



VIA FACSIMILE AND ELECTRONIC MAIL

MEMORANDUM

August 24, 2006

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TO: Divisions I, II and III Supervisors of Football Officials, Conference
Commissioners and Head Football Coaches.

FROM: Michael Clark, chair
NCAA Football Rules Committee

John Adams, secretary-rules editor
NCAA Football Rules Committee.

SUBJECT: NCAA Football Clarification and Play Situations Bulletin No. 1.

Enclosed with this memorandum are the first set of play situations and several interpretations for the 2006 season. The committee hopes this assists in the understanding of the rules, specifically those relating to starting the clock.

If you have any questions, please contact John Adams, secretary-rules editor of the NCAA Football Rules Committee. Mr. Adams can be reached at 303/799-9221, extension 222.

I hope this information is helpful.

MC/JA:nkb

Enclosure

cc: NCAA Football Rules Committee
Selected NCAA Staff Members

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NCAA Football Rules Committee Interpretations

The committee met via conference call on August 23 and approved the following interpretations. It should be noted that these interpretations are not rules changes, but are being provided after the committee received several questions regarding its rules.

Rule 3-2-5-e, When to Start the Clock.

Interpretation: When Team B is awarded a first down, the clock will be stopped and will start on the ready for play signal when Team B will snap the ball.

Approved Ruling Clarifications:

3-2-5-II: Fourth down and six yards to go. Team A's running play, which ends inbounds, gains five yards. B1 is offside on the play. **Ruling:** Team A's ball. Fourth and one. The clock starts on the snap because there was no change in possession.

3-2-5-III: Fourth down and four yards to go. Team A's running play, which ends inbounds, gains three yards. B1 is offside during the play. **Ruling:** Team A's ball. First and 10 after accepting the penalty. The clock starts on the snap because there was no change in possession.

3-2-5-IV: Third down and four yards to go. Team's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. **Ruling:** Team A's ball. First and 10. The clock starts on the snap.

8-7-2-IX: Fourth down and five yards to go on Team B's 20-yard line. A30 fumbles at team B's 16-yard line. The ball rolls to the 10-yard line (either at rest or still rolling), where (a) B40 bats the loose ball backward and out of bounds at Team B's five-yard line or (b) forward and out of bounds at Team B's 18-yard line. **Ruling:** (a) The bat is legal and it is Team B's ball first and 10 at Team B's 16 yard line, the clock starts on the ready for play signal. (b) This is illegal batting, penalize Team B from the spot of the fumble. Team A's ball first and goal, the clock starts on the snap.

10-1-4-I: Team A punts and is illegally in motion at the snap. The untouched ball goes out of bounds between the goal lines, after which Team B commits a personal foul. **Ruling:** If Team B elects to replay the down, Team A will be penalized five yards at the previous spot followed by a 15-yard penalty against Team B. Team B's foul shall award an automatic first down. The clock starts on the snap.

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1. A22 is positioned as an offensive back during the first half. In the second half, the same player wears number 76 and becomes an offensive lineman. A76 drifts backward following a snap and receives a backward pass from the quarterback. **Ruling:** Even though this may have been announced in the pre-game program, it is deceiving opponents and illegal. **Penalty:** 15 yards previous spot with possible disqualification (1-4-2-e).
2. Fourth and goal at the Team B four yard line. QB A7 moves down the line on an option play. His handoff to A27 is muffed at the five yard line and rolls into the end zone where it is recovered by A27. **Ruling:** First and 10 for Team B at the five yard line. The game clock starts on the ready for play signal (2-12-1-c, 3-2-5-e, 7-2-2-b-2).
3. The umpire checked the legality of kicking tees prior to the game. Later in the game, the ball is free kicked from a two-inch tee. **Ruling:** Illegal kick. Dead ball foul. **Penalty:** Five yards from the succeeding spot (2-15-4-c, 10-1-5).
4. Prior to Team A's free kick, the ball is on the 35 yard line and leaning against a one-inch tee. Kicker A3 drives the ball to the ground and it is subsequently airborne as B33 is positioned at the Team A 43 yard for the recovery. Before B-33 touches the ball, A19 blocks him and A10 recovers the ball. **Ruling:** Five yard penalty from the previous spot. The game clock started when the ball was kicked and stopped when recovered. The game clock starts on the next free kick (2-15-4-b, 3-2-5, 3-2-5-a-1, 6-1-2-h, 6-1-3-a).
5. Team A's untouched scrimmage kick bounces in Team B's end zone. **Ruling:** First and 10 for Team B at the 20 yard line. Game clock starts on the ready for play signal (3-2-5-e).
6. Team A's untouched free kick from the 35 yard line bounces in the Team B end zone. A12 was offside. **Ruling:** Team A re-kick at the 30 yard line or Team B first and 10 from the 25 yard line. Clock starts when the ball is free kicked. Clock starts on the ready for play signal at the 25 yard line (3-2-5, 3-2-5-e, 6-1-2-a).
7. Team A's scrimmage kick is out of bounds at the Team B 17 yard line. Team A had six players on the line of scrimmage at the snap. **Ruling:** Five yard penalty previous spot or first and 10 for Team B at the 22 yard line. If taken to the previous spot, the clock starts on the snap. If taken at the 22 yard line, the clock starts on the ready for play signal (3-2-5, 3-2-5-e, 7-1-3-b).

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8. Fourth and six at the Team A 40 yard line. Team A's scrimmage kick is out of bounds at the Team B 28 yard line. Team A is granted a time out. **Ruling:** First and 10 for Team B at the 28 yard line. The game clock starts on the snap following the time out (3-2-5-e).
9. Fourth and 10 at the Team A 40 yard line. A-89 illegally touches a kick at the Team B 22 yard line and the ball is then recovered and downed by B-17 at the 16 yard line. Team A was in an illegal formation at the snap. **Ruling:** Team B may accept the penalty with enforcement at the previous spot or the 16 yard line. The penalty must be declined for the ball to be snapped at the 22 yard line (6-3-2-b, 7-1-3-b).
10. On the last down of a period, a Team B personal foul occurs during Team A's touchdown play. Enforcement on the succeeding kickoff is the Team A choice. **Ruling:** The period is not extended for a meaningless free kick. The penalty is enforced on the first play of the next period which will be a free kick. *Note: If this situation occurs at the end of period four the only choice is enforcement on the try.* (10-2-2-g-1).
11. Team B has been awarded a first down at the Team B 20 yard line. The defensive team delays at the sideline prior to entering the game. **Ruling:** When time is out, the referee will not declare the ball ready for play until the defensive team is in position. When the defense takes excessive time, a delay penalty is appropriate (3-4-2-b-3).
12. Team A is positioned to kickoff with a 14-13 lead and three seconds to play. Kicker A3 moves beyond the ball, turns, and kicks toward the Team A goal line. A17 recovers the previously untouched kick at the 20 yard line (illegal touching by Team A). **Ruling:** On an egregious play such as this, the referee may invoice "any action he considers equitable" (9-2-3-c).