



2004 FOOTBALL RULES EXAMINATION – PART I

Instructions: Only the **answer sheet** of this examination will be sent to the grader. **You retain the questions for further study.** Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. **Every part** of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

NOTE: Send answer sheet to your state association office unless otherwise instructed.

Copyrighted and Published in 2004 by the
National Federation of State High School Associations

NOTE: In the exam situations, **A**--refers to the **offensive team** and **B**--refers to their opponents the **defensive team**. **K**--refers to the **kicking team** and **R**--refers to the **receiving team**. A1, B1, K1 and R1 are players of these teams. If team possession changes during the down, each team retains its identity. In kicking situations, it is not during a try and no fair-catch signal has been given unless specified. Unless stated, acts occur while: the ball is inbounds; a forward pass is legal; any out-of-bounds is between the goal lines. Line means scrimmage line. Reference to a foul is to a player foul which is not unsportsmanlike. There is no foul or change of possession, unless it is mentioned, and penalties are considered accepted for enforcement.

Rules Changes or Emphasis for 2004

1. Because of the damp weather, the quarterback of Team A requests the use of a towel containing a product to make the wet ball tacky. The referee denies the request.
2. Any coach may request a time-out.
3. If the head coach is ejected, only players may request a time-out.
4. When a head coach chooses to coach from the press box, the assigned field coach may request a time-out.
5. The momentum exception applies to both offensive and defensive players.
6. A non-player shall not be outside his team box except to become a player.
7. The first time non-players are outside the team box, but not on the field during the down, a sideline warning is given but no distance penalty is assessed.
8. Both spearing and butt blocking are personal fouls that carry a 15-yard penalty and mandatory disqualification of the offender.

Authorized Conferences

9. Following an incomplete forward pass, if the coach requests a coach-referee conference regarding a rule interpretation on the previous play which leads to the referee altering his ruling, the clock will start on the ready-for-play signal.
10. If after using three time-outs in the half the coach asks for a coach-referee conference to review a possible misapplication of a rule, his team will be penalized for delay if there is no change in the ruling.
11. If one coach goes to the huddle for 30 seconds, another coach may then confer for the time remaining as long as only one coach is in the huddle at any given time.
12. The length of an official-coach conference is strictly limited to two minutes.

Batting

13. Batting a scrimmage kick in or behind the neutral zone by R, in an effort to block the kick, is legal.
14. B1 may not legally bat a ball, which is in possession of A1.
15. A backward pass in flight may be batted in any direction by either team.
16. It is legal for R1 to bat a scrimmage kick in or behind the expanded zone in an effort to block it to keep it from going into R's end zone.

Blocking

17. During a kick from K's 40-yard line, the kicker may not be blocked if he is attempting to gain possession of the kickoff, which is bouncing at K's 45-yard line.
18. A receiver who has given a valid or invalid fair catch signal may not block an opponent during the down.
19. A block in the back is defined as a block with contact inside the shoulders, below the helmet and above the waist.
20. When a defensive player uses a hand or arm, the hand must be in advance of the elbow at the time of contact.

Dead Ball

21. If at the snap a teammate is not in position to kick, the ball becomes dead if the place-kick holder catches the snap while he has a knee(s) on the ground.
22. A free kick or scrimmage kick, which is a scoring attempt, becomes dead if while in flight it touches a K player in R's end zone or after breaking the plane of R's goal line, the scoring attempt had apparently failed.
23. The ball becomes dead if place-kick holder K1 fumbles the snap and recovers with his knees off the ground and then touches his knee(s) to the ground while in possession of the ball.
24. A ball becomes live when the ball has been legally snapped or free-kicked and a down is in progress.

Definitions

25. When a runner is touching inbounds, but the ball is beyond the sideline plane, the goal line includes the extension beyond the sidelines.
26. An offensive player is considered to be on his scrimmage line when he is within 1 yard of his line of scrimmage.
27. A down is action which starts with a legal snap or a free kick and ends when the ball next becomes dead.
28. A multiple foul involves a live-ball foul by each team and each team may decline the penalty.

Downs-New Series

29. When a new series is started after a fourth down incomplete forward pass, the ball is placed at the previous spot so the rear point becomes the foremost point.
30. The down does not end when a runner is held so that his forward progress is stopped.
31. Roughing the kicker is a foul that results in a 15-yard penalty plus a first down.
32. The down is ended when the runner allows any part of his person, other than hand or foot, to touch the ground.

Equipment: Game-Field

33. All yardage chain-and-down indicator rods must have flat lower ends covered by a protective cap.
34. The goal line is entirely in the end zone and the edge toward the field of play and its vertical plane is the actual goal line.
35. Relative to ball choice, when there has been no change of possession, the try is not considered to be part of the previous series in which the touchdown was scored.
36. The pylon when properly placed on the goal line is out-of-bounds at the intersection of the sideline and goal-line extended.

Equipment: Player

37. Players are not permitted to wear jewelry even if it poses no danger to opponents and it is made of soft material.
38. If illegal equipment is found on an incoming substitute, correction must be made before he can participate.
39. The umpire has authority to declare equipment illegal if he determines it is inappropriate equipment.
40. Gloves, without the (NF/NCAA specifications) label or stamp, may be worn if made of unaltered plain cloth.
41. Prior to the game, the umpire must check and personally verify that all player equipment is legal.
42. The equipment that all players are required to wear shall be professionally manufactured and not altered to decrease protection.
43. Removable shoe cleats shall not exceed one-half inch in length.
44. A knee brace that has metal across the front of the knee may be approved if properly padded.

Force

45. Initial force may result from any carry, fumble, kick, pass or snap.
46. On kicks going into K's end zone, force is not a factor.

Fouls

47. Tripping an opponent who is not the runner is legal.
48. It is illegal substitution if a replaced player unsuccessfully attempts to leave the field prior to the snap, whether or not he participates in or affects the play.
49. It is an unsportsmanlike foul if disqualified A1 re-enters to participate.
50. Attempts by B to interfere with A's signals prior to the snap is a live-ball foul.
51. An illegal shift is a foul at the snap.
52. If a substitute enters the huddle and the replaced player does not leave the field immediately, it is a dead-ball, illegal participation foul.
53. A replaced player is required to leave the field immediately.
54. If B1 tackles A1, who is obviously not the runner, it is defensive holding.
55. If B1 clips A1 and B2 piles on after A2 is tackled, it is a multiple foul.
56. The restrictions on players being in the team box extend from the 35-yard line to the 35-yard line.

Fundamentals – Fundamental Statements

57. A dead ball may become live only by a legal snap or free kick.
58. No foul causes loss of the ball.
59. A forward-pass interference foul can occur only beyond the neutral zone.
60. A handed ball beyond the neutral zone is considered to be a pass.

Illegal Participation

61. During the down, it is illegal participation if any player intentionally goes out of bounds and does not return inbounds.
62. If A1 accidentally goes out of bounds and returns during the down, it is illegal participation; and a foul during the down and the "all-but-one" enforcement principle is used.

Illegal Position

63. If at the snap A does not have at least five players on the line numbered 50-79, it is illegal position or procedure unless the numbering exception is being used.
64. One of the requirements for A1 being on the line is that he face his opponent's goal line with his shoulders approximately parallel thereto.
65. Any player of A numbered 1-49 or 80-99 who is an interior lineman at the snap is not an eligible pass receiver.
66. A defensive player is considered on the line of scrimmage when he is within 2 yards of the line of scrimmage at the snap.

Passing

67. A backward pass out of bounds is an illegal pass.
68. The absence of eligible offensive receiver(s) in the immediate area of an incomplete forward pass is one guideline in determining intentional grounding.
69. A pass thrown forward after change of possession during the down is an illegal forward pass.
70. It is illegal touching if ineligible A1 bats or muffs a forward pass while he is in or behind the neutral zone.
71. A pass thrown backward out of bounds to stop the clock is an illegal pass.
72. A forward pass caught beyond the neutral zone by A1, No. 76, is illegal and the ball becomes dead when caught.

Penalty Enforcement

73. A loss of down is a part of some 15-yard penalties by not any 5-yard penalties.
74. Defensive pass interference and roughing the passer are the only fouls by Team B that award an automatic first down.
75. The basic spot of enforcement for a foul during a loose-ball play is the previous spot.
76. If B fouls during a successful field goal by A, the penalty is automatically declined.
77. The penalty for roughing the snapper is 15 yards and also a first down.
78. Illegal participation is enforced as a live-ball foul.

Possession

79. After K1's punt has crossed the neutral zone, it is still in K's possession.
80. A third-down backward pass that is simultaneously possessed by opponents belongs to the defensive team.

Safety

81. When a live ball becomes dead in player possession in that player's end zone, it is always a safety.
82. A safety will be scored when an offensive player commits any foul for which the penalty is accepted and enforcement is from a spot in his end zone.
83. If A1 is in his own end zone when he intentionally grounds a forward pass, it is a safety even if B declines the penalty.
84. The batting of a pass, kick or fumble in flight is not considered a new force for judging whether a touchback or safety results.

Scrimmage Kicks

85. The neutral zone may not be expanded into the end zone during a scrimmage kick.
86. All roughing-the-kicker fouls are penalized from the spot of the foul.
87. It is roughing the kicker if, after R1 touches the kick, he intentionally charges into kicker K1.
88. K1 may advance a scrimmage kick after it has been muffed by R and recovered by K1 beyond the neutral zone.

Snap

89. Following adjustment the snapper may not lift or move the ball other than in a legal snap.
90. The snapper may lift the ball for lateral rotation but may not rotate the ball end-for-end or change the location of the ball.
91. A snap is the legal act of passing or handing the ball backward from its position on the ground.

Time-outs

92. If an official calls time-out for an apparently injured player and after examination it is determined the player is not injured, the player need not leave the game.
93. An official's time-out may follow a charged time-out if it is for the continuance of a coach-referee conference.
94. The captain is the only player allowed to call a time-out.
95. Charged team time-outs shall be reduced in length if both teams are ready to play before the ready-for-play signal.
96. Regular time-out privileges are permitted during a television/radio time-out.

Timing

97. If stopped, the clock will start with the ready-for-play signal for other than a free kick when the action that caused the down to end did not also cause the clock to be stopped.
98. If A1 intentionally grounds a forward pass in an effort to save loss of yardage, after enforcement the referee shall start the clock with the ready-for-play signal.
99. If K1 commits kick-catching interference and R chooses an awarded fair catch, the clock will be started with the snap or when the free kick is touched, other than first touching by K.
100. During a down, time expires for a period and a signal is sounded, the officials shall ignore the signal.

2004 FOOTBALL EXAM PART I

RECEIVED JUN 3 2004

1. True 1-5-3
2. False 3-5-2a
3. False 3-5-2a
4. False 3-5-2a
5. True 8-5-2a Exp.
6. True 9-8-3
7. True 9-8-3 Pen.
8. False 9-4-2i Pen.
9. False 3-4-2; 3-5-11
10. True 3-6-2c; 3-5-11
11. False 2-6; 3-5-8
12. False 3-5-2c
13. True 9-7-2
14. False 9-7-4
15. False 9-7-3
16. False 9-7-2
17. False 9-3-4b
18. False 9-3-3
19. True 2-5-2
20. True 2-3-2b
21. True 4-2-2a Exp.
22. True 4-2-2d(2)
23. True 4-2-2a, Exp. Note
24. True 2-1-2
25. True 2-25-3
26. False 2-30-9
27. True 2-7-1
28. False 2-16-2b, d
29. True 5-3-3b
30. False 4-2-2a
31. True 9-4-4 Pen.
32. True 4-2-2a
33. True 1-3-5c
34. True 1-2-3h
35. False 1-3-2; 5-1-1
36. True 1-2-4
37. True 1-5-3m
38. True 1-5-5
39. True 1-5-3
40. True 1-5-2c
41. False 1-5-4
42. True 1-5-1
43. True 1-5-1g
44. True 1-5-3d
45. True 2-13-1
46. False 2-13-4
47. False 2-44; 9-3-7
48. True 3-7-5
49. False 9-6-4e
50. False 9-5-1d
51. True 7-2-6 Pen.
52. False 3-7-2 Pen.
53. True 3-7-2
54. True 9-2-3c
55. False 2-16-2d; 10-2-4
56. False 1-2-3e
57. True Fund III-3
58. True Fund I-6
59. True Fund. VII-5
60. False Fund VII-3; 2-19-1
61. False 9-6-2
62. True 9-6-1
63. True 7-2-5 Exp.
64. True 2-23-2
65. True 7-5-6a
66. False 2-24-3
67. False 7-5-2
68. True 7-5-2c
69. True 7-5-2a
70. True 7-5-13
71. False 7-5-2
72. False 4-2-2c; 7-5-6a; 7-5-13
73. False 7-5-2 Pen.
74. False 10-1-7
75. True 10-4-2
76. False 8-3-5; 10-5-1d
77. True 9-4-5 Pen.
78. True 9-6-1 Pen.
79. True 2-32-2
80. False 7-4-3
81. False 8-5-1; 8-5-2a Exp.
82. True 8-5-2c
83. True 7-5-3; 8-5-2c
84. True 2-13-3; 8-5-1
85. True 2-27-2; 6-2-6
86. False 10-3-1a
87. True 9-4-4
88. False 6-2-4
89. True 7-1-3d
90. True 7-1-2
91. True 2-38-1
92. False 3-5-10a
93. True 3-5-4
94. False 3-5-2a
95. True 3-5-3
96. True 3-5-7
97. True 3-4-2, 3
98. False 3-4-2; 3-4-3e; 3-4-4f; 7
2d Exp.
99. True 3-4-3b
100. True 3-3-2