

# 2020 New Members

## FOOTBALL RULES STUDY QUESTIONS

**LHSAA Study Guide Questions:** The final test will come from these questions. LHSAA test questions come from the **NFHS Rules Book**, including rule changes, **Points of Emphasis** and **Fundamentals**, as well as the **Louisiana Mechanics Manual** and **NFHS Case Book**.

**NOTE:** In the following questions, “**A**” refers to the team which puts the ball in play (Offense), and “**B**” refers to their opponents (Defense). “**K**” refers to the kicking team and “**R**” refers to the receiving team. “**A1**”, “**A2**”...etc., “**B1**”... “**K1**”...and “**R1**” are players of these teams. **Important:** Answers to these questions should be selected based solely on the information stated therein.

1. When time-out for a defensive player injury is granted, the play clock shall be set to **25 seconds** and started on the ready-for-play signal. [3-6-1a1(e); LHSAA Attachment A – 2c FAQs]
2. A quarterback positioned in shotgun receives a direct snap from center and immediately spikes the ball forward to stop the game clock; this is illegal as he is not in position to take a hand-to-hand snap from center. [7-5-2e exception]
3. During the months of August and September, there shall be a mandatory heat time-out at the halfway point of every quarter. These time-outs shall be official time-outs and will allow the players to rest briefly and hydrate their bodies. [3-5-7g; LHSAA Handbook: Football 14.3.10]
4. All officials should ensure that they have all their uniform items and other gear prior to leaving for game site and that everything is neat and clean other than their shoes which could be a little worn and dirty especially later in the season. [Appendix II – Crew Uniform – Uniform]
5. Clock operators should try to get to the game site to meet with the crew at the designated time, recommended to be at least 90 minutes prior to kickoff, but being a little late is ok because they are not field officials. [Mech Manual – 5, 6 and 7-man mechanics Item III A.]
6. The game officials shall assume authority for the game **30** minutes prior to the scheduled game time or as soon thereafter as they are able to get to the gamesite. This authority extends through the **Referee’s** declaration of the end of the 4<sup>TH</sup> period or overtime. [1-1-7, 8; Case Book 1.1.7]
7. Even though the home team game administrators are responsible for the game clock equipment, it is the responsibility of the game clock operator to check the clock prior to the start of the game to confirm it functions properly. [Mech Manual – Game Clock Mechanics – Game Clock Operator #1]
8. Clock operators should generally not engage in conversation with others in the press box but responding to simple questions about obvious calls on the field is polite and considered ok. [Mech Manual – Game Clock Mechanics – Game Clock Operator #2]

9. On the opening kickoff, R12 attempts to catch the kick near the sideline but the ball bounces off his shoulder and skips out of bounds at the 15 yard line; the next play should be 1<sup>st</sup> and 10 @ the 15 and the game clock should reflect that some time ran off in the quarter. [3-4-1; 6-1-10]
10. The clock operator is sure the game clock should be started after a first down with the ball inbounds but the Referee fails to signal by winding the clock. The correct thing for the clock operator to do is to not start the clock as that decision must rest with the Referee. [Mech Manual – Game Clock Mechanics – Game Clock Operator #4]
11. It is important for on-field officials to study rules, mechanics, and officiating philosophies but clock operators can wait until later in their officiating career to learn this material. [Mech Manual - Prerequisites and Principles of Good Officiating]
12. The **Head Linesman** has general oversight of the line-to-gain and down-marker crew, and the primary responsibility for counting downs. [Mechanics Manual: VI – Play Responsibilities] [2-33-1b; 5-2-2b; 9-4-3h, Penalty; 10-4-2b; LHSAA Attachment A - 2b FAQs]
13. For a scrimmage down, **7 Team A** players must be legally on their line at the snap in order to have a legal formation. [2-14-1; 7-2-5a]
14. When the **40-second** play clock is running, the ball becomes ready for play, and Team **A** may snap it, when an **official** places the ball at the appropriate spot between the hash marks and steps toward his position. [3-6-1b2; Case Book 3.6.1 Comment 1]
15. Preventive officiating and official's judgement are important so even fouls involving player safety and inappropriate behavior require we sometimes simply talk to the offending players rather than penalize them. [Mech Manual – Prerequisites and Principles of Good Officiating]
16. Possession of a live ball in the opponent's end zone is always a touchdown. [8-2-1; FUNDAMENTAL I – 8]
17. A defensive player is considered to be on his line of scrimmage when he is within **1** yard of his scrimmage line at the snap. [2-25-3]
18. Anytime the play clock is interrupted for improperly worn or missing equipment by a player, the player is to be removed from the contest for at least one play. [1-5-1b1; 1-5-5, 6; 3-5-2b; 3-5-10e; Case Book 3.5.10 I Comment]
19. Should coaches and/or players become frustrated with officiating decisions officials need to make sure these coaches and players know who is in charge and penalizing them will often take care of the problem. [Mech Manual – Prerequisites and Principles of Good Officiating]
20. A *scrimmage kick* recovered in or behind the neutral zone may **not** be advanced by either team. [6-2-2, 3; Fundamental VI – 2]
21. *Ready for play* signifies that the ball may be put in play by a snap or a free kick with 25 seconds or 40 seconds on the play clock. [2-35]
22. **25** seconds will be put on the play clock and the play clock will start on the ready-for-play signal following a charged time out. [3-6-1a1(a, b, d)]
23. *Tripping* any opponent is illegal anywhere on the field. [2-45; 9-4-3o; Case Book 2.42.1 (d)]
24. A cloud-to-ground *lightning bolt* is seen. RULING: The officiating crew should suspend play and undertake the recommended safety precautions. [Rules Book Pg. 102: NFHS GUIDELINES (Lightning - 3)]

25. In order for a *scrimmage* formation to be legal at the snap, at least **5** Team **A** players must be on their line of scrimmage and no more than **4** Team **A** players may be *backs*. [2-14-1; 7-2-5a; Case Book 7.2.5 C]
26. On a kickoff, at the time the ball is kicked, at least 4 **K** players must be on each side of the kicker. [6-1-4; Case Book 6.1.4]
27. During a try, it is possible for either team to score points. FALSE [8-3-3]
28. 2<sup>nd</sup> down and 10 for Team **A**. During the down, **A76** held and **B24** committed *pass interference*. RULING: This is a *double foul*. No options, Team **A** will replay 2<sup>nd</sup> down and 10 from the *previous spot*. [10-2-1b; 10-2-2; 10-4-2b; Case Book 10.2.1 A]
29. **A23** is carrying the ball when **B40** grabs his jersey from behind just below the collar in the name plate area and is then pulled down backward by **B40**.  
RULING: *Horse-collar foul* on **B40**. [8-2-1a; 8-2-2; 9-4-3k; Case Book 9.4.3 P(b)]
30. *Illegal forward handing*, *illegal forward pass* and *illegal touching of a forward pass by an ineligible* are the only fouls which carry a “loss-of-down” penalty. [10-1-6]
31. For *scrimmage* downs, the defense is required to have at least **5** players on their line of scrimmage. [7-2-5d]
32. A field goal is scored even if part of the ball passes through the line of the upright extended. [8-4-1c; Case Book 8.4.1 A(a)]
33. A *blindside block* against an opponent other than the runner is legal if it is initiated within the free-blocking zone. [9-4-3n; Case Book 9.4.3 W, X]
34. **K15’s** kickoff hits the goal-line pylon. RULING: Touchback. Team **A’s** ball at its own 20-yard line. [1-2-4; 2-24-2; 8-5-3a1; 8-5-4]
35. **K25’s** short kickoff is in flight 14 yards beyond Team **K’s** free-kick line when **K30** catches it with no **R** players around. This is kick catch interference. [6-5-6a]
36. If the kickers catch or recover a *free kick* anywhere after it has been touched by **R**, the ball remains live. [2-24-2; 4-2-2f; 6-1-6; Case Book 6.1.6 A]
37. Pass eligibility rules apply only to legal forward passes. [7-5-6]
38. A request for a time-out may be made only after the ball becomes dead by any player, the head coach or his designee. [3-5-2a; Case Book 3.5.2 B]
39. **A33’s** fumble rolls forward and out of bounds at Team **A’s** 25-yard line. The **game** clock will start on the snap. [3-4-3a; 3-4-4e]
40. A *blindside block* is a block against any opponent who does not see the blocker approaching and is legal if executed in the *free-blocking zone* or with open hands. [2-3-10; 9-4-3n; Case Book 9.4.3 W]
41. **2 teammates** who may legally block below the waist in the *free-blocking zone* initiate a **simultaneous** block *at or below the opponent’s knees*. This is an *Illegal chop block*. [2-3-8; 9-3-6 & Table (Combination Blocks); Case Bk. 9.3.2 B(d)]
42. *Unsportsmanlike-conduct* fouls by *players* do not involve contact and all such fouls require disqualification. [2-32-1; 9-5-1, 2; Case Book 9.5]
43. Defensive back **B40**, running alongside runner **A24**, reaches and grabs the collar of **A24’s** jersey and pulls him down forward in making the tackle. RULING: Legal defensive play. [9-4-3k; Case Book 9.4.3 M(d)]
44. An *inadvertent whistle* ends the down. [4-2-3]
45. The passer continues to be a *defenseless player* until the legal forward pass ends or he/she moves to participate in the play. [2-32-11; 2-32-16a]
46. Pass interference restrictions on a legal forward pass begin at the snap for team **A**. [7-5-8a]

47. After **R24** catches a *kick*, blocking below the waist by teammates becomes legal. [2-17-2; 9-3-2]
48. At the snap, all **A** players numbered **50-79** are *ineligible*. [7-5-6a]
49. Following any 4<sup>th</sup> down play, the clock shall be stopped. [3-5-9]
50. The succeeding spot is where the ball was last snapped or free kicked. [2-41-10]
51. No foul causes a live ball to become *dead*. [2-16-4; Fundamental III – 2]
52. A *backward pass* is a pass thrown with its initial direction parallel with or toward the runner's end line. [2-31-5]
53. A scrimmage kick or kickoff is touched by **R** in the *field of play* then the loose ball bounces into **R's** endzone; the ball became dead as soon as it crossed the goal line. [2-24-2; 4-2-2d1; Case Book 6.3.1 A]
54. After the ball goes out of bounds, both the game clock and the play clock will start on the ready-for-play signal. [3-4-3a; 3-4-4e; 3-6-1a2]
55. The **Umpire** shall confirm that all player equipment is legal and meets rules specifications. [1-3-3; 1-5-4]
56. Any movement or shift by the offense that is designed to cause Team **B** to *encroach* is a *false start*. [7-1-7b; Case Book 7.1.7 A, B]
57. **B49** intercepts **A's** pass in his own end zone and runs around in the end zone before finally being tackled in his end zone. RULING: Safety. Team **A** scores 2 points. [2-13-1; 8-5-3d]
58. 1<sup>st</sup> and 10 for Team **A** at their 20-yard line. **A64** *false starts* and **B71** reacts by charging forward and roughly knocking down **A55**. After both penalties are enforced, it will be 1<sup>st</sup> and 10 for Team **A** at its 30-yard line. [7-1-6a, 7, Penalty; 9-4-3b, Penalty; 10-2-5a]
59. If ineligible **A66** catches a forward pass (untouched by **B**) beyond the neutral zone, the ball becomes *dead* immediately when caught. [4-2-2c; 7-5-13; Case Book 7.5.13 A(c)]
60. A defensive *pass-interference foul* can occur only beyond the neutral zone. [7-5-10; 7-5-11c; Fundamental VII – 5]
61. The muffing or batting of a pass, kick or fumble *in flight* is not considered a new force. [2-13-3]
62. For any free kick, Team **K** may request that the ball be placed anywhere between the inbounds lines (*hash marks*). [4-3-4, 5, 6]
63. *Chop blocks*, *clipping* and *tripping an opponent* are illegal whenever and wherever they occur on the field. [2-3-8; 2-5-1; 2-45; 9-3-6; 9-4-3o]
64. *Face guarding*, in and of itself, which does not include contact, is not considered to be *pass interference*. [7-5-10, 11]
65. When a foul occurs prior to a snap or free kick, the covering official shall sound his/her whistle immediately then toss a flag. [4-2-1]
66. Any forward pass caught by any player of **A** or **B** in the field of play may be advanced. [2-10-2; 7-5-4]
67. When a field-goal attempt is blocked behind the neutral zone, the ball becomes *dead* immediately. [6-2-2, 3]

68. Assuming it is not a scoring play, the covering official shall start the 40-second play clock by: [LHSAA Attachment A - 3 FAQs]
1. Raising an open hand (palm forward) overhead.
  2. Signaling “stop-clock” or “wind clock (out-of-bounds plays or near sideline).
  3. Signaling “incomplete pass”.
  4. Any of the above
69. **R27** returns a punt but fumbles during his return. **K65** dives to the ground and recovers the fumble. RULING: 1<sup>st</sup> and 10 for Team **K**, and the game clock starts on the snap. [3-4-3c; 5-1-3f]
70. 4<sup>th</sup> and 10 with the **nose** of the ball touching Team **B’s** 20-yard line. **A10’s** pass is incomplete. RULING: The officials should move the chains, not the ball, so that the tail of the ball is touching **B’s** 20-yard line. [5-3-3b]
71. Team **A** runs the ball in to score a touchdown. RULING: The play clock will be set to **40 seconds** and start when the covering official signals the score. [LHSAA Attachment A - 2b FAQs]
72. When the **Referee** calls for a measurement, the ball shall be placed with its long axis parallel with the sideline before the measurement. The play clock will be set to **25 seconds** and started on the “ready”. [5-3-2; Case Book 5.3.2 A; LHSAA Attachment A - 2e FAQs]
73. Unless Team **A** is in a *scrimmage-kick formation*, the failure of Team **A** to have at least 5 players on the line numbered 50-79 is a foul at the snap. [7-2-5b, Exceptions]
74. Following Team **R’s** punt/kickoff return, the play clock will be set to 25 seconds and started on the **Referee’s** *ready-for-play* signal. [LHSAA Attachment A - 2f, g FAQs]
75. When the game ends with a tie score, the clock operator should remain in the press box and assist the play clock operator in identifying the proper signals from the on-field officials throughout the overtime period. [Mech Manual – Clock Operator Mechanics – Game Clock Operator #15]