

## 2022 Year 0-1 Football Rules Study Guide



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.

Question #	Question	Answer 1	Answer 2	Answer 3	Answer 4
1	When time-out for a defensive player injury is granted, the play clock shall be set to <b>25 seconds</b> and started on the ready-for-play signal. [3-6-1a1(e); LHSAA Attachment A – 2c FAQs]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
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.]	TRUE	FALSE		
6	The game officials shall assume authority for the game <b>30</b> 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 <b>Referee's</b> declaration of the end of the 4TH period or overtime. [1-1-7, 8; Case Book 1.1.7]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
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]	TRUE	FALSE		
12	The <b>Head Linesman</b> 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]	TRUE	FALSE		
13	For a scrimmage down, <b>7</b> Team <b>A</b> players must be legally on their line at the snap in order to have a legal formation. [2-14-1; 7-2-5a]	TRUE	FALSE		
14	When the <b>40-second</b> play clock is running, the ball becomes ready for play, and Team <b>A</b> may snap it, when an <b>official</b> 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]	TRUE	FALSE		

15	Preventive officiating and official's judgement are important so even fouls involving player safety require we sometimes simply talk to the offending players rather than penalize them. [Mech Manual – Prerequisites and Principles of Good Officiating]	TRUE	FALSE
16	Possession of a live ball in the opponent's end zone is always a touchdown. [8-2-1; FUNDAMENTAL I – 8]	TRUE	FALSE
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]	TRUE	FALSE
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]	TRUE	FALSE
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]	TRUE	FALSE
20	A <i>scrimmage kick</i> recovered in or behind the neutral zone may <b>not</b> be advanced by either team. [6-2-2, 3; Fundamental VI – 2]	TRUE	FALSE
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]	TRUE	FALSE
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)]	TRUE	FALSE
23	Tripping any opponent is illegal anywhere on the field. [2-45; 9-4-3o; Case Book 2.42.1 (d)]	TRUE	FALSE
24	A cloud-to-ground <i>lightning bolt</i> is seen. RULING: The officiating crew should suspend play and undertake the recommended safety precautions. [Rules Book Pg. 102: NFHS GUIDELINES (Lightning - 211	TRUE	FALSE
25	In order for a <i>scrimmage</i> formation to be legal at the snap, at least 5 Team <b>A</b> players must be on their line of scrimmage and no more than 4 Team <b>A</b> players may be <i>backs</i> . [2-14-1; 7-2-5a; Case Book 7.2.5	TRUE	FALSE
26	On a kickoff, at the time the ball is kicked, at least 4 <b>K</b> players must be on each side of the kicker. [6-1-4; Case Book 6.1.4]	TRUE	FALSE
27	During a try, it is possible for either team to score points. [8-3-3]	TRUE	FALSE
28	2nd down and 10 for Team <b>A</b> . During the down, <b>A76 held</b> and <b>B24</b> committed <i>pass interference</i> . RULING: This is a <i>double foul</i> . No options, Team <b>A</b> will replay 2nd down and 10 from the <i>previous spot</i> . [10-2-1b; 10-2-2; 10-4-2b; Case Book 10.2.1 A]	TRUE	FALSE
29	A23 is carrying the ball when <b>B40</b> grabs his jersey from behind just below the collar in the name plate area and is then pulled down backward by <b>B40</b> . RULING: <i>Horse-collar foul</i> on <b>B40</b> . [8-2-1a; 8-2-2; 9-4-3k; Case Book 9.4.3 P(b)]	TRUE	FALSE
30	Illegal forward handing, illegal forward pass and <i>illegal touching of a forward pass by an ineligible</i> are the only fouls which carry a "loss-of-down" penalty. [10-1-6]	TRUE	FALSE
31	For <i>scrimmage</i> downs, the defense is required to have at least 5 players on their line of scrimmage. [7-2-5d]	TRUE	FALSE
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)]	TRUE	FALSE
33	A <i>blindside block</i> 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]	TRUE	FALSE
34	K15's kickoff hits the goal-line pylon. RULING: Touchback. Team <b>A's</b> ball at its own 20-yard line. [1-2-4; 2-24-2; 8-5-3a1; 8-5-4]	TRUE	FALSE
35	K25's short kickoff is in flight 14 yards beyond Team <b>K's</b> free-kick line when <b>K30</b> catches it with no <b>R</b> players around. This is kick catch interference. [6-5-6a]	TRUE	FALSE
36	If the kickers catch or recover a <i>free kick</i> anywhere after it has been touched by <b>R</b> , the ball remains live. [2-24-2; 4-2-2f; 6-1-6; Case Book 6.1.6 A]	TRUE	FALSE
37	Pass eligibility rules apply only to legal forward passes. [7-5-6]	TRUE	FALSE

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]	TRUE	FALSE
39	A33's fumble rolls forward and out of bounds at Team <b>A's</b> 25-yard line. The <b>game</b> clock will start on the snap. [3-4-3a; 3-4-4e]	TRUE	FALSE
40	A <i>blindside block</i> is a block against any opponent who does not see the blocker approaching and is legal if executed in the <i>free-blocking zone</i> or with open hands. [2-3-10; 9-4-3n; Case Book 9.4.3 W]	TRUE	FALSE
41	Two teammates who may legally block below the waist in the <i>free-blocking zone</i> initiate a <b>simultaneous</b> block <i>at or below the opponent's knees</i> . This is an illegal <i>chop block</i> . [2-3-8; 9-3-6 & Table (Combination Blocks); Case Bk. 9.3.2 B(d)]	TRUE	FALSE
42	Unsportsmanlike-conduct fouls by <i>players</i> do not involve contact and all such fouls require disqualification. [2-32-1; 9-5-1, 2; Case Book 9.5]	TRUE	FALSE
43	Defensive back <b>B40</b> , running alongside runner <b>A24</b> , reaches and grabs the collar of <b>A24's</b> jersey and pulls him down forward in making the tackle. RULING: Legal defensive play. [9-4-3k; Case Book 9.4.3 M(d)]	TRUE	FALSE
44	An <i>inadvertent whistle</i> ends the down. [4-2-3]	TRUE	FALSE
45	The passer continues to be a <i>defenseless player</i> until the legal forward pass ends or he/she moves to participate in the play. [2-32-11; 2-32-16a]	TRUE	FALSE
46	Pass interference restrictions on a legal forward pass begin at the snap for team A. [7-5-8a]	TRUE	FALSE
47	After <b>R24</b> catches a <i>kick</i> , blocking below the waist by teammates becomes legal. [2-17-2; 9-3-2]	TRUE	FALSE
48	At the snap, all <b>A</b> players numbered <b>50-79</b> are <i>ineligible</i> . [7-5-6a]	TRUE	FALSE
49	Following any 4th down play, the clock shall be stopped. [3-5-9]	TRUE	FALSE
50	The succeeding spot is where the ball was last snapped or free kicked. [2-41-10]	TRUE	FALSE
51	No foul causes a live ball to become <i>dead</i> . [2-16-4; Fundamental III – 2]	TRUE	FALSE
52	A <i>backward pass</i> is a pass thrown with its initial direction parallel with or toward the runner's end line. [2-31-5]	TRUE	FALSE
53	A scrimmage kick or kickoff is touched by <b>R</b> in the <i>field of play</i> then the loose ball bounces into <b>R's</b> 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 <sup>1</sup> ]	TRUE	FALSE
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]	TRUE	FALSE
55	The <b>Umpire</b> shall confirm that all player equipment is legal and meets rules specifications. [1-3-3; 1-5-A <sup>1</sup> ]	TRUE	FALSE
56	Any movement or shift by the offense that is designed to cause Team <b>B</b> to <i>encroach</i> is a <i>false start</i> . [7-1-7b; Case Book 7.1.7 A, B]	TRUE	FALSE
57	B49 intercepts <b>A's</b> pass in his own end zone and runs around in the end zone before finally being tackled in his end zone. RULING: Safety. Team <b>A</b> scores <b>2</b> points. [2-13-1; 8-5-3d]	TRUE	FALSE
58	1st and 10 for Team <b>A</b> at their 20-yard line. <b>A64</b> <i>false starts</i> and <b>B71</b> reacts by charging forward and roughly knocking down <b>A55</b> . After both penalties are enforced, it will be 1st and 10 for Team <b>A</b> at its 30-yard line. [7-1-6a, 7, Penalty; 9-4-3b, Penalty; 10-2-5a]	TRUE	FALSE
59	If ineligible <b>A66</b> catches a forward pass (untouched by <b>B</b> ) beyond the neutral zone, the ball becomes <i>dead</i> immediately when caught. [4-2-2c; 7-5-13; Case Book 7.5.13 A(c)]	TRUE	FALSE
60	A defensive <i>pass-interference foul</i> can occur only beyond the neutral zone. [7-5-10; 7-5-11c; Fundamental VII – 5]	TRUE	FALSE
61	The muffing or batting of a pass, kick or fumble <i>in flight</i> is not considered a new force. [2-13-3]	TRUE	FALSE
62	For any free kick, Team <b>K</b> may request that the ball be placed anywhere between the inbounds lines ( <i>hash marks</i> ). [4-3-4, 5, 6]	TRUE	FALSE
63	Chop blocks, <i>clipping</i> and <i>tripping an opponent</i> are illegal whenever and wherever they occur on the field. [2-3-8; 2-5-1; 2-45; 9-3-6; 9-4-3o]	TRUE	FALSE

64	Face guarding, in and of itself, which does not include contact, is not considered to be <i>pass interference</i> . [7-5-10, 11]	TRUE	FALSE
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]	TRUE	FALSE
66	Any forward pass caught by any player of <b>A</b> or <b>B</b> in the field of play may be advanced. [2-10-2; 7-5-4]	TRUE	FALSE
67	When a field-goal attempt is blocked behind the neutral zone, the ball becomes <i>dead</i> immediately. [6-2-2, 3]	TRUE	FALSE
68	Assuming it is not a scoring play, the covering official shall start the 40-second play clock by: [LHSAA Attachment A - 3 FAQs]	Raising an open hand (palm forward) overhead.	Signaling "stop-clock" or "wind clock" (out-of-bounds plays or near sideline). Signaling "incomplete pass". Any of the above
69	<b>R27</b> returns a punt but fumbles during his return. <b>K65</b> dives to the ground and recovers the fumble. RULING: 1st and 10 for Team <b>K</b> , and the game clock starts on the snap. [3-4-3c; 5-1-3f]	TRUE	FALSE
70	4th and 10 with the <b>nose</b> of the ball touching Team <b>B's</b> 20-yard line. <b>A10's</b> pass is incomplete. RULING: The officials should move the chains, not the ball, so that the tail of the ball is touching <b>B's</b> 20-yard line. [5-3-3b]	TRUE	FALSE
71	Team <b>A</b> runs the ball in to score a touchdown. RULING: The play clock will be set to <b>40 seconds</b> and start when the covering official signals the score. [LHSAA Attachment A - 2b FAQs]	TRUE	FALSE
72	<b>A67</b> , from his position as an offensive tackle, raises momentarily from his 3-point stance at the snap, then fires forward to contact <b>B75</b> , who was in the free blocking zone at the snap. The contact is below the waist, both players are still in the free blocking zone, and the ball is still in the free blocking zone when contact is made by <b>A67</b> . This is considered legal contact. [2-17-2c; NOTE – Rule Change 2021]	TRUE	FALSE
73	Unless Team <b>A</b> is in a <i>scrimmage-kick formation</i> , the failure of Team <b>A</b> to have at least 5 players on the line numbered 50-79 is a foul at the snap. [7-2-5b, Exceptions]	TRUE	FALSE
74	Following Team <b>R's</b> punt/kickoff return, the play clock will be set to 25 seconds and started on the <b>Referee's ready-for-play</b> signal. [LHSAA Attachment A - 2f, g FAQs]	TRUE	FALSE
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]	TRUE	FALSE