

2020 COC Test I

1. B 1/10 A30 – snap or re-kick A20
2. TD-A UNS on PAT or KO
3. Reviewable, reverse to A 3/11 B12 – extend
4. TD-A UNS on PAT or carry over to OT
5. B 1/10 B19 – snap DQ A3
6. A 4/21 A39 – RFP
7. Offset/replay and extend
8. A 1/10 A26 – RFP
9. A 2/11 B41 – snap
10. B 1/10 B4 – snap
11. OT – LOD previous spot
12. A $\frac{3}{4}$ B14 – snap (incomplete pass when touched by B2)
13. KCI B 1/10 A31 – snap
14. TD-A
15. B 1/10 B18 – snap
16. A 4/9 A2 – RFP
17. B 1/10 B16 – snap DQ A8
18. B 1/G A10 – snap
19. KCI B 1/10 A30 – snap
20. Game over
21. A 4/13 $\frac{1}{2}$ A 1 $\frac{1}{2}$ - RFP
22. Enforce in OT
23. Incomplete pass A 4/6 A30 – snap
24. If forcible, A 1/10 B44 – RFP. If not, A 1/10 A41
25. A 1/10 B40 – snap
26. A 2/13 A7 – RFP
27. A 1/10 A48 – RFP
28. Decline CLP, go to OT and enforce DB UNR
29. B 1/10 50 – snap
30. Legal – halftime
31. A 1/10 A34 – RFP
32. Offset / replay
33. Off/set – replay RFP
34. TD-A. TGT enforced on PAT or KO. DQ B1. A3 can participate next play as helmet foul knocked off helmet.
35. Offset / replay – RFP
36. Try over
37. FST A 3/13 B20, then dead-ball TGT, thus A 1/G B10. DQ B3.
38. A 1/10 B20. A2's first UNS. Extend.
39. Reviewable for TGT. A 3/25 A41 (decline option makes it A 4/4B39).
40. Game over – run . . . run FAST
41. Touchdown A (Goal line extended / knee touched in end zone), Try @ B3
42. A 1/10 @ B44 Ready
43. B 1/10 @ A31 Ready
44. A 4/19 @ B25 Snap
45. B 1/G @ A6 Ready, B retains TO & Challenge
46. B 1/10 @ B21 Snap
47. Offset A 2/5 @ A25 Snap (Assume "lured" means contact)
48. Try over, Penalty declined by rule
49. A 1/G @ B6 Ready (no foul)
50. B 1/10 @ B20 Snap (Touchback)
51. B 1/10 B4 - snap. Dead where A2 recovers. Adjust clock if appropriate
52. Best case: shut down when 12 in formation is recognized. As written, ILS, decline TD-A
53. A 3/15 A35 - RFP or A 4/6 A44-RFP
54. B 1/10 B3 - snap
55. XFL Rule
56. Enforce CLP A 2/17 B37 - RFP
57. XFL question
58. A 1/G B3 - snap. Adjust clock if appropriate
59. B 1/10 B7 - snap
60. A 1/G B4 - extend
61. B 1&10 @ A17. Eject A2. Snap.
62. B 1&10 @B19; snap

63. B 1&10 @A9; snap
64. No 10 second runoff option; A 2&2 @A38; :40 play; RFP
65. A 3 &20 @ A25 extend or game over.
66. Try no good; Game Over
67. B 1&10 @B1; snap
68. Decline DOF Try good or Retry 1 1/2
69. Offset FMM and IBB; A 3&10 @A4; RFP
70. B 1&10 @ B26; snap
71. Re-Try @ the B33 or Re-Try @ B18 and enforce the UNS on the KO
72. A 4/11 @ A 19 untimed down or Game Over
73. A 1/10 A 9 a will decline the Illegal low block
74. Try is over Ko @ the 35
75. Safety A Ko @ the A20 :09 sec on the clock
76. Safety B Game over
77. Re-Try 3 ¼
78. Re-Play A 4/15 @50 1 untimed down or B 1/10 B15 1 untimed down
79. B 1/10 B13 snap
80. Game Over B will decline the foul.
81. Safety. 2 points for A. Safety kick from B35 and DQ
- A5. 1/10/b35.
82. A 1/10/B45
83. A 4/12/B42. (**Offset / replay - snap. DH on potential receiver A32?**)
84. B1/10/B25
85. Offset / OT
86. A1/10/B25 DQ A3. DQ A3 if it is targeting
87. Re-Try
88. A1/10/A33 DQ a3
89. B1/10/A35 RFP
90. B1/10/A13
91. Enforce on 2nd half KO. Dead ball personal foul after the half is over –
92. A1/10@B1 Reviewable. A2 not going to the ground until after he hit pylon
93. A4/1@B3. Snap(A's option)
25. A must accept foul for untimed down.
94. TD. No foul for DPI. B declines IFP foul.
95. Game over
96. B 1/10@B20 snap, 25
97. B1/10@B5 snap, 25
98. Fouls offset. Rekick @A35
99. Game over. A4/2@A35, RFP and A will let game clock run out.
100. A1/10@A30 RFP,25