

## 2010 NFHS Football Rules Examination - Part I

Check the box for the answer.

### Rules Changes, Editorial Changes or Points of Emphasis for 2010:

1. Penalty-marker colored gloves are legal.  True; 1-5-3 a
2. Grabbing the inside back or side collar of the shoulder pads or jersey of the runner and subsequently pulling that opponent to the ground is a horse-collar.  True; 9-4-3 k
3. A player, nonplayer or coach may be in the restricted area when the ball is live.  False; 9-8-3
4. Football public-address announcers do not play a vital role in the promotion of good sportsmanship.  False; POE #5
5. Replaced players shall leave the field within three seconds.  True; 3-7-1
6. Knee braces can be worn over the pants.  False; 1-5-3 b3
7. By state association adoption, a point differential may be established whereby if one team has gained the established point differential, the game shall be terminated.  True; 3-1-2
8. Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.  True; 3-5-10 b
9. An offensive player may push, pull or lift the runner to assist his forward progress.  False; POE #4
10. Beginning in 2012, gloves that may be anchored with athletic tape, and even though modified, must meet the NOCSAE test standard at the time of manufacture, unless made of an unaltered plain cloth.  True; 1-5-2 c

### Authorized Conferences:

11. An authorized conference is permitted during the intermission between periods.  True; 3-5-8
12. 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.  False; 3.5.7 Situation e

### Batting:

13. Batting a scrimmage kick in or behind the neutral zone by R, in an effort to block the kick, is legal.  True; 9-7-2
14. B1 may not legally bat a ball that is in possession of A1.  False; 9.7.4 Situation c
15. A backward pass in flight may be batted in any direction by either team.  False; 9-7-3
16. Batting a ball in flight may add a new force to the ball.  False; 2-13-3

### Blocking

17. A block in the back is defined as a block with contact inside the shoulders, below the helmet and above the waist.  True; 2-5-2, 2-5-3
18. A chop block is a legal block within the 6 x 8 yard free-blocking zone.  False; 2-3-8, 9-3-6
19. The runner may be legally clipped.  True; 2-5-1
20. Any player in the free-blocking zone, at the time of the snap, may block below the waist.  False; 2-17-2 a

### Dead Ball:

21. If the try is by kick, the ball becomes dead when it is obvious the drop kick or place kick has failed.  True; 8-3-2 b
22. The ball becomes dead when any loose ball is simultaneously caught or recovered by opponents.  True; 4-2-2 c, e1

### Definitions:

23. The neutral zone is established after the snapper has made final adjustment of the ball.  False; 2-28-1
24. A forward pass has gone beyond the neutral zone if at any time during the pass, some part of the ball is beyond the neutral zone.  False; 2-31-3
25. A foul is a rule infraction for which a penalty is prescribed.  True; 2-16-1
26. A down begins when the ball is marked ready-for-play.  False; 2-7-1
27. The line of scrimmage for each team is determined when the ball is marked ready-for-play.  True; 2-25-1
28. If an official is out of bounds when he is touched by a loose ball, the touching is ignored.  False; 2-29-3
29. Fighting is any attempt by a player or nonplayer to strike or engage a player or nonplayer in a combative manner unrelated to football.  True; 2-11
30. The succeeding spot is where the ball was last snapped or free kicked.  False; 2-41-10

### Downs - New Series:

31. If a double foul occurs during a down, the number of the next down is not the same as that of the down in which the foul occurred.  False; 2-16-2 b
32. The down is ended when the runner allows any part of his person, other than hand or foot, to touch the ground.  True; 4-2-2 a

### Equipment Game - Field:

33. If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct from the visibility of the required marks every five yards.  True; 1-2-3 b2
34. The uprights shall extend a maximum of 10 feet above the crossbar.  False; 1-2-5 c
35. The goal-line pylons may be any color as long as they are the same color.  False; 1-2-4
36. Officials may use available television replay equipment to assist in making certain critical decisions relating to the game.  False; 1-7
37. An unofficial auxiliary down indicator may be used, but it must be operated approximately 2 yards outside the sideline (except in stadiums where the total playing enclosure does not permit) opposite the official line-to-gain and down indicators.  True; 1-3-5 c
38. The referee is the final judge as to the legality of the game ball.  True; 1-3-3

### Equipment Player:

39. A mouth protector must be worn and must be completely white or clear.  False; 1-5-1 c7
40. The pants must cover the knee pads.  True; 1-5-1 7c2
41. Hip pads, tailbone protector, knee pads and thigh guards may not be altered from the manufacturer's original design/production.  True; 1-5-1 c
42. A tinted eye shield is illegal.  True; 1-5-3 c
43. A player's towel may have a ball-drying product applied to it that will affect the football.  False; 1-5-3 a2
44. The head coach's verification that his players are legally equipped includes a visible exterior warning label on the helmet regarding the risk of injury.  True; 1-5-1; 1-5-4
- 45.

Prior to the game, the umpire must check and personally verify that all player equipment is legal.  **False; 1-5-4**

46. Beginning in 2012, players of the visiting team shall wear white jerseys that have additional limitations as to how much color may be on its jersey.  **True; 1-5-1**

#### Fouls:

47. It is legal to grasp the opponent's chin strap.  **False; 9-4-3 h**
48. A multiple foul is one or more live-ball fouls by each team resulting in offsetting penalties.  **False; 2-16-2 e**
49. The runner may use his hands or arms to ward off or push an opponent.  **True; 2-3-4 a**
50. It is legal for runner A1 to spear B1.  **False; 2-20-1 c**
51. All dead-ball fouls are enforced separately and in the order in which they occurred.  **True; 10-2-5**
52. It is defensive holding if B1 tackles A1, who is obviously not the runner.  **True; 9-2-3 c**
53. A live-ball foul and a dead-ball foul cannot be combined to create a double foul.  **True; 10-2-5**
54. The restrictions on players being in the team box extend from the 35-yard line to the 35-yard line.  **False; 1-2-3 g**
55. A nonplayer foul may influence the play in progress.  **False; 2-16-2 f**
56. An illegal shift is a foul at the snap.  **True; 7.2.6 Situation A, 2-16-2 i**

#### Fundamentals - Fundamental Statements:

57. A kick ends as soon as R1 touches the kick.  **False; 2-24-2**
58. A disqualifying foul during the down causes the official to sound his whistle immediately.  **False; Fundamental III.2**
59. No series can ever start on a down other than first.  **True; Fundamental II.6**
60. A handed ball beyond the neutral zone is considered to be a pass.  **False; Fundamental VII.3**

#### Illegal Participation:

61. If a substitute or replaced player influences the play, it is illegal participation.  **True; 9-6-3**
62. It is illegal substitution to have 12 or more players participating at the snap or free kick.  **False; 9-6-4 c**

#### Illegal Formation:

63. The players on each side of and next to the snapper may lock legs with the snapper and may stand, crouch or kneel.  **True; 7-2-2**
64. At the snap, at least eight A players shall be on their line of scrimmage.  **False; 7-2-5 a**
65. After the ball is marked ready-for-play, each player of A who participated in the previous down and each substitute for A must have been, momentarily, between the 9-yard marks before the snap.  **True; 7-2-1**
66. Of the players of A who are not on their line at the snap, only one may penetrate the vertical plane through the waistline of his nearest teammate who is on his line.  **True; 7-2-3**

#### Passing:

67. It is pass interference if ineligible A1 catches a forward pass in or behind the neutral zone.  **False; 7-5-7**
68. If the ball is beyond the neutral zone when it leaves the passer's hand on a forward pass, it is an illegal forward pass.  **False; 7-5-1**
69. Interference by B may occur beyond, in or behind the neutral zone.  **False; 7-5-7, #67 last year**
70. A passer is a player who either throws a forward pass or backward pass.  **False; 2-32-11**
71. During an illegal forward pass, pass eligibility restrictions do not apply.  **True; 7-5-6**
72. Touching of a forward pass by B1 causes pass interference restrictions to end and all A players to become eligible.  **True; 7-5-6 b**

#### Penalty Enforcement:

73. The referee shall grant a captain's request for time-out prior to accepting or declining a penalty which involves an automatic first down.  **False; 1-4-1**
74. When the same team commits a live-ball foul followed by one or more dead-ball fouls, all fouls cannot be penalized.  **False; 10-1-4**
75. If two teammates participate while wearing identical numbers, the foul occurs simultaneously with the snap.  **True; 7-2-5 c**
76. The penalty for roughing the snapper is 15 yards and also a first down.  **True; 9-4-6**
77. If the head coach is ejected, the game must be forfeited immediately.  **False; last year #78**
78. The penalty for an illegal forward pass is 10 yards and loss of down.  **False; Table 7-5, Foul 1**

#### Possession:

79. A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players who are inbounds.  **True; 2-4-3**
80. A catch of an opponent's fumble or pass is called a recovery.  **False; 2-23**

#### Safety:

81. If K1 holds R1 in K's end zone to prevent R1 from recovering a blocked punt, it will be a safety if R accepts the penalty.  **True; 8-5-2 c**
82. If B1 intercepts A's forward pass in B's end zone, it is a safety if he is tackled there.  **False; 8-5-3 d**
83. The batting of a pass, kick or fumble in flight is not considered a new force for judging whether a touchback or safety results.  **True; 8-5-1**
84. It is a safety, if R1 in an effort to block K1's field-goal attempt, leaps high in the end zone and tips the ball between the uprights above the crossbar.  **False, last year #81**

#### Scrimmage Kicks:

85. If a kick becomes dead in R's end zone, it is always a safety or touchback.  **False, Table 6-4, last year #87**
86. During a scrimmage kick, the kicker remains a kicker until the ball is in flight beyond the neutral zone.  **False, 2-32-8, last year #88**
87. Any K player may catch or recover a scrimmage kick while it is in or behind the neutral zone and advance, unless it is during a try.  **True; 6-2-3**
88. It is not necessary to be in a scrimmage kick formation to execute a legal scrimmage kick.  **True; 6-2-1**

#### Snap:

89. The snap ends when the ball touches the ground or any player.  **True; 2-40-3**
90. In a snap, the ball must immediately leave the hand(s) of the snapper and touch a backfield player or the ground before it touches a Team A lineman.  **True; 2-40-2**
91. The snap begins when the snapper moves the ball by tilting it on end during adjustment.  **False; 7-1-2**
92. 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.  **True; 7-1-2**

**Time-outs:**

93. An official's time-out can be called for unusual heat or humidity situations.  True; 3-5-7 h
94. If A1 appears injured and an official calls a time-out, A1 must leave the game for at least one play.  True; 3-5-7 e, 3-5-10 a
95. The head coach may come onto the field and request the nearest official to grant a time-out.  False; last year #93
96. No single charged time-out shall exceed one minute.  True; 3-5-3

**Timing:**

97. After the ball becomes dead and it appears that the ball may have reached the line-to-gain, the covering official shall stop the clock.  True; 3-5-9
98. A clock stopped during a period for an official's time-out will start with the ready-for-play signal with the only exception being when a free kick follows.  False; 3-4-2
99. During a down, if time expires for a period and a signal is sounded, the officials shall ignore the signal.  True; 3-3-2
100. If a free kick is repeated due to a foul, the clock shall start when the free kick is touched, other than first touching by K.  True; 3-4-1 a

Answers:

[Questions/Corrections](#)