

2019 Summer Study Quiz #4



Play Situations:

For a Complete Play Analysis (CPA) exercise, provide the following information in your answer for each of the 15 Quiz #4 questions: 1) Name of Foul, 2) Type of Play, 3) Basic Spot, 4) Enforcement Spot, 5) Team, 6) Down, 7) Distance, 8) Yard-line, 9) Penalty Distance, 10) Rule/Section/Article, 11) Play Clock, 12) Game Clock, 13) Other Notes (i.e., DQ, 10 SRO, send-off, etc.). Unless specified, all plays start with more than 3 minutes remaining in any quarter.

- 1. A 3/12 at A-44:** While trying to evade a defender, wide-receiver A88 inadvertently steps on the sideline. A88 continues to run up the field and on the B-42 plants in an attempted comeback route. B22 grabs A88's jersey as he is trying to come back towards the ball, taking a step away. A11's pass, in A88's direction, falls incomplete.
- 2. A FK at A-35:** B20 catches the kick and returns it 99 yards for a touchdown as time expires in the 4th quarter. The score is now A24-B24. During the return, the LJ has to run into the field of play due to the Team B head coach being in the restricted area.
- 3. A Try at B-3:** QB A11 takes the shotgun snap and is forced to scramble to his left. A11 throws a forward pass at the B-2 to A83 who catches the ball in the end zone.
- 4. A 4/10 at B-40:** Team A is behind by 4 with 0:45 remaining in the game. QB A11 runs to the B-31 where he starts to dip for a feet-first slide. B51 goes in to make the tackle and hits A11 forcibly in the head at the B-30. A11's butt hits the ground at the B-28.
- 5. A FK at A-35:** During the kick B21 signals for a fair catch at the B-32 and does not touch the ball during the play. A41 is running downfield to cover the kick when he is held by B21 at the B-30. B22 catches the ball at the B-18 and immediately takes a knee. Team A accepts the penalty.
- 6. A FK at A-35:** The score is A21-B28 with 0:38 remaining in the game. Kicker A12 is standing at the A-28 and all other Team A players are between the A-30 and A-35 when the referee makes the ball ready for play. A12 runs forward and fakes kicking the ball to the right side and then A80 kicks an onside kick to the left side. The ball is recovered by A88 at the A-44. Team B accepts the penalty and keeps the ball.
- 7. A 4/8 at A-48:** A15 punts the ball toward B10, who gives a fair catch signal as he runs forward to catch the ball, muffing it at the B-8 and completing the catch at the B-11. After the catch, A32 hits B10 and knocks him to the ground. Team A lined up with 5 players in the backfield at the snap. Team

B wants to keep the ball.

8. **A 4/12 at A-35:** Team A is in punt formation with A83 split wide right. During the kick A83 is pushed out of bounds by B28 at the A-39, he continues to move up field out of bounds and returns inbounds at the B-42. B35 returns the punt to the B-39. Team B wants to keep the ball.
9. **A 4/3 at B-30:** A32 gains five yards inbounds and the ball is marked ready for play at the B-25. While QB A11 is calling signals player A72 fires out from his stance and grabs player B90, throwing him to the ground.
10. **A 4/6 at 50:** Team A's punt is short and rolls out of bounds at the B-30. As flyer A12 leaves the line-of-scrimmage at the snap, B45 who is in press coverage, reaches out and grabs/twists A12's face mask within a yard of the line-of-scrimmage. B77 runs into the kicker. Team A declines the face mask penalty.
11. **A 2/7 at B-40:** Slot wide receiver A88 runs two yards downfield and blocks B31 from the B-38 to the B-37. A88 then retreats back and catches a pass at the B-41, after which he runs forward to the B-32 before being tackled. While running off the field, A88 thinking he made a first down, taunts B31.
12. **A FK at A-35:** Score is A17-B20 in the fourth quarter with 0:58 remaining on the clock. The Team A kicker has placed the ball on the right hash mark and his team is lined up for an obvious onside kick. After the ready-for-play signal, the kicker runs up to the ball, picks it up and quickly moves it to the left hash mark. He then takes one step back and kicks it forward at an angle toward the sideline. A33 recovers the untouched loose ball at the A-46.
13. **A 4/7 at A-13:** With 8:00 remaining in the 3rd quarter, A1 punts the ball deep to B80 who catches the ball at the B-40 and advances to the A-45 where he is tackled by A74. After the play is over, B80 gives a throat slash while standing over A74 who is on the ground. B80 was flagged for excessive celebration in the 1st quarter.
14. **A 2/5 at B-40:** Team A runs a read-pass option play. Linebacker B35 is in pursuit and blocks A45 below the waist from the 10 o'clock position at the B-36 in an attempt to get to the runner. Runner A33 is downed inbounds at the B-30.
15. **A 4/12 at A-38:** Punter A12 is 10 yards deep when he receives the long snap. Instead of kicking the ball, A12 heaves the ball as high and as far as he can. Receiver B33, thinking it was a kick, raises his arm with a fair catch signal at the B-25. B33 is in position to catch the ball. Wide out A88, knowing it was a pass, is running his post pattern toward the stationary B33. Right before the ball approaches the pending train-wreck, A88 plows over stationary B33 in an effort to catch the ball. The pass lands incomplete at the B-25. The penalty is accepted.

Supplemental Guidelines:

The answers should be T/F. Reference the page of the Supplemental Guidelines used for your answer, then give brief explanation for your answer.

1. When bringing the ball in from the side zone, the umpire should use the offside official to mark the next spot.
2. Prior to a free kick, the BJ will move to his position and give a short blast of the whistle after 55 seconds have elapsed in the interval. (Exception would be for games with media timeouts).
3. During the interval prior to the free kick, FJ and SJ should be near their respective teams, and when the BJ whistles and moves in toward the middle of the field, you should immediately move to your positions.
4. If you are the calling official, you can stay at the spot, give a preliminary signal, or simply announce your call over the O2O in order to speed up the game.
5. If there is an obvious delay of starting the game clock by the timer during a down, and there is no accurate information or clear rule regarding the time to be subtracted, the referee will always deduct 3 seconds from the game clock at the end of the down.
6. On a long pass over the middle Team B clearly completes an interception at the one-yard line and then his momentum takes him into the end zone. Ruling is a touchback.
7. If a Team A back or end makes a quick movement which simulates the start of the play, err on side of conservative and make this a dead ball false start on Team A.
8. PAT situation and Team A lines up with a trick formation "swinging gate" consisting of four Team A players aligned near each sideline, with the snapper, holder and kicker in the middle of the field. There are two players near the sideline on the LJ side and one player on the HL side that are "kind of close" to breaking the center's backside. The ball is snapped and the holder fakes and runs for a score. This play is legal
9. If the runner's forward progress has not been stopped and the ball is on the ground, our philosophy is to rule fumble (exception if passer's arm is above shoulder in passing motion).
10. First and 10 at the 50. Receiver A88 and opponent B35 are both running stride for stride next to each other, looking up at the ball, but each have their hands on the opponent's arm. If neither creates a material restriction or obviously impedes the opponent, there is no foul.
11. Four minutes left in the third quarter, tie score with Team A on the opponents three-yard line. Team A is in formation when the umpire notices the right guard's knee is not covered. Ruling: stop the game and send the right guard out for one play unless Team A has a time out.

12. Late in the first quarter and Team A has to punt. The weather has turned nasty and Team A brings in a rubber ball to use for punts. Ruling: Legal if used on all scrimmage kick plays.
13. It is legal for teammates to have duplicate numbers as long as they don't participate in the same play.
14. It is permissible to use different models of O2O headsets as long as everyone can get on the same channel prior to the game.