

## March 2019 Practice Quiz Answers

*We hope you found this quiz helpful and allowed you to get into the rulebook. The answers are based on our interpretation of the rules. If you believe we have an incorrect answer let us know so we can investigate and correct it.*

1. **A 1/10 A-45 READY PC :25** The ball carrier fumbles the ball one yard past the line to gain. The loose ball crosses the sideline at the line to gain and is declared dead out of bounds. By rule the out of bounds spot is the crossing point, the B-40; the line to gain has been reached. The 15 yard penalty for the UNS will be enforced from this spot. Because the LTG had been gained, it will be 1st and 10 after the enforcement. (4.2.3.c, 5.2.7.a)
2. **A 3/2 A-48 READY PC :25 Game clock :17.** No 10 Second Subtraction if the MO request that a player is removed from the game. (IR Case Book Page 17)
3. **B 1/10 B-45 SNAP PC :25 Game clock :01.** By rule, no time should have run off the clock when the receiver possessed the ball with a knee on the ground.
4. **Halftime.** Penalty statement contains a loss of down so there is no extension of the period. (3-2-3) B 1/10 A-40 is also possible. Not enough information in the question.
5. **A 1/10 B-40 SNAP PC :25** If Team A accepts the penalty, it is enforced from the previous spot. PSK enforcement is not an option because B is not next to put the ball in play (10.2.2.d.4, 10.2.3.b)
6. A9 tosses the ball out of bounds in an attempt to conserve time. This is a foul that stops the clock and requires a 10 second runoff. Team A would have to use a timeout to avoid the game being over.
7. **A Try B-3 UTD PC :25** Both teams fouls during the try. Team B fouled before a change of team possession. Replay the try. (8.3.3)
8. **A Try B-3 UTD PC :25** B muffs the ball which goes into the end zone and is still live. The illegal wedge is declined by rule 10.2.5 a
9. **A 1/25 A-46 READY PC :25** The line to gain is established when the ball is ready for play before the first down of the new series. By definition this ball has been made ready for play and the line to gain has been established. The 15 yard penalty will be enforced and it will be 1st and 25. [2.2.4, 5.1.2.b]
10. **A 3/21 A-24 SNAP PC :25** Replay can reverse ruling on the field that passer did not cross the neutral zone prior to the pass effectively creating an illegal forward pass foul. This means there is no foul for DPI.
11. **A 4/3 B-42 READY PC :40** Recovery of a loose ball has the same requirements as catching a pass. All the defender secured the ball and got a foot down, he did not maintain control of the football throughout the process of the catch (when he hit the ground out of bounds) The result is a forward fumble out of bounds. The ball is returned to the spot of the fumble and the clock is started on the ready for play. [2-4-3, 7-2-4]
12. **A 2/17 A-48 READY PC :25** Replay will reverse the ruling on the field. We now have fumble that went out of bounds behind the spot of the fumble. Team A's ball at the out of bounds spot.

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13. **A 1/10 B-32 SNAP PC :25** In a game with replay, the play can be reviewed with an immediate recovery. Team will decline the penalty for IBB and keep the ball. Without Replay, there is an inadvertent whistle during the kick. But since there was a foul before the whistle, we can enforce this and disregard the IW. Since PSK enforcement is not an option we enforce from the basic spot, the previous spot. A 1/10 @ A-38 Snap
14. **B 1/10 B-15 SNAP PC :25** Change of possession in the field of play and the related run ends in the EZ. Because the fumble exits the endzone (and doesn't go out of bounds there) we can't use the momentum spot as the basic spot. The basic spot in this case is the goal line. Fouls by the team not in possession are enforced from the basic spot. (3 and 1 principle). The two dead ball fouls are canceled. Each player is charged with an unsportsmanlike foul. (10.2.2.d.2.b)
15. **A 4/4 B-44 READY PC :25** Live ball caused dead because of IW. Team in possession has 2 options. Put the ball in play where declared dead, or replay the down. Best choice would to be replay the down because Team A was short of the line to gain when the ball was declared dead. [4.1.2.b.1, 3.3.2.e.6]
16. **A 3/5 A-25 READY PC :25** Live ball fouls by both teams are reported to the Referee, the team last gaining possession (Team B) fouled prior to last gaining possession (no clean hands). So they cannot keep the ball. Offset and replay the down. The ball will be snapped on the ready for play because B is not next to snap the ball [10.1.4, 3.3.2.e]
17. **B 1/10 B-40 UTD PC :25** After change of team possession, B29 commits a live ball UNS foul. This negates the score. Since this is a UNS foul, the 15 yard penalty will be enforced at the succeeding spot. Because the A and B team designations do not change until the ball is next ready for play, technically we'll be enforcing from the B-25. [3.1.3.g.1, 2.27.1]
18. **A 3/8 B-45 SNAP PC :25** The ROP is a TD. A88 commits a live ball foul for blocking an opponent when they are both clearly OOB. The spot of the foul is where the blocker crosses the SL in going OOB. This will be enforced from the spot of the foul. The game clock will start on the snap following a scoring play. [9.1.7.c, 3.3.2.c]
19. **B 1/10 B-1 SNAP PC :25** The ROP is a SK ruled dead at the B-1. There is no foul for contact against the snapper. Snapper protection only occurs when a Team is in SK formation. A9 7 yards behind the neutral zone with no potential holder does not fall into the definition of a SK formation. Legal play. [2.16.10.a, 9.1.14]
20. **A 1/10 B-35 READY PC :25** Plays involving a players forward progress with respect to a first down is reviewable. With indisputable video evidence, the ball would be placed at the B-35 and Team A awarded a new line to gain. [12.3.3.e]
21. **B Try/ B-3 UTD PC :25** ROP is a TD, If the KCI w/TGT was held or confirmed that would fall under a 15yd PF by the Non-Scoring Team which would be enforced on the Try or succeeding KO. Once Replay overturns the TGT the KCI penalty would be declined by rule. KCI is a 15yd penalty but it is not a UNS or Personal Foul. [6.3.4.1, 10.2.5.a.1] \* Note: our interpretation is that 15 yard penalties that are not Personal fouls or UNS fouls fall under the same as 5 and 10 yard penalties, which are declined by rule under Rule 10.2.5.a
22. **A 3/2 B-17 UTD PC :25** The result of the play is a change of team possession. Both teams foul during the down and Team B fouled before gaining possession. the penalties will offset and the down will be repeated. [10.1.4]

