounces forward and then he recovers the ball at the B-5. He runs to the B-20 where he is down. RULING: B, 1/10, B-25, Snap.
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. 1/10 @ B-25. Team A is down by 4 points and snaps the ball with 12 seconds remaining on the game clock in the 4th quarter. QB A12 can find no receiver open, scrambles outside the tackle box and throws the ball away beyond the neutral zone and the play ends with 6 seconds remaining. The defense participated with 12 players on the field. RULING: A, 1/5, B-20, Snap – reset the clock to 0:12.
34. 1/10 @ A-40. Back A44 in 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. 4/5 @ B-30. Team A lines up to kick a field goal midway through the 4th quarter. The holder and kicker are in place and the ball is snapped to holder A12. A12 hands the ball forward to wingback A44 swinging back around at the B-37. A44 runs to the B-23 where he is downed. RULING: B, 1/10, B-37, Snap.
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. 1/10 @ A-40. Midway through the 3rd quarter, A12 drops deep in the pocket, and A77 legally blocks edge rusher B79. At the A-35, A77 stands over B79 and brandishes a weapon. A12 throws a pass that is complete to A88 at midfield, and he runs to the B-40 where he is pushed out of bounds. RULING: A, 1/25, A-25.
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. 3/10 @ B-30. After the Two-Minute Timeout in the 4th quarter, neither team has a timeout remaining and Team B leads by 3 points. Team A completes a pass over the middle and A88 is tackled inbounds at the B-15 for a first down. A88 remains on the ground and the Referee declares an official's timeout for injury. There is 0:05 on the game clock. RULING: A, 1/10, B-15, Ready. A88 must leave the game for 1 play. There is no option for a 10-second runoff. The clock will start on the Ready following the injury timeout.
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 runs into Team B squad member identified as wearing #45 in the restricted area. B22 is driven out of bounds at the A-20. RULING: Physical interference with an official during the play. No warning. Team B foul for unsportsmanlike conduct administered as a dead-ball foul. After the 15-yard penalty, Team B will have first and 10 at the A-35.
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.