

2022 Rules Knowledge
Quiz #7 Answers

1. A 3/8 at the A-35. QB A1 under a heavy rush, scrambles up the middle and to his left. As he is scrambling, he and the ball go completely across the A-37 and then retreats backwards to the A-35, where he throws a forward pass to A2 at the A-45. A2 stepped out of bounds on his own, re-established inbounds prior to the pass being thrown and then completed the catch at the A-45.

Ruling: A 4/13 at the A-30. A1 commits a foul for an illegal forward pass (7-3-2-e) as he and the ball have gone completely beyond the LOS and then retreated behind and threw a forward pass. This foul is enforced from the spot of the foul and is a loss of down. A2, potentially commits a foul for illegal touching as he went out of bounds on his own (7-3-4) and was the first to touch the pass after re-establishing inbounds. However, because the forward pass was illegal to begin with, A2 has not committed a foul for illegal touching as 7-3-4 specifically states “no eligible offensive receiver who goes out of bounds and returns inbounds during a down shall touch a ‘legal’ forward pass....”

2. A 4/7 at the B-39. 0:52 seconds left in the 2nd quarter. Team A breaks their huddle and quickly lines up in a swinging gate scrimmage kick formation with 5 players on the line of scrimmage to the left (#12, 34, 44, 6,10) of the formation, a snapper (#65) who is on the ball and another player to his right (#80) near the numbers, 3 shield protectors and the punter. At the snap the punter holds the ball for a second and begins to run with it to his right. He then stops and throws a high pass deep toward the endzone where it falls incomplete. At the snap interior lineman A44 goes downfield more than 3 yards. End A80 is cutoff from his route by Team B player #3, clearly while the pass was in the air.

Ruling: B 1/10 at the B-39, snap, 0:25. A44 commits a foul for IDP as he is more than 3 yards downfield (7-3-10). This foul will be declined by Team B. There is no foul for DPI (7-3-8-c-4) because the punter simulated a punt by throwing the ball high and deep. The clock will start on the snap following the incomplete pass and the turnover on downs.

3. A 4/3 at the B-8. Team A is behind 17-14 late in the 4th quarter. There is 1:34 left in the game with the clock running. Team A begins in a huddle and breaks quickly to the line of scrimmage in a scrimmage kick formation. All players are set when the interior line goes from a 2-point stance to a 3-point stance in a simultaneous, abrupt movement causing the defense to react.

Ruling: A 4/8 at the B-13. Team A commits a foul for a FST as their abrupt movement was designed to draw the defense offside and to get a first down (7-1-2-b-4-a). The clock will start on the ready following penalty enforcement.

4. 2Q GC :04 A 4/8 @ B-28. Team A's FG attempt is blocked by B98 behind the LOS and caroms high into the air. B32 jumps up and bats the ball forward @ B-27. The ball is subsequently recovered after a mad scramble by A85 @ B-35 with no time on the GC. The LJ has a flag down for an illegal bat.

Ruling: A 1/10 @ B-18, untimed down. The block of the kick by B98 is legal (9-4-1-b) however, the bat by B32 is illegal since it was batted forward in the field of play (9-4-1-c). The result of the play is A's ball 1/10 @ B-35 resulting in B's touch beyond the NZ (5-1-e-2). Team A would accept the penalty for the illegal bat which is enforced from the previous spot (3-2-3-1).

5. 2Q GC :15 A 3/2 @ A-42, Team B leads 35-14. Team B has 2 TO's and Team A has 1 remaining. QB A1 throws a pass toward the sideline which WR A2 catches and is tackled inbounds at the A-39 with GC at :09. A68 and B10 continue to push after the play, A67 rushes in and grabs B10's facemask ripping it off his head. The LJ and U have a flag for a dead ball UNS on A67. The clock continued to run to :00. After separating the players, the crew discusses and decides there were :03 on the clock when the foul occurred.

Ruling: A 4/20 @ A-24 after enforcing the dead ball UNS by A67 (9-2-1-j), GC at :03. The foul stopped the clock, so the penalty includes a 10 second runoff option (3-4-4). If Team B wants the runoff, Team A would most likely not use a timeout to avoid the runoff and the half would be over. If Team B does not want the runoff, then it would be 4/20 @ A-24 and the GC would start on the snap and B10 would be allowed to stay in the game for the next play as his helmet came off due to a foul. Reminder: from the A-42 to the A-39 is a 3 yard loss so

the clock would not have been stopped as the LTG was not made. Also, this foul can't be carried over

to the 2nd half as it has to be accepted for the 10 second runoff to end the half.