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23. A 2/21 A-11 READY PC :25 Short gain for 3 yards. There is a live ball foul for clipping. The contact below the knee does not fall under the clipping exception, where offensive players who are on the LOS at the snap within the blocking zone legally may clip in the blocking zone if the contact is from behind above the knee. Also this may be an enforcement option with the offended coach for a possible decline and make the next down 3/7 @ A-25. [9.1.5]
24. Halftime. There is an OH following the fumble. Once A33 recovers A2's fumble the ball becomes dead because of the 4th down fumble rule. Only A2 can recover his fumble before any change of Team possession during this 4th down play. Time was expired when the ball is declared dead, so to avoid an extension of a period Team B would decline the penalty. [7.2.2 exc]
25. A 4/13 B-30 READY PC :25 The ROP is an incomplete forward pass, that Replay can reverse to fumble. Because the ball ends up OOB this result is the same as a clear recovery. Because the fumble went OOB in advance of the spot of the fumble the ball will return to the spot of the fumble. Game clock will start on the Ready and play clock set at :25 following instant replay review. [12.3.3.b, Clear Recovery plays IR M/GL page 34, 7.2.4.b]
26. A 1/20 B-10 SNAP PC :25 The CCA manual does not pass interference note 2. says OPI will not be called on a screen pass when the ball is overthrown behind the LOS but subsequently lands beyond the LOS and linemen are blocking down field, unless the such blocking prevents a defensive player from catching the ball. This blocking action could be ruled as obstructing B55 from making a play on the pass. OPI would be enforced 1/2 the distance and replay 1st down. A coach could decline the penalty and take the result of the play and have 2 and 10. [CCA Not Offensive Pass Interference Pg. 28, 7.3.8]
27. A Try B- 1 1/2 UTD PC :25 Try downs from the B-3 is the 1 time where we would enforce DPI in the EZ 1/2 the distance. We would grant the relocate to position 1 because a repeat of the down after a penalty against Team B may be from any point on or between the hash marks on or behind the yard line where the penalty leaves the ball [7.3.8 penalty statement, 8.3.3.b.2]
28. B 1/10 B-18 SNAP PC :25 10.2.5.a.2 says 5 and 10 yard penalties are declined by rule unless enforcement is made possible by illegal touching of a kick. This is the case of that. The enforceable spot in this case is the end of the related run. So Team A's best option is to decline the Hold and give Team B the ball at the spot of Illegal Touching. [10.2.4.a.2]
29. A 1/10 B-15 SNAP PC :25 The result of the play is an incomplete pass. B45 has fouled by leaping into the plane of and above an opponent. The holder may rise and hand, pass, or advance the ball. [4.1.3.b exc, 9.1.11.b]
30. B 1/10 B-7 SNAP PC :25 The result of the play is a TB. The intercepting team fouls after the change of Team possession. The basic spot is the succeeding spot (B-20). The Team in possession fouls behind the basic spot so we will enforce from the spot of the foul half the distance. [8.6.1, 9.3.3.b, 10.2.2.d.2.a]