

Answers Test 2

1. (Referee): A, 1/10, B-40. When a Team B ball carrier goes out of bounds, and their new series is nullified by penalty, the clock will still start on the ready unless there was another reason to start it on the snap (AR 3-3-2 V). Play clock: 25; Game clock: Ready.
2. (Center Judge): The half is over unless Team A has a timeout and uses it to avoid the 10-second runoff sideline (3-3-4a3). Play clock: None; Game clock: None.
3. (Umpire): A, FK, A-35. No score and the try is over. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel and the down is not repeated (8-3-4c). Play clock: 25; Game clock: On legal touching.
4. (Head Line Judge): B, 1/10, B-8. The penalty for the illegal wedge is enforced from the spot of the foul (6-1-10). Play clock: 25; Game clock: Snap.
5. (Line Judge): B, 1/10, B-15. The penalty for the illegal wedge is enforced from the end of the run (6-1-10). Play clock: 25; Game clock: Snap.
6. (Side Judge): Game over. Team B will choose the 10-second runoff (3-3-5f). Play clock: None; Game clock: None.
7. (Field Judge): A, 1/10, B-35. The penalty is not declined by rule because illegal touching makes enforcement possible. The penalty is enforced from the previous spot and includes an automatic first (10-2-5a2). Play clock: 25; Game clock: Snap.
8. (Back Judge): A, 4/15, A-12, B, 1/10, B-30, or B, 1/10, B-32. The 10-yard penalty for illegal batting can be enforced from the A-22 or the B-20 or Team B can elect to decline the penalty for illegal batting and take the ball at the spot of illegal touching (9-4-1c). Play clock: 25; Game clock: Snap.
9. (Replay): B, 1/10, A-35. Reviewable play, regarding whether the ball was caught. Confirm the call on the field. (12-3-2a, Replay Casebook 29). Play clock: 25; Game clock: Snap.