

(52.7% missed) A scrimmage kick by K1 from his own end zone is muffed in flight beyond the neutral zone by R1 and rebounds into the end zone where it is recovered by K2. The ball becomes dead in the end zone when K2 is tackled there.

SAFETY

Rule 2-13-3. The muffing or batting of a pass, kick or fumble in flight is not considered a new force.

(48.8% missed) After a safety, unless moved by a penalty, R's free-kick line is K's 30-yard line.

TRUE

Rule 6-1-1b. Unless moved by a penalty, K's free-kick line is its 20-yard line after a safety.

- Also high-missed in the 2012 test

(48.6% missed) 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

Rule 3-4-2a. The clock shall start with the ready-for-play signal on a down beginning with a snap if the clock was stopped for any reason other than specified in Rule 3-4-3 or an untimed down for an official's time-out, other than when B is awarded a new series or either team is awarded a new series following a legal kick.

- When A fails to make the line to gain, an official's time out stops the clock

(37.8% missed) If B1 clips A1 and B2 piles on after A2 is tackled, it is a multiple foul.

FALSE

Rule 2-16-2e. Multiple foul – two or more live-ball fouls (other than nonplayer or unsportsmanlike) are committed during the same down by the same team at such a time that the offended team is permitted a choice of penalties.

Rule 10-2-5. A dead-ball foul is not coupled with a live-ball foul or another dead-ball foul to create a double or multiple foul.

(37% missed) If end A1 accidentally goes out of bounds and returns during the down, he becomes an ineligible pass receiver.

FALSE

Rule 7-5-6d. A player who is eligible at the start of the down remains eligible throughout the down.

(35.8% missed) While it is possible to have several running plays during a down, with each one having its own basic spot of enforcement (where the related run ended), there can only be one loose-ball play during a down.

True

Fund IX-6. (Exact verbiage)

Rule 10-3-1. A loose-ball play is action during:

- a. A free kick or scrimmage kick, other than defined in 2-33-1a.
- b. A legal forward pass.
- c. A backward pass (including the snap), illegal kick or fumble made by A from in or behind the neutral zone and prior to a change of team possession.

NOTE: The run(s) which precedes such legal or illegal kick, legal forward pass, backward pass or fumble is (are) considered part of the action during a loose-ball play.

(32.1% missed) It is a fair catch when R1 gives a valid signal and R2 catches the scrimmage kick beyond the neutral zone.

FALSE

Rule 6-5-3. Only the receiver who gives a valid signal is afforded protection. If, after a receiver signals, the catch is made by a teammate, it is not a fair catch but the ball becomes dead

(29.5% missed) A passer is a player who throws a forward or backward pass.

FALSE

Rule 2-32-11. A passer is a player who throws a legal forward pass. He continues to be a passer until the legal forward pass ends or until he moves to participate in the play

(25.2% missed) A player who is an eligible receiver at the snap may become ineligible during the down.

FALSE

Rule 7-5-6d. A player who is eligible at the start of the down remains eligible throughout the down.

(23.6% missed) It is illegal participation if a replaced player attempts but fails to leave the field prior to the snap.

FALSE

Rule 3-7-4. During a down a replaced player or substitute who attempts unsuccessfully to leave the field and who does not participate in or affect the play, constitutes an illegal substitution.