

WNE Quiz – August 17, 2015

1. **4th & 14 @ A-16.** The punt is caught by #B37 on the 50. He advances to the A-2 where he is downed. Team A is flagged for an illegal motion foul. During #B37's return, #B86 held on the A-4. Time expires in the first half during the down.
2. **4th & 4 @ B-40.** Team A is in scrimmage kick (punt) formation and the linemen are lined up in this order (L-R): A22, A16, A60, A61, A50, A70, A81 (A61 is the snapper and his hands are on the ball). Prior to the snap, #A22 backs up into the backfield and sets uncovering interior lineman #A16, and #A73 moves forward between #A70 and #A81. The ball is snapped to the punter who completes a pass to #A81 at the B-30 where he is tackled. #A16 contacted a defender and drove him downfield to the B-37. Clock?
3. **Try @ B-3.** Holder #A4 digs out a bad snap and tries to run for the score. #A4 fumbles at the B-5 and trying to keep #A4 from recovering his own fumble, #B42 bats the ball back into the EZ where #B18 recovers while grounded.
4. **3rd & 9 @ B-21.** Eligible receiver #A88 is held by #B20 at the B-8. QB #A12 scrambles and fumbles at the B-28. #B55 recovers at the B-26 and runs to A-48 where he is tackled. Clock?
5. **3rd/Goal @ B-7.** Late in the 4th quarter and with Team A trailing by 4 points and out of timeouts, QB #A7 is hurried and throws a pass from the B-5, complete in the end zone to #A86, who loses his helmet after being legally contacted while attempting to catch the ball. The game clock reads 0:04 at the end of the play. Game clock?
6. **4th & 8 @ B-14.** 3rd OT series, Team B leads 13–10. QB #A11 takes the snap from a shotgun formation and throws the ball to the back corner of the end zone. Receiver #A88 leaps in an attempt to catch the pass, secures the ball and is coming back to the ground when his right foot touches in the end zone. As his left foot is coming to the ground, #B6 knocks #A88 backward. As #A88 hits the ground, the ball comes loose and rolls through the back of the end zone.
7. **3rd/8 @ A-12.** The score is A28-B27. Team B has no timeouts remaining. #A12 is downed for no gain. During the down, #B96's helmet comes off. There were no fouls on the play and the game clock shows 0:46 in the fourth quarter when the down ends. Game clock? Play clock?
8. **3rd/8 @ A-12.** The score is A28-B27. Team B has no timeouts remaining. #A12 is downed for no gain and loses his helmet. Also during the down, #B96's helmet comes off. There were no fouls on the play and the game clock shows 0:46 in the fourth quarter when the down ends. Game clock? Play clock?

WNE Quiz – August 17, 2015 (ANSWERS)

1. **Halftime.** Team B is the last team gaining possession and did not foul before gaining possession. Therefore, Team B can decline offsetting fouls. Team A then has the option of completing the penalty by Team B, which would give B the ball 1/10 at the A-14 for an untimed down. However, Team A is also likely to decline, and the half would be over as a result of the play. (AR 10-1-4-III)
2. **A 4/9 @ B-45; Clock on ready.** Illegal formation on Team A. Once #A61 establishes himself as the snapper by placing his hands on the ball, #A16 becomes a numbering exception and must remain as an interior lineman. Once #A22 backs into the backfield, #A16 becomes the end of the line and is therefore illegal. Note that the contact by #A16 is legal as he remains within 3 yards of the LOS. (7-1-4-a-5)
3. **One-point safety for Team A.** The batting is legal but is also the impetus for the ball crossing the goal line and in B's possession in the end zone, resulting in a safety. (8-1-1, 8-5-1-a, 8-7-1, 8-7-2)
4. **A 1/10 @ B-11; Game clock on ready.** Holding is enforced from the previous spot. Team A is next to snap the ball and the clock therefore starts on the ready. (3-3-2-e-1, 9-3-4)
5. **A 4/Goal @ B-10; Game clock at 0:04 on snap.** Because the game clock is stopping after an apparent score, there is no option for a 10-second runoff due to the helmet coming off. Also note that complete illegal forward pass fouls do not qualify for a 10-second runoff. (3-3-2-c, 3-3-4-a-3)
6. **Game over; Team B wins.** The receiver has not completed the process of the catch and the pass is incomplete. (2-4-3)
7. **4/8 @ A-12; Game clock 0:36 on ready; Team A will be able to run out the clock without snapping the ball (play clock 40).** As in past years, this qualifies for a 10-second runoff with the game clock starting on the ready for play. However, the new rule for 2015 is that the play clock would be set to 40, effectively making this a 50-second penalty, allowing Team A to run out the clock. (3-3-9, CFO Play Interpretations, 5/29/2015)
8. **4/8 @ A-12; Game clock 0:46 on ready; Play clock at 40.** The new rule for 2015 applies where the play clock would be set to 40. However, the 10-second runoff does not apply as helmets came off from both teams. #A12 and #B96 both must sit the next play (3-3-9, CFO Play Interpretations, 5/29/2015)