

## SEC/Sun Belt/SoCon Football Rules Quiz 5

4/25/22

1. A 4/6 @ B-46. A7 punts and the ball rolls out of bounds at the B-4. During the punt B44 recognizes there are only 10 team B players on the field and runs onto the field and blocks A88 at the B-25.

**Ruling:**

2. A 4/6 @ B-46. A7 punts and the ball rolls out of bounds at the B-4. During the punt B44 recognizes there are only 10 team B players on the field and runs onto the field and blocks A88 below the waist at the B-25.

**Ruling:**

3. A FK @ A-35. The ball is muffed at the B-6 by B88 who then recovers the ball in the EZ. B88 attempts to run the ball out but is tackled by the face mask by A85 while still in the EZ.

**Ruling:**

4. A 4/10 @ 50. A9 punts. B16 gives a valid signal at the B-10. He lets the kick bounce at the B-5. B16 blocks A80 at the B-12. A80 gets by the block and bats the ball while over the EZ into the field of play. B16 picks up the ball at the B-4 and runs to the B-30.

**Ruling:**

5. A 4/7 @ B-38. A45 punts the ball to the B-12. There B9 bats the grounded ball backward into the end zone. A95 attempts to recover the ball in the end zone but muffs it over the end line. During the kick, B22 blocked A85 in the back at the B-8.

**Ruling:**

6. A 3/12 @ A-14. 0:55 in the 2nd Quarter and the clock is running. Score is A10-B7. Guard A64 grabs and restricts B75 at the A-13 as RB A41 runs off right tackle and is tackled at the A-27.

**Ruling:**

7. A 4/6 @ B-45; A20-B20 with 0:09 remaining in 4Q. A19 drops back for a Hail Mary and is hit as he passes. The Referee rules fumble as the ball bounces at the A-48. B55 recovers and returns the ball to the A-28 where he is tackled by the facemask. Time expires during the play. Replay confirms the fumble.

**Ruling:**

8. A 3/8 @ A-7. A19 drops back to pass never leaving the pocket. Under duress, A19 throws a pass hitting A66 in the back at the A-8 with no eligible receivers in the area. The referee drops a flag at the A-1 for intentional grounding. Video evidence clearly shows the ball in the end zone when the pass is released.

**Ruling:**