2009 SCFOA Football Rules & Mechanics Examination

Use a #2 pencil to <u>COMPLETELY</u> fill in the correct answer.

To change your answer <u>ERASE COMPETELY</u> & <u>CLEANLY</u> and mark again. Make no extra marks on the answer sheet; they may be picked up as incorrect answers.

Answers are either TRUE or False = A or B (on the answer sheet)

Example: [=] [B] [C] [D]

Follow the instructions and properly mark your answer sheet!

- A false start is a dead ball foul and the official should immediately sound his whistle and toss his flag when the foul is observed.
- Encroachment is a foul that occurs before a scrimmage down or free kick down and the official should immediately sound his whistle and toss his flag when the foul is observed.
- 3. On 1st and 10 at A's 40, Team A runs a short pass play to A1, who drops the pass near the right sideline. A1 returns up the sideline without ever returning inside the 9 yard mark. At this point, the wing official should use preventive officiating and inform A1 that he needs to be inside the 9 yard mark after the ready-for-play and before the snap.
- 4. Unless the play is dead in the backfield, the Referee should rarely have the first whistle signifying that the ball is dead.
- 5. Unless the play ends at his feet, the Umpire should rarely have the first whistle signifying that the ball is dead.
- 6. The head coach of Team A disputes a call and in doing so, he earns a flagrant unsportsmanlike conduct foul due to his actions and words. The official makes note of the foul and ejection and informs the crew of the foul, but not the ejection. **RULING:** This is the correct mechanic.
- 7. On 2nