



FOOTBALL 2005

A supplement to the *NCAA Football Rules* • Prepared by the editors of *Referee* magazine

New Clipping Rule More Restrictive

A more restrictive blocking rule and a change in terminology were approved by the NCAA Football Rules Committee at its annual meeting and will go into effect for the 2005 season. The rule reference is 9-1-2-d Exc 1a.

In previous years, offensive linemen could legally clip (block an opponent when the initial force is from behind and at or below the waist) while in the "legal clipping zone." This year, it will be a foul if the initial contact is from behind and at or below the knees.

Team A linemen in the zone must limit their blocks from behind to above the knee. The change renders the term legal clipping zone obsolete. The terminology in the rulebook is now "rectangular area." The modification does not affect the size, location or time



Offensive linemen will face more restrictions this season thanks to changes in NCAA rules regarding clipping. While in the rectangular area (a term that replaces legal clipping zone in the rulebook), team A linemen must limit their blocks from behind to above the knee.

span that the rectangular area exists. Nor does it affect the exceptions to illegal blocks in the back under 9-3-3-c. Also, the change does not affect administration of blocking below the waist rules when contact is not initiated from behind (2-3-3, 9-1-2-e).

Under the change, the only time it is legal to block from behind and at or below the knees will be against the runner (a player with the ball or one who simulates having it) or when a player turns his back on a blocker who has committed himself to an otherwise legal block.

Play 1: Second and six on Team A's 35-yard line. A15

(see *Clipping Rule* p. 13)

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Fouls on Trys Cancel Scores

Fouls during try downs were addressed in a change adopted by the NCAA Rules Football Committee. Rules 3-1-3-g-2 and 8-3-4-b indicate that scores by teams committing fouls are cancelled.

Play 1: The score is tied and Team A has the ball, first and 10 on Team B's 25-yard line. B31 intercepts

A12's pass and carries the ball into Team A's end zone. Before crossing Team A's goalline, B31 directs an obscene gesture at pursuing A53. The play occurred (a) on the last timed down of the fourth quarter, or (b) during the first series of an extra period. **Ruling 1:** B31's unsportsmanlike conduct foul is a live-ball foul

penalized as a dead-ball foul. In (a), because the foul occurred during regulation, the score counts and Team B wins the game. If Team A leaves the field of play, there will be no try down. If Team A remains, the penalty will likely be accepted and enforced from the succeeding spot. Team B

(see *Fouls on Trys* p. 11)



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Leaping Rule Adjusted

The foul for leaping was adopted last season, but the rule undergoes a significant alteration this season. While trying to block a scoring kick (field goal or kick try), defensive players positioned more than one yard beyond the neutral zone at the snap will no longer be able to run and jump from beyond the neutral zone and land on either an opponent or teammate. It is not a foul if the leaping player was originally lined up within one yard of the line when the ball was snapped.

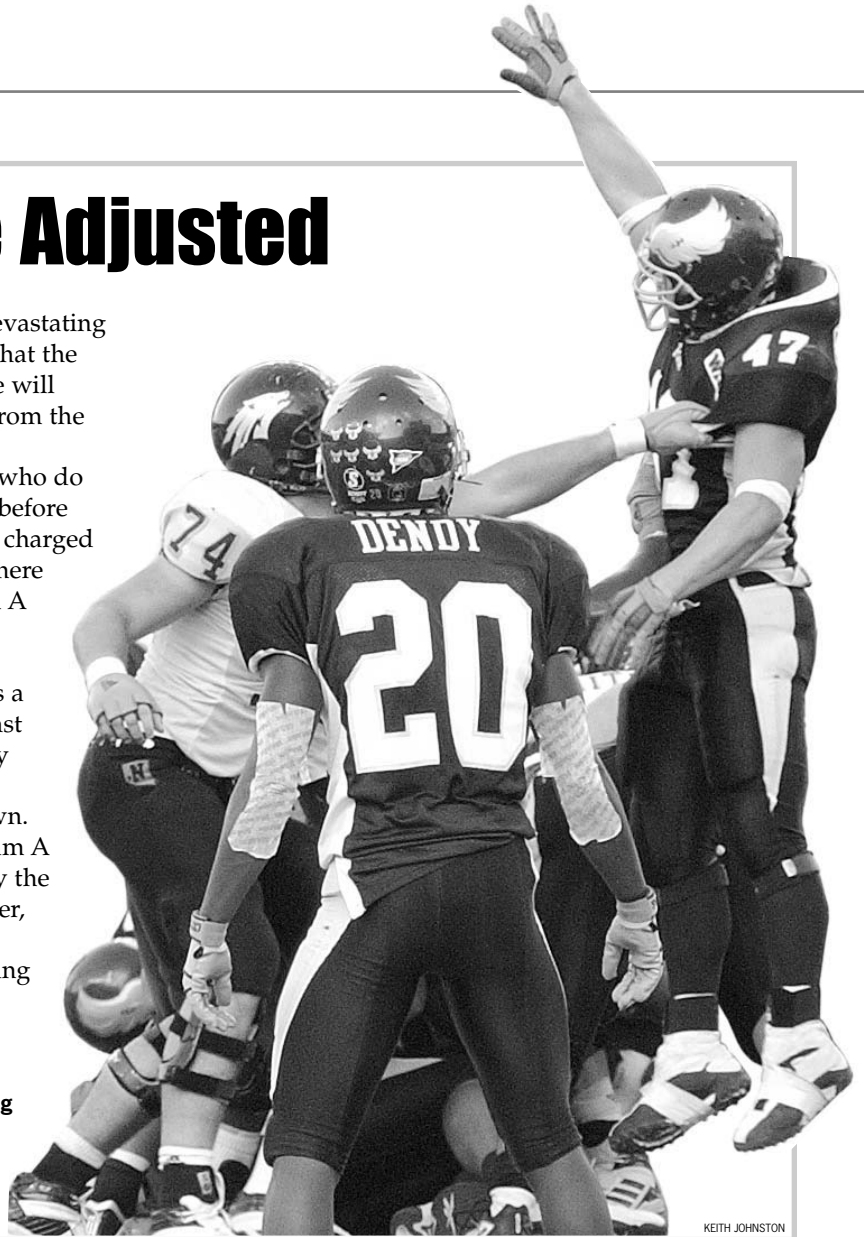
Rule 9-1-2-q was changed last year because the rules committee recognized that a player who ran forward and leaped would generate considerable force, which

could result in a devastating injury. It is hoped that the expanded coverage will eliminate leaping from the game.

Team B players who do not move forward before leaping will not be charged with a foul. Also, there is no foul if a Team A player initiates contact with the leaper. Because it is a personal foul against Team B, the penalty includes an automatic first down. Note that if the Team A player contacted by the leaper is the snapper, the foul is for leaping, not roughing the snapper.

(see Leaping p. 14)

A defensive player who leaps in an effort to block a scoring kick may be guilty of a foul. If the player runs toward the line of scrimmage before leaping and then lands on any player, he must be flagged for a personal foul.



KEITH JOHNSTON

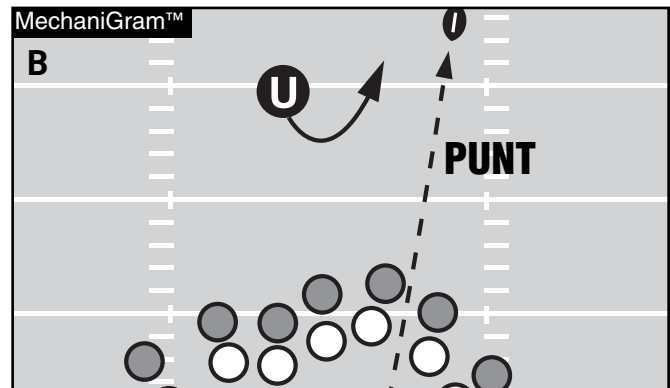
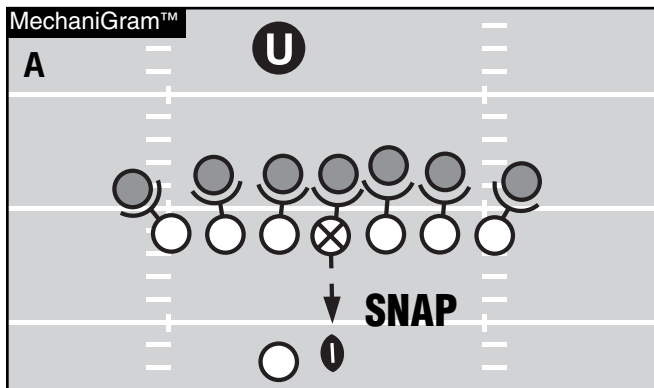
Umpire's Positioning on a Punt

On a punt, the umpire has the option of being anywhere from five to 10 yards off the line. It is left to the umpire to decide where he is most comfortable, but not so far or so close that he cannot observe the action.

The umpire watches the snap and flags any illegal action against the snapper, as seen in MechaniGram A. The umpire

must also be cognizant of a maneuver that's gaining popularity: the "pull and shoot" (a defensive lineman grabs an offensive lineman and pulls him to one side, creating a teammate may burst through and reach the punter). That constitutes defensive holding.

After the snap, the umpire pivots after watching initial blocks, then turns in the direction of the kick (MechaniGram B).



Flashback to 2004 NCAA Rule Changes

Here is a review of the 2004 changes to the NCAA rules. If a 2005 change has rendered a 2004 change moot, last year's change has been deleted.

Rushed substitution (3-5-2-e). The change was implemented to relieve Team B from having to use a timeout in order to complete its substitution or prevent an illegal participation foul.

If Team A rushes to the line before the ready, the referee should delay his whistle until Team B has completed its substitution. However, if the 25-second clock is running and it expires while Team B is attempting to substitute, the officials should stop the game clock, if running. Team A is penalized five yards for delay of game, measured from the succeeding spot, and is issued a warning that subsequent penalties will be 15 yards for

unsportsmanlike conduct.

The rule does not apply if Team A is in a "hurry-up" offense near the end of either half, or if Team A is using a no-huddle offense, hoping to increase the number of offensive plays it runs and choosing not to substitute.

If officials see that Team A has substituted and is trying to rush the snap, the umpire should move quickly to stand over the ball and prevent Team A from snapping it. If Team B does not attempt a substitution, the umpire should back off and allow Team A to proceed. However, if Team B initiates substitution, the umpire must stay over the ball — thus allowing Team B the opportunity to substitute — before he takes his normal pre-snap position.

(see Flashback p. 15)

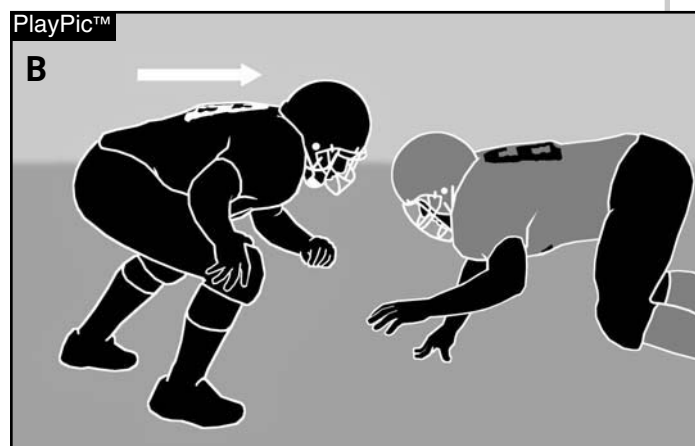
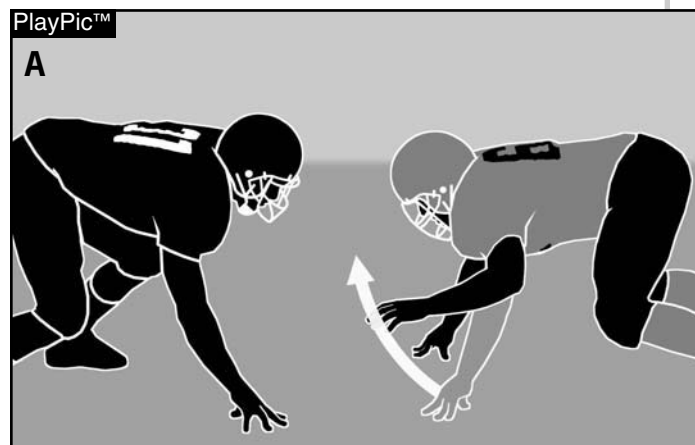


Big 10 referee Bill LeMonnier announces a penalty. When giving penalty information, NCAA referees equipped with microphones are also to provide the number of the fouling player.

Inducing a False Start

Linemen on both sides of the ball can be called for fouls that occur prior to or simultaneous with the snap. PlayPic A illustrates a defensive player (right) on the line of scrimmage making a quick movement without crossing the neutral zone, and the offensive player reacting (PlayPic B). That results in a dead-ball foul on Team B.

It is a foul on Team B if a Team B player enters the neutral zone and that act causes a Team A lineman to immediately react by moving. That rule is restricted to offensive players head-on with the offending Team B player or on either side of him. If that occurs, only the Team B player is penalized (offside, dead-ball foul). A maximum of three offensive players can be threatened by one defensive player. If the Team B lineman enters the neutral zone directly opposite a Team A lineman, then that offensive lineman and the two adjacent linemen are considered to be threatened.



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Penalizing Helmet-Related Fouls

There was a time when helmets weren't an integral part of football. In fact, they weren't considered required equipment until 1939. It wasn't until 1960 that facemasks were also mandatory.

Things have certainly changed. Today the helmet is used not only for protection but as a tool, despite the possibility of injury to both the player using the helmet and the one being hit. The preponderance of helmet-related fouls puts the onus on officials to watch for and penalize those acts.

Some examples of fouls that merit diligence are spearing, launching and helmet-to-helmet contact. Those fouls may occur on any type of play on any part of the field.

The victims of launching fouls are usually but not always quarterbacks, punters and receivers. The launch occurs when a player takes a running start, leaves his feet and uses his helmet to strike the opponent (usually in the head).

When a launching foul occurs, the official should give serious consideration to ejecting the offender. It is an extremely dangerous maneuver to both players involved and deserves strict enforcement.

Receivers who jump for high passes are especially vulnerable to hits from behind. Defensive backs have become adept at hitting receivers a split second after a pass arrives, jolting the receiver in such a way that he does not make the catch. It is a true art form and, executed correctly, is an effective technique.

Another foul that is



Using the helmet in an attempt to punish an opponent is a serious foul. It is a tough judgment call because sometimes the shoulder actually made the initial contact or that the helmet contact was caused by the movement of the opponent.

intended to "send a message" is the contact clearly away from the play. It most often occurs when a

player is looking down at the pile. An opponent takes a running start and blocks the unsuspecting player.

The same foul occurs in another situation. Once a punt is rolling and the receiver decides an attempted return is imprudent, he will back off. At the same time, a player of the kicking team will chase the ball, allowing it to roll as far as possible before downing it. Again, a player clearly not involved in the play will be targeted by a hard-charging opponent. A flag must be thrown on such a play.

Spearing and other helmet fouls were the focus of a change in Rules 2-24-1, 9-1-2-1 and 9-1-2-n. The word "intentional" has been replaced by "in an attempt to punish." The rules committee feels the new wording better reflects the severity of the act and underscores the need for the act to be penalized.

Play: First and 10 from Team A's 30-yard line. Halfback A31 takes the handoff and (a) lowers his head as he plows straight ahead into the mass of players along the line of scrimmage, or (b) seeks out rather than avoids B50 and rams his helmet into B50's midsection at Team A's 36-yard line. A31 is tackled at Team A's 40-yard line.

Ruling 1: Because A31's forward progress is not stopped and he is attempting to gain yardage rather than punish an opponent, there is no foul in (a). In (b), because A31's actions indicate he is deliberately trying to punish B50, he is guilty of a personal foul. Team B will likely accept the penalty, which yields first and nine from Team A's 21-yard line. □

Who's Eligible?

The quarterback drills a perfect spiral into a crowd of players. A hand reaches for the ball, but it is deflected and is up for grabs. Which players are eligible to catch the ball and advance? The answer to those and other questions are vital in this era of pass-oriented offenses.

Eligibility requirements. To be eligible, a Team A player must be legally in the backfield or on the end of the line. Eligible Team A players must be legally numbered other than 50 through 79 inclusive. All Team A players who were eligible receivers at the

snap remain eligible throughout the down (except that, under NCAA rules, no eligible Team A player can go out of bounds and touch a forward pass after returning inbounds until it is touched by Team B).

All Team A players who were ineligible at the snap remain ineligible until Team B touches the pass and all Team B players are eligible at all times.

A summary of the possibilities follows. It is assumed that all Team A players wearing eligible numbers were properly lined up as eligible receivers. □

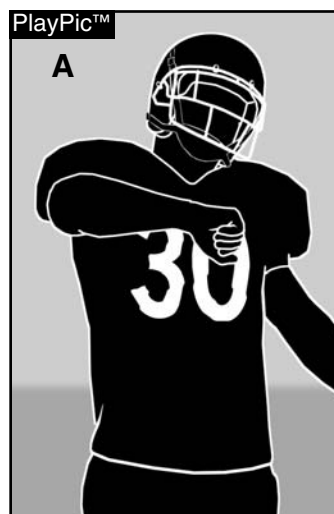
Behind the line		
Initially touched by	Caught by	Ruling
A56	A63	Illegal touching A56, A63
A56	A85	Illegal touching A56
A56	B22	Illegal touching A56, interception
A34	A63	Illegal touching A63
Beyond the line		
A56	A63	Illegal touching A56, A63
A56	A85	Illegal touching A56
A56	B22	Ill. touching A56, interception
A63	A63	Illegal touching
A34	A63	Illegal touching A63
Either behind or beyond the line		
A34	A85	Legal catch
A34	B22	Interception
A85	A85	Legal catch
B22	B22	Interception
B22	A85	Legal catch
B55	A63	Legal catch
B79	B55	Interception

Unsportsmanlike Acts Listed

In an attempt to better define acts that tarnish the image of the game, this year's rulebook includes a list of acts that should bring about a foul. The list, found in Rule 9-2-1-a-1, includes punching one's own chest excessively (PlayPic A), placing one's hand by the ear to elicit applause (PlayPic B), pretending to fire a weapon (PlayPic C), crossing one's arms in front of the chest (PlayPic D), diving into the end zone when unchallenged by an opponent, entering the end zone with an unnatural stride (such as high stepping), standing over a player in a taunting manner,

attempting to make the ball spin as it were a top or performing a choreographed act (such as pretending to take a photo or falling down in unison).

The revised list is not intended to be all-inclusive, stating those are the only acts punishable by penalty. Rather, they are meant to illustrate guidelines that should be applied. In addition, the rulebook has added language to encourage celebrating among teammates provided it is spontaneous and not premeditated, prolonged or demeaning. □



Dead-Ball Fouls After the Ready

By definition, a dead-ball foul is one that occurs in the interval after a down ends and before the ball is next put into play.

There are two distinct intervals in the preceding definition. Chronologically, between the end of a down and the ready-for-play signal, and between the ready and the snap (or free kick). The types of fouls that typically occur during those intervals vary widely.

Fouls before the snap.

Fouls that may occur after the ready-for-play and before the snap include illegal snaps, substitution infractions, delay of game, encroachment and false starts.

Snaps. The snap is a logical place to begin since all scrimmage downs must start with one. A snap is the legal transfer (by passing or handing) of the ball backward from its position on the ground with a quick and continuous motion with the ball immediately leaving the hand or hands of the

snapper. Restrictions on the snapper begin with the referee's ready. The snapper may adjust the ball but may not move it forward, fail to keep the long axis of the ball at a right angle to the line of scrimmage or simulate a snap.

Substitution infractions.

A substitute is a team member who replaces a player who is in the game. A substitute becomes a player when he enters the field and communicates with a teammate or official, enters the huddle, takes a position in an offensive or defensive formation or participates in a play. A replaced player is one who has been notified by a substitute that he is to leave the field.

Six acts comprise illegal substitution. They can be penalized as either a dead- or live-ball foul. The most frequent infractions are dead-ball fouls and occur when a replaced player does not depart immediately or when he unsuccessfully attempts to leave before the

snap. "Immediately" is defined as three seconds.

The rules also limit the offensive team to 11 players breaking the huddle.

Delay of game. If the ball is not snapped within 25 seconds of the ready signal, Team A is guilty of a delay foul, a five-yard penalty. The game clock starts on the ready unless there has been an abuse of the timing rules or the offense was in a scrimmage-kick formation. The referee does not have discretion to rule otherwise.

Encroachment. Any Team A player other than the snapper who lines up in the neutral zone following the ready and after the snapper has touched or simulated touching the ball is guilty of encroachment. That is a five-yard penalty and a dead-ball foul. The rules prohibit any part of the snapper's body to be beyond the neutral zone.

False starts. A false start is the most common foul in football. After the ball is marked ready and before the snap, it is a false start by any

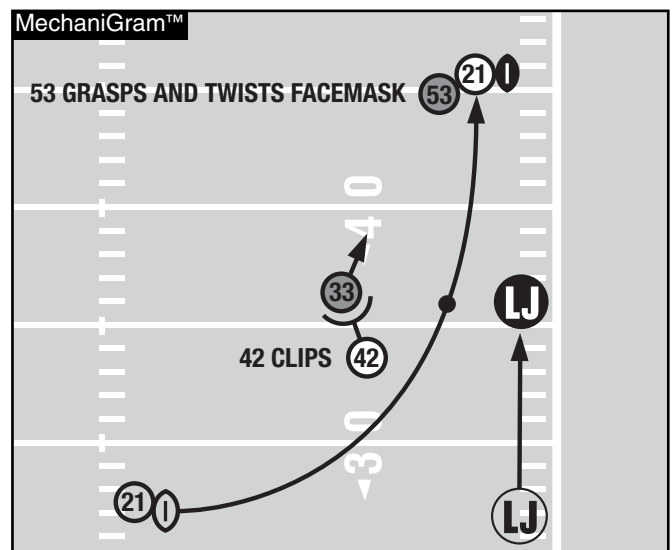
Team A player if a charge is feigned or there is any shift or movement that simulates action at the snap, or any Team A lineman, other than an end, moves his hand after having placed a hand on or near the ground. The ends are also restricted if they are numbered 50-79.

Other examples of prohibited movement include a lineman moving his foot, shoulder, arm, body or head in a quick or jerky movement; the snapper shifting or moving the ball or moving his thumb or fingers, flexing elbows, jerking his head or dipping shoulders or buttocks; the quarterback "chucking" hands at the snapper, flexing elbows under the snapper or dropping shoulders quickly just before the snap; any player starting in motion before the snap simulating receiving the ball by chucking his hands toward the snapper or the quarterback or making any other quick, jerky movement. □

Don't Give Up!

A common foible for newer officials is giving up on a play when a foul occurs. In the MechaniGram, the line judge has properly followed the play as A21 advances. But the official stops when he flags A42 for clipping. That's a problem because A21 continues to advance until he is brought down by B53. The problem is, the official hasn't seen the facemask penalty that occurred at the end of the run.

Granted, another official may see the facemask foul. But there is no guarantee another official will get a good look at it. Keep officiating and much of the problem will disappear.



'Catch' Definition and More About Passes

The definitions of catch, interception and recovery, found in Rule 2-2-7-c, have been clarified in this year's rulebook.

An airborne player must first land inbounds with any part of his body inbounds in order to successfully complete a catch, interception, or recovery.

Literal interpretation of the former rule implied that a foot or knee was required.

As the forward pass continues to gain popularity as an offensive strategy, a brush up on rules relating to passes is helpful.

Eligibility. At the snap, all Team B players and those Team A players who are legally in the backfield or who are on the ends of their scrimmage line and are numbered 1-49 or 80-99 are eligible receivers.

Pass eligibility rules apply only to legal forward passes. Further, there are downfield restrictions for Team A that help determine if ineligible receivers are illegally downfield or if pass interference has occurred. Those restrictions only apply if the pass crosses the neutral zone.

When an airborne receiver is contacted by a defender and comes down with the ball out of bounds, the pass is incomplete unless he was grabbed by an opponent and carried out of bounds so that his forward progress was stopped in the field of play. If the receiver is simply knocked out of bounds (regardless of direction), the pass cannot be complete.

Play 1: First and 10 on Team A's 20-yard line. A11 passes to A82, who dives forward for the ball near the

sideline and grabs it at his 40-yard line. While airborne with the ball, A82 is shoved by B35 and lands out of bounds with the ball at his 43-yard line. **Ruling 1:** Incomplete pass. A82 was shoved out of bounds, not held and carried.

Play 2: A84 grabs a high pass while airborne a yard deep in Team B's end zone. B47 shoves A84 so he lands on his feet at Team B's one-yard line. A84 is downed there. **Ruling 2:** Team A's ball at Team B's one-yard line.

Pass interference. As mentioned, pass interference restrictions apply only beyond the neutral zone and only if a legal forward pass crosses the neutral zone. A pass has crossed the neutral zone if it first strikes anything (player, official, the ground, etc.) beyond the neutral zone inbounds.

When an eligible receiver goes downfield on a play in which a forward pass crosses the neutral zone, he may not block until the pass has been touched. The defender may, however, treat the receiver as a potential blocker and use unlocked arms to ward him off before a pass is thrown. If the receiver is not attempting to block or has gone past or is moving away from the defender, the defender may not initiate contact. A guideline is to allow contact until the receiver occupies the same yard line as the defender or until the opponent cannot possibly block him. Continuous contact is illegal.

For ease of reference, all discussion and all passes in the plays that follow are legal forward passes that have crossed the neutral zone.

Play 3: First and 10 on Team A's 20-yard line. A85 runs his pass route toward B29, who is standing on Team A's 30-yard line. Before a pass is thrown, A85 approaches B29 and (a) B29 pushes A85 with both hands and knocks him down, or (b) A85 cuts a 90-degree angle immediately in front of B29. B29 shoves A85 from the side as A85 is moving away. A forward pass thrown across the line falls incomplete. **Ruling 3:** Legal in (a), but illegal use of

hands in (b). If accepted, the 10-yard penalty enforced from the previous spot. Team A receives an automatic first down because the fouled player was an eligible receiver.

Interference is one of the most visible and emotion-generating infractions in football. Both receiver and defender have a right to the ball. An official may rule

"incidental contact" if both players are making a simultaneous and bona fide attempt to reach the ball. An

(see *Catch* p. 15)



If an airborne receiver lands inbounds with any part of his body inbounds, he will have made a catch.



Test Your Rules Knowledge

In each of the following, you are given a situation and at least two possible answers. You are to decide which answer or answers are correct.

1. Team A has the ball on Team B's five-yard line. Quarterback A11 rolls out and leaps from the one-yard line toward the goalline near the sideline. The ball, while in possession of airborne A11, passes directly over (without touching) the pylon.

- a. That's a touchdown.
- b. The ball is spotted where it crossed the sideline.

2. Fourth and 17 for Team A from its own 13-yard line. A21's punt is high and short and hits the ground at Team A's 23-yard line. After the ball hits the ground, B22 gives a fair catch signal. B22 attempts to recover the loose ball, but muffs it and it rolls into Team A's end zone, where B83 falls on it.

- a. Team B scores a touchdown.
- b. Team B scores a safety.
- c. B22 has fouled; the penalty is enforced from the previous spot.
- d. B22 has fouled; the penalty is enforced using post-scrimmage kick enforcement.
- e. B22 has fouled; the penalty is enforced on the try.
- f. B22 has fouled; the penalty is enforced on the succeeding kickoff. Team A will kick off from its own 25-yard line.
- g. B22 has fouled; the penalty is enforced from the spot of the foul.

3. B41 catches a free kick and is advancing. He reaches Team B's 30-yard line when he throws a forward pass in the direction of B32, who is at Team B's 40-yard line. The pass is incomplete.

- a. The ball should be blown dead.
- b. The ball remains live.
- c. The play is treated as a fumble.
- d. The play is treated as an incomplete forward pass.
- e. Team B will begin a new series, second and 10 from its own 25-yard line.
- f. Team B will begin a new series, first and 10 from its own 25-yard line.

4. A81 attempts an onside kick from his own 35-yard line. A81 kicks the ball on the ground toward the sideline. As B52 moves to recover the ball at Team A's 42-yard line, he is blocked above the waist and from the front by A43. The ball is recovered by A84.

- a. Legal play; it's Team A's ball.
- b. A43 is guilty of an illegal block.
- c. The penalty is five yards.
- d. The penalty is 10 yards.
- e. The penalty is 15 yards.

5. Third and 13 from Team A's 35-yard line. All Team A players are set. While the quarterback is calling signals, defensive back B21, starting from a position eight yards behind his line of scrimmage, runs toward the neutral zone. B21 stops directly in front of tackle A71 but does not enter the neutral zone. In response to B21's charge, A71 flinches.

- a. Both teams have fouled.
- b. A71 should be flagged for a false start.
- c. B21 should be flagged for delay of game.

6. First and 10 at Team A's 20-yard line. Quarterback A11 runs to Team A's 23-yard line, retreats to Team A's 16-yard line and throws a pass that is caught by eligible A82 at Team A's 37-yard line.

- a. Legal play.
- b. A11 is guilty of an illegal forward pass.
- c. The penalty is five yards from the previous spot and a loss of down.
- d. The penalty is five yards from the spot of the pass and a loss of down.
- e. The penalty is five yards from the previous spot but no loss of down.
- f. The penalty is five yards from the spot of the pass but no loss of down.

7. First and 10 for Team A from its own 20-yard line. A11's legal forward pass is caught by A82 at Team A's 33-yard line. B63 is flagged for roughing the passer. A82 advances to Team A's 45-yard line and fumbles, but prone A84 recovers at the 50-yard line.

- a. The penalty is declined by rule.
- b. The penalty is enforced from the previous spot.
- c. The penalty is enforced from Team A's 33-yard line.
- d. The penalty is enforced from Team A's 45-yard line.
- e. The penalty is enforced from the 50-yard line.

8. Which of the following statements is true regarding a passer?

- a. Any Team A player may be a passer.
- b. Only a Team A player numbered 1 to 49 or 80 to 99 inclusive may be a passer.
- c. A passer is a player who throws a forward or backward pass.
- d. A passer is a player who throws a legal forward pass.
- e. A passer is a player who throws any forward pass.
- f. Any Team B player may legally throw a forward pass.

9. A21's kick try is good. While the kick was in flight, B72 was flagged for grabbing and twisting the facemask of guard A63.

- a. Team A may replay the try after enforcement of the penalty.
- b. Team A may decline the penalty and keep the point.
- c. Team A may choose to have the penalty enforced from the succeeding spot.
- d. Team A has no choice; the penalty is declined by rule.

10. A loss of down is part of the penalty for which of the following fouls?

- a. Ineligible receiver downfield.
- b. Offensive pass interference.
- c. Illegal forward handling.
- d. Planned loose ball play.

11. A41's punt is in flight when it strikes an official, who is standing about two yards deep in Team B's end zone. The ball caroms off the official, hits the ground on Team B's two-yard line and rolls on the ground inbounds between the goallines.

- a. The ball should be ruled dead when it hits the official.
- b. The ball remains live.
- c. That's a touchback.
- d. If Team A recovers, it has downed the ball at that spot.
- e. If Team A recovers, it will take over at that spot for a new series.
- f. If Team B recovers, the ball may be advanced.

12. A41 kicks off. The untouched kick is rolling inbounds toward the sideline on Team B's five-yard line. A46 legally blocks B21, causing him to fall into the ball. The ball goes out of bounds on Team B's four-yard line.

- a. Team A has fouled.
- b. Team B has no choices; it will begin a new series at its own four-yard line.
- c. Team B may take the ball where it went out of bounds.
- d. Team B may have Team A rekick with a five-yard penalty.
- e. Team B may begin a new series after a five-yard penalty is enforced the spot the ball went out of bounds.
- f. Team B may take the ball 30 yards from Team A's restraining line.

13. Fourth and six on Team A's 26-yard line. Before the ball is kicked, A83 is flagged for holding at Team A's 21-yard line. A11's punt is caught by B45 at Team B's 40-yard line. B45 advances to Team A's 44-yard line. During B45's run, B70 is flagged for holding at Team B's 45-yard line. As a result:

- a. The fouls automatically offset; the down is replayed.
- b. If Team B accepts offsetting fouls, the down will be replayed.
- c. If Team B declines offsetting fouls, Team B will keep the ball.
- d. If Team B declines offsetting fouls, Team A will keep the ball.

14. Fourth and six from Team A's 10-yard line. A85 is flagged for holding as punter A11 gets off his kick. B33 makes a fair catch at the 50-yard line. After the whistle sounds, B57 is flagged for a personal foul. As a result:

- a. The fouls offset and the down is replayed.
- b. Post-scrimmage kick enforcement applies.
- c. If Team B accepts Team A's penalty, Team A will retain possession.
- d. If Team B accepts Team A's penalty, Team A has no option.
- e. Team B can retain possession by declining Team A's penalty.

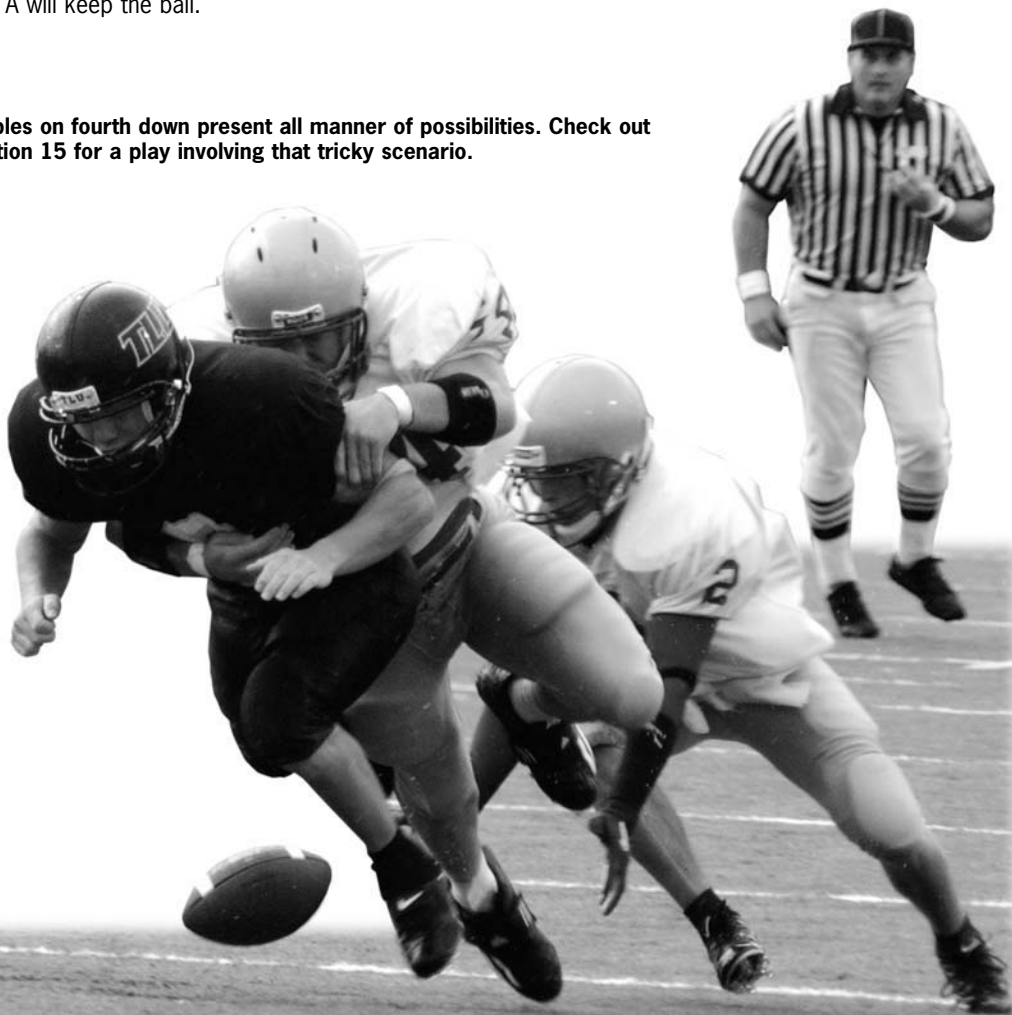
15. Fourth and 11 for Team A on its own 43-yard line. Runner A26 is at the 50-yard line when he fumbles. It was B59's hit that caused the fumble, and the contact causes B59's helmet to come completely off his head.

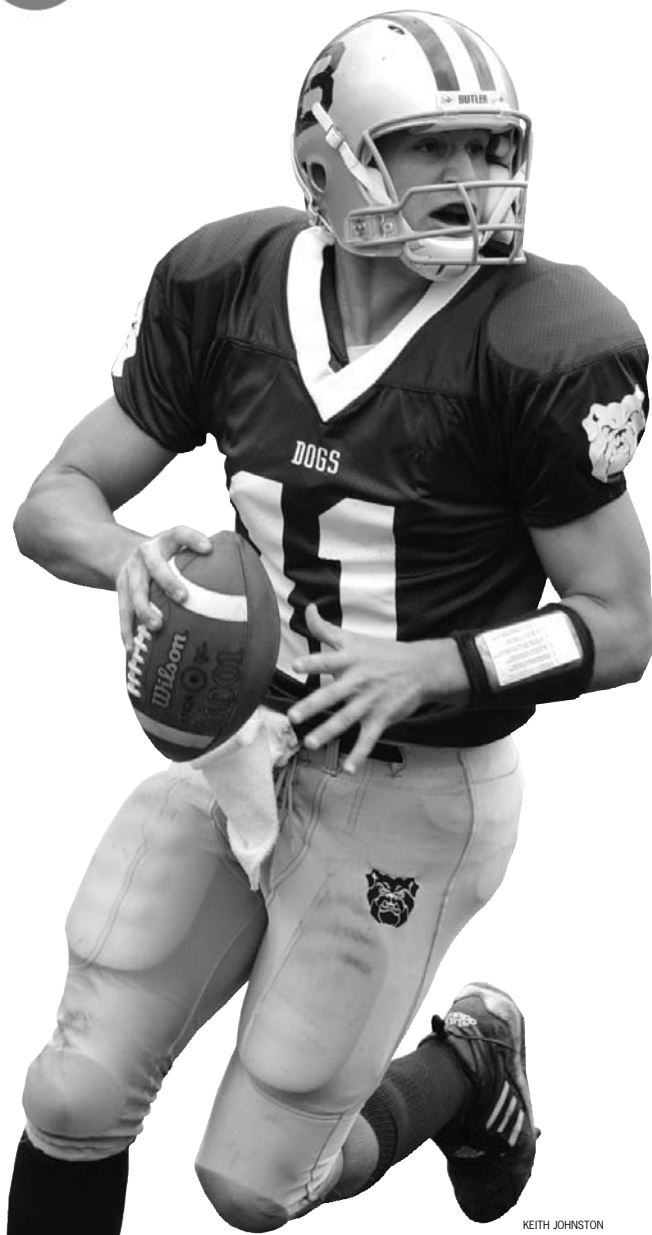
- a. The ball is declared dead when B59's helmet comes off.
- b. The ball remains live.
- c. If a Team A player other than A26 recovers, the ball is dead.
- d. The ball remains live regardless of who recovers it.

Answers

- 1 — a (2-11-1, 4-2-4-e)
- 2 — a (6-5-3)
- 3 — a, d, f (4-1-3-i, 7-3-2-b Pen)
- 4 — b, c (6-1-2-h)
- 5 — b (7-1-5-a 4)
- 6 — b, d (7-3-2-e)
- 7 — e (10-2-2-d Exc 2, AR 2-30-4 II)
- 8 — a, d (2-27-5, 7-3-2-b)
- 9 — a, b (8-3-3-b-1, 9-1-2-q, 10-2-2-g-4)
- 10 — c, d (7-1-6, 7-1-7)
- 11 — b, d, f (4-1-3-a, 4-1-3-c; 6-1-7; 6-3-9; AR 6-3-9 I-VI; AR 8-4-2 IV, VII; AR 9-4-1 HV, X)
- 12 — a, c, d, f (6-1-4; 6-2-1, 6-2-2)
- 13 — b, c (10-1-4 Exc 1, 2)
- 14 — c, e (10-1-6)
- 15 — b, c (4-1-3-j, 4-1-3-q)

Fumbles on fourth down present all manner of possibilities. Check out question 15 for a play involving that tricky scenario.





KEITH JOHNSTON

Changes Affect Passes

Two changes approved by the NCAA Football Rules Committee relate to forward passes.

In Rule 7-3-2-f Exceptions 1 and 2, the topic is intentional grounding. References to yardage in relation to the sideline and the spot of the snap have been replaced by a fixed reference point. A passer must be outside the normal position of the tackle in order to legally ground a forward pass. As in years past, the pass must also land beyond the neutral zone.

Play 1: On second down late in the fourth period, A1 takes the snap and is immediately under a heavy pass rush. A1 rolls to his right and when he gets outside the tackle, he retreats back toward his original position. He throws the ball beyond the neutral zone in an area where no eligible receiver has a reasonable opportunity to catch the ball from within two yards

laterally of where he received the snap. **Ruling 1:** That is an illegal pass. The penalty is a loss of down at the spot where the pass was released. The spot from where the pass was released determines whether there is a foul. The fact A1 moved to an area where he could have legally grounded the ball is not a factor.

Pass eligibility was addressed in Rule 7-3-4. The change indicates that an eligible offensive receiver (as opposed to offensive player) loses eligibility by going out of bounds.

Play 2: First and 10 at Team A's 20-yard line. A80, an eligible receiver, voluntarily goes out of bounds at the 40-yard line, returns and is the first player to touch A10's legal forward pass. **Ruling 2:** A80 is guilty of illegal touching. If the penalty is accepted, it will be second and 10 for Team A from its own 20-yard line. □

Thanks to a 2005 rule change, referees will find it easier to determine if a passer is in a position to legally ground a forward pass.

New Ruling for Offside on Kick

An additional potential enforcement spot for Team A offside fouls on a kickoff was added to the NCAA rulebook last year. This year, Approved Ruling 6-1-2-VII addresses multiple changes of possession.

In addition to replaying the down after enforcement of the five-yard penalty, Team B may choose to penalize the kicking team from the end of Team B's

run. If a Team B player makes a fair catch or recovers the kick while grounded, that penalty option will result in enforcement from the spot of the catch or recovery, respectively. If the kick ends in a touchback, the "end of the run" is considered to be the 20 yardline and the ball may be put in play at Team B's 25 yardline. If there is more

than one run during the return, the additional option does not apply

Play: Team A is offside on its free kick. B31 catches the kick at his own 15-yard line and advances to Team B's 45-yard line. He is hit there and fumbles. A42 recovers at Team B's 47-yard line and advances to the 35-yard line, where he is hit and fumbles. B73 recovers at Team B's 33-

yard line and is downed there. **Ruling:** Team B's options are to take the ball at its own 33-yard line or have a rekick from the previous spot after enforcement of a five-yard penalty. B73's recovery started a second run not covered by rule.

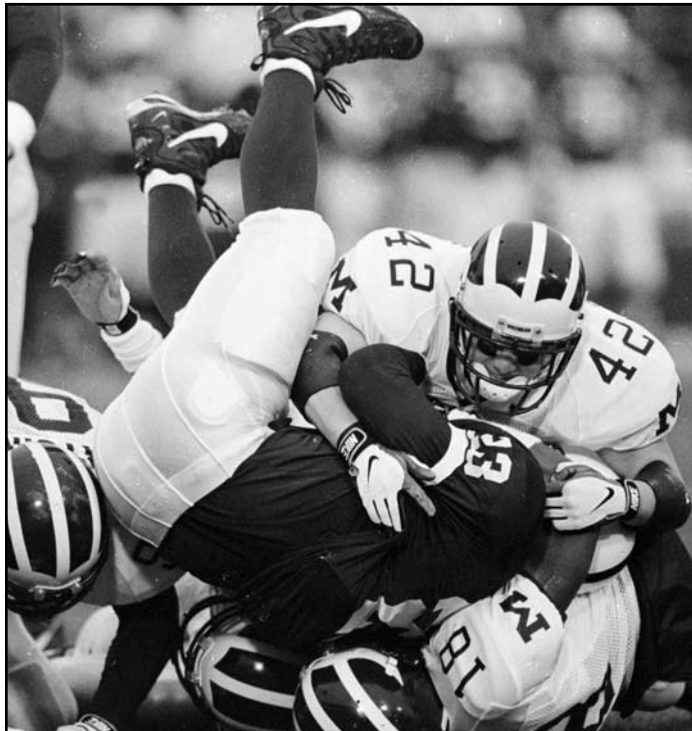
In another change, the hands on the hips (signal 18) are used to indicate the kicking team was offside. □

Replay Experiment Expanded

On the heels of the successful application of in-game video review by the Big 10 Conference in 2004, the NCAA Football Rules Committee decided to expand the replay experiment to all institutions and conferences.

According to Charles Broyles, athletic director and head coach at Pittsburg State (Kan.) University and rules committee chair, "When we have the ability to correct a potentially game-changing error, and we have the technology to do so, we feel this improves the fairness of the game and directly

Whether or not a runner has been downed is one type of play that may be reviewed using the Big 10 replay model.



FRYER/LOHMEYER/AMCA

improves the student-athlete experience." Replay will not be used in postseason bowls.

The Big 10 model will serve as the basis for replay procedures. That entails an "eighth official" in the pressbox reviewing replays and sending a signal to the field that a play needs to be reviewed. The ruling is made by the observer. With NCAA approval, conferences may use variations of the Big 10 system. Whatever system is used in that conference will be in place for all games. For example, conference A is using the Big 10 model but conference B uses a variation. If a conference B crew works a game at a conference A stadium, the conference A replay system will be used. □

Fouls on Trys

continued from p. 1

would snap the ball from Team A's 18-yard line. In (b), the foul occurred during an extra period while Team B was in possession. The score is canceled and the penalty is enforced at the succeeding spot. Team B will put the ball in play for the second series, first and 10 from Team A's 40-yard line.

Play 2: Team A has the ball, first and 10 on Team B's 25-yard line. The score is tied in the first series of an extra period. B31 intercepts A12's pass and carries the ball into Team A's end zone. After crossing Team A's goalline, B31 directs an obscene gesture at pursuing A53. **Ruling 2:** Since B31's unsportsmanlike conduct foul occurred after the down, the score counts, and Team B wins the game. If Team A leaves the field of play, there will be no try down. If Team

A remains, the penalty will likely be accepted and enforced from the succeeding spot.

Play 3: Team A is attempting a try from Team B's three-yard line during a try down (a) in the extension of the fourth quarter, or (b) during the second series of an extra period. A31's kick attempt is blocked, and B42 recovers and carries the ball into Team A's end zone. Before crossing Team A's goalline, B42 directs an obscene gesture at pursuing A23. **Ruling 3:** B42's unsportsmanlike conduct is a live-ball foul penalized as dead-ball foul. In (a), because it occurred during regulation, the score counts and Team B wins the game. In (b), the foul occurred during the try in an extra period while Team B was in possession. The score will be canceled and the penalty is enforced from the succeeding spot to start the next extra period. □

Three Changes in Rule 1

Equipment and field markings were the subject of changes approved by the NCAA Football Rules Committee.

In Rule 1-2-1-a, new width for the goal lines was approved. In past years, all field-dimension lines except sidelines and endlines were required to be four inches wide. The width of the goal lines may now be either four or eight inches. The change was made because many games are played on multiuse fields on which lines are of varying widths.

The committee is putting the onus for determining the safety and legality of eye shields on the training staffs of the institutions. Also, the word "transparent" replaces the

word "clear" to describe the shield in Rule 1-4-5-s.

In 2006, hand pads must have securely attached and readable "NF/NCAA Specifications" stamp. That addition places hand pads under the same specifications as for gloves in Rule 1-4-5-n. □



Drawing the Line on Planes

A scrimmage kick hits inside Team B's five-yard line and a Team A player grabs the ball that is lying or rolling on the two-yard line. He slides into the end zone with the ball. Is the ball considered downed at the two-yard line, or is it a touchback?

An untouched scrimmage kick bounces inside Team B's five-yard line and is airborne over the end zone when a Team A player reaches into the end zone and bats the ball onto the field of play, where it is downed on the two-yard line. Is the ball considered downed at the two-yard line, or is it a touchback?

A21 is tackled near the sideline at Team A's 20-yard line and is pushed backward out of bounds at Team A's 17-yard line, or hits the ground near the sideline at Team A's 20-yard line and slides out of bounds at Team A's 24-yard line. In either case, the runner is short of the line to gain. Where should the ball be placed? Does the clock keep running or should it be stopped?

Each of those plays involves either a line or a plane. How they are officiated and where the officials place the ball varies almost as much as the play itself.

The field is marked with yardlines, sidelines and the end lines. Those are always considered lines (as opposed to planes). The goal line is actually a plane extending beyond the sidelines. The scrimmage or restraining lines are considered planes that are formed prior to and at the snap or free kick, extending from sideline to sideline, and separated by



In some but not all cases, the ball becomes dead when it crosses the goal line. The ruling depends on the status of the ball when it crosses the plane, which team is in possession and other factors.

the length of the football at the scrimmage line. The scrimmage line is also considered a plane for determining whether forward passes are thrown from behind or beyond the line.

The sideline is almost always a line rather than a plane. Thus, a pass receiver can lean far over the sideline and, with at least one foot making contact in the field of play prior to any other part of his body touching out-of-bounds, catch a pass.

Now let's examine the scenarios cited above and determine how the line or plane comes into play.

The first situation (a Team A player grabs the ball that is lying or rolling on the two-yard line) seems to be mishandled by officials more than it should. When the Team A player possesses the ball, the ball becomes dead. Therefore, it should be Team B's ball, first and 10 from its

own two-yard line. Many officials, choosing to be lenient to the receiving team, incorrectly rule a touchback because the ball wound up in the end zone. If the kicking team member who possesses the ball outside the goal line is on the ground and subsequently slides into the end zone, the ball should be placed at the spot of possession. Should it be ruled that the player did not have possession and merely muffed the ball into the end zone, the proper ruling is a touchback and Team B's ball at the 20-yard line.

Fortunately most officials correctly rule on the second play (reaching into the end zone and batting an untouched scrimmage kick back into the field of play). By judging that the scrimmage kick had penetrated the plane of the goal line, the result of the play is a touchback. Because the kick was untouched by

Team B, the Team A player is guilty of illegal touching. The ball remains live, but Team B may take the result of the play or a touchback. In the play cited, Team B would prefer the ball at its own 20-yard line as opposed to its own two-yard line.

The goal line is a plane for scoring plays as well. Hence, just as it's a touchdown when a ball in a runner's possession breaks the plane of the opponent's goal line, it is a safety if the ball is not completely beyond the goal line when a runner is downed at his own goal line. If the ball is penetrating the goal line plane, it is considered to be in the end zone.

Many factors come into play on sideline situations such as the one above involving a runner tackled near the sideline who is either pushed backward out-of-bounds or hits the ground near the sideline and slides out-of-bounds. Plays involving possession and sliding from the field of play into the end zone or from the field of play and out-of-bounds on the sidelines should be officiated the same. If the ball was possessed in the field of play and the player possessing the ball is on the ground, the subsequent sliding should have no bearing on where the ball would be placed.

In the play above, the runner's forward progress was stopped inbounds. He does not get the benefit of yards gained after sliding, but he is given credit for the yards he gained before he was driven back. The ball is placed where the runner's

(see Planes p. 13)

Kick-Catch Interference Rule Modified

According to a change in Rule 6-4-1-a, protection for a potential kick receiver ends when the ball is muffed rather than touched. With the change, the receiver is given more of an unimpeded opportunity to catch the kick.

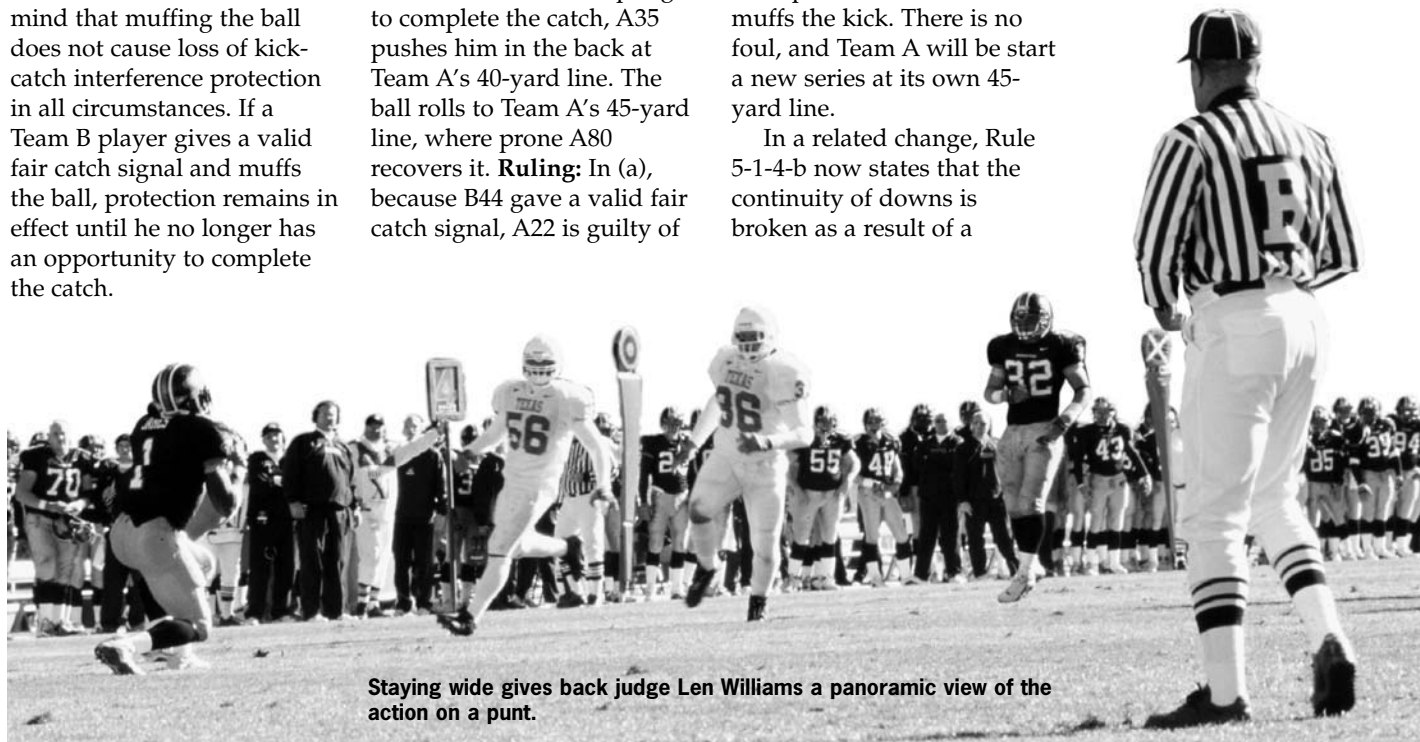
Officials must bear in mind that muffing the ball does not cause loss of kick-catch interference protection in all circumstances. If a Team B player gives a valid fair catch signal and muffs the ball, protection remains in effect until he no longer has an opportunity to complete the catch.

Play: A10 punts on fourth and 10 from Team A's 10-yard line. While the ball is in flight, B44 is at Team A's 40-yard line when he (a) gives a valid fair catch signal, or (b) does not signal. B44 muffs the ball, which pops into the air. While B44 is attempting to complete the catch, A35 pushes him in the back at Team A's 40-yard line. The ball rolls to Team A's 45-yard line, where prone A80 recovers it. **Ruling:** In (a), because B44 gave a valid fair catch signal, A22 is guilty of

kick-catch interference. Team B will accept the 15-yard penalty, which is enforced from the spot of the foul. Team B will have first and 10 at Team A's 25-yard line. In (b), because there was no valid fair catch signal, B44 loses protection when he muffs the kick. There is no foul, and Team A will be start a new series at its own 45-yard line.

In a related change, Rule 5-1-4-b now states that the continuity of downs is broken as a result of a

scrimmage kick crossing the neutral zone. Administration of the rule is not dependent on a player of Team B touching the kick. Consequently, the reference to first touching by a Team B player has been deleted. □



Staying wide gives back judge Len Williams a panoramic view of the action on a punt.

DALE BARNES

Planes

continued from p. 12

forward progress ended — in both situations, that is Team A's 20-yard line. Because the progress was stopped inbounds, the clock should continue to run.

Other planes. The lines of scrimmage form the neutral zones and are also planes. If a Team A or Team B player is in the neutral zone at the snap, a foul has occurred. The defensive foul is penalized after the play is over and the offensive foul causes

the ball to be blown dead immediately.

Similarly, the restraining lines on a free kick are planes. A player who is not the kicker or holder who is beyond his restraining line when the ball is kicked has fouled. The ball remains live when a player is offside on a free kick.

The line of scrimmage also comes into play when a forward pass is thrown. It is illegal to throw a forward pass when any part of the passer's body is breaking the plane of the scrimmage line. □

Clipping Rule

continued from p. 1

is in position to receive a hand-to-hand snap. A64 is an interior lineman legally positioned within the rectangular area. Immediately after the snap, A64 blocks B77 from behind (a) below the knee at Team A's 33-yard line, or (b) at the thigh at Team A's 33-yard line. A15 throws a quick screen pass to A44, who gains eight yards. **Ruling 1:** In (a), A64 is guilty of clipping. Team B will most likely take the 15-yard penalty, which is enforced from the previous spot. The result is second and 21 from Team A's 20-yard

line. In (b), the block is legal because it was not at or below the knee.

Play 2: Second and six on Team A's 35-yard line. A15 is in position to receive a hand-to-hand snap. Fullback A34 blocks B77 from behind at Team A's 33-yard line. The contact is at (a) B77's knee, or (b) B77's thigh. **Ruling 2:** A34 is guilty of clipping in (a) and (b). The clipping rules in the rectangular area apply only to linemen; in the play, A34 was a back. Team B will most likely accept the 15-yard penalty, which is enforced from the previous spot. That yields second and 21 from Team A's 20-yard line. □

Who's Got the Feet? Who's Got the Ball?

Coordination of efforts can help two officials properly cover a pass play on a sideline. It takes eye contact, patience and teamwork.

The receiver in the PlayPic is facing one official and has his back to the other. The official in the foreground should concentrate on whether or not the receiver controlled the ball. If the receiver bobbles or drops the ball in the process of attempting to make the catch, an immediate incomplete call can be made. But if the player establishes control, the official in the foreground should make eye contact with other official, who has been watching the receiver's feet. Confirming head nods from both officials mean that the proper official should get the progress spot and signal the clock to stop.

An airborne receiver is perpendicular to the officials. In that case, if either has clearly seen the receiver step out of bounds before touching the pass or either is certain the receiver bobbled the pass before stepping out of bounds, an immediate incomplete call can be made. If, however, one official has ruled a catch, eye contact with the other official and a nod of the head lets the crewmate know what the official has seen.



Leaping

continued from p. 2

Play 1: Fourth and 17 for Team A from Team B's 22-yard line. As A11 attempts a field goal, B31 runs forward at the snap and jumps with his arms extended vertically in an obvious attempt to block the kick. B31, who was positioned three yards beyond the line at the snap, lands on (a) snapper A52, or (b) defensive lineman B72. The kick is unsuccessful.

Ruling 1: In (a) and (b), B31

is flagged for a personal foul for leaping. Team A will likely accept the 15-yard penalty, which will be enforced half the distance to the goal. It will be Team A's ball, first and 10 from Team B's 11-yard line. Note that the foul in (a) is not considered a personal foul against the snapper.

Play 2: A11 attempts a try from Team B's three-yard line. B31 runs forward at the snap and jumps with his arms extended vertically in an obvious attempt to block

the kick. B31, who was positioned three yards beyond the line at the snap, lands on (a) snapper A52, or (b) the ground without contacting any player. The kick is successful. **Ruling 2:** In (a), B31 is guilty of a personal foul, but there is no foul in (b). Team A may decline the penalty in (a) and keep the points or accept the penalty with half-the-distance enforcement from the previous spot. The latter would give Team A a retry from Team B's 1-1/2-yard line. Note that the foul in (a) is not considered a personal foul against the snapper. For the purpose of the leaping rule, the snapper is considered a "Team A player," not a snapper. As a result, the penalty cannot carry over to the succeeding spot.

Play 3: As A11 attempts a try from Team B's three-yard line, B31 jumps in an obvious attempt to block the kick. B31 lands on guard

A62. Before leaping, B31 (a) was standing in place along his line of scrimmage, or (b) ran toward the line of scrimmage. The kick is unsuccessful. **Ruling 3:** In (a), there is no foul. Team A kicks off from its own 35-yard line. In (b), B31 is guilty of a personal foul. Team A will likely accept the penalty, which moves the ball to Team B's 1-1/2-yard line and results in a replay of the down.

Play 4: As A11 attempts a try from Team B's three-yard line, B31 jumps in an obvious attempt to block the kick. B31 was positioned two yards off his line of scrimmage. While airborne, B31 is contacted by A61, causing B31 to land on A52. The kick is unsuccessful.

Ruling 4: Because the contact on B31 was initiated by an opponent, B31 is not guilty of a foul. Team A will put the ball in play with a free kick from its own 35-yard line. □

Quick Tip

Keeping your whistle out of your mouth not only helps prevent inadvertent whistles, it also **enables you to give verbal instructions**. For instance, referees can alert onrushing linemen that the quarterback has passed the ball or the punter has kicked it. "The ball's gone!" is a good officiating technique to prevent injuries to defenseless players. Covering officials can use phrases such as, "That's all," or "He's down," to let players know the play has ended, thus helping prevent late hits.

Flashback

continued from p. 3

Officials should guard against Team B abusing the added leeway in time. The defense must execute its substitution in a timely manner. Otherwise, Team B is assessed a foul for delay.

Momentum and impetus (8-5-1-a, 8-5-1-b Exc). Team A's catch of an illegal forward pass may also result in application of the momentum exception.

If the ball becomes dead by rule behind its goal line and the impetus was imparted by the defending team, the result is a safety.

Requesting timeouts (3-3-4-d). Head coaches are allowed to request timeouts. The head coach may stand in the vicinity of the coaching box to get the attention of an official when the ball is dead. The head coach may request that the timeout be 30 or 60 seconds in duration.

The change does not mean players or substitutes inside the nine-yard marks may not request timeouts.

Offside on free kick (6-1-2-b Penalty). If Team A is offside on a free kick, Team B may choose a replay of the down after enforcement of a five-yard penalty from the previous spot or have the penalty enforced from the end of Team B's run. If a Team B player makes a fair catch or recovers the kick while grounded, the new penalty option will result in enforcement from the spot of the catch or recovery, respectively. If the kick ends in a touchback, the "end of the run" is considered to be the 20-yard line and the ball may be put in play at Team B's 25-yard line.

If Team A is offside and the kick goes out of bounds untouched by Team B, the

new enforcement may not be added to the options for the kick out of bounds. In that case, Team B may choose to have the down replayed from the previous spot after enforcement of the five-yard penalty, take the ball 30 yards from the previous spot or take the ball at the spot it went out of bounds.

Announcing penalties (11-2-1-d). Referees equipped with microphones will announce the numbers of players called for fouls. The referee should announce the foul, the number and team of the player committing it and other pertinent information (down, enforcement spot, extent of penalty, etc.).

Roughing exemption (9-1-2-o). A defensive player who is blocked into the passer is exempt from a roughing foul. However, if the contact on the passer would otherwise qualify for a personal foul (such as spearing or throwing him to the ground), a personal foul, rather than roughing the passer, must be called.

It does not matter if the contact with the passer was as a result of a legal or illegal block. That aspect differs from the exemption for roughing the kicker or holder fouls.

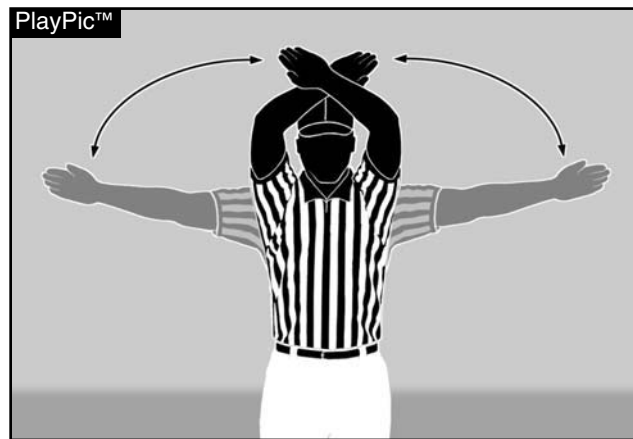
Equipment (1-4-5-p Exc). Two Team A players may wear four-inch-by-12-inch white towels on the front or side of the belt during free-kick downs.

Gloves with webbing between the fingers are illegal. Any fitted hand covering that contains material connecting fingers and/or the thumb. It is not illegal for players to have their fingers taped together.

Fake punt (7-3-8-c-4). If a Team A player positioned as if to punt from scrimmage-kick formation throws a high pass that simulates the flight

First Down Inbounds

When a run ends near the sideline in advance of the line-to-gain, sideline officials should only signal the clock to stop. The CCA no longer endorses the mechanic of winding the clock before giving the stop signal. When working a game using collegiate mechanics, simply signal the clock to stop.



Catch

continued from p. 6

example is when two opponents are running neck and neck. If either or both players fall when their feet become entangled (without intentional tripping), there is no foul.

There must be contact for interference to occur and the pass must be deemed catchable.

Play 4: Eligible A84 runs a pass route directly at B38, then buttonhooks between

B38 and the oncoming pass. B38, in an honest effort to get to the ball, reaches around A84 in an attempt to intercept the ball. B38's chest strikes A84's back before the pass arrives. The pass is incomplete. **Ruling 4:** Pass interference on B38. His lack of intent to interfere does not excuse the illegal contact he caused. Team B is penalized 15 yards from the previous spot and Team A receives an automatic first down. □

of a kick, Team B cannot be called for pass interference. However, Team B may still be called for holding, an illegal block or a personal foul.

Media equipment in the team areas (1-4-9-c). Overhead cameras will be allowed if positioned above the team areas but not over the field of play or end zones. The hanging cameras must not have an audio capability.

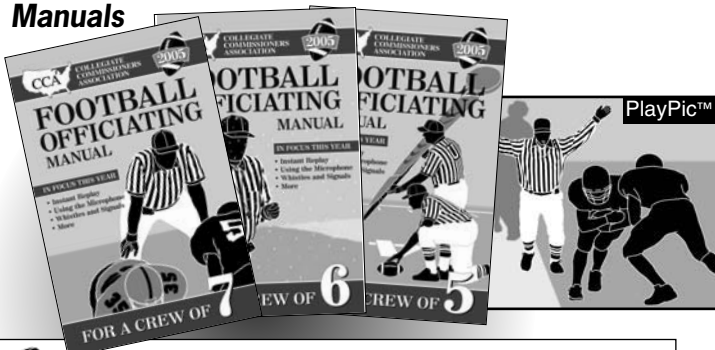
Cameras are still allowed to be positioned on the goal post supports.

Unfair advantage (1-2-9-a). If a player improves the playing surface to gain an advantage, it will be considered a live-ball foul for unsportsmanlike conduct. The penalty, however, is only five yards, enforced from the previous spot. □



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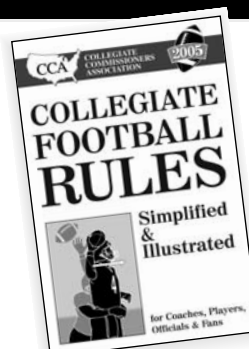
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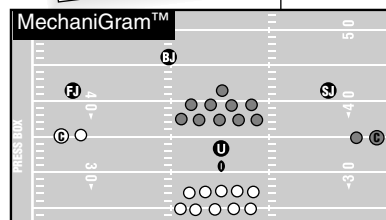


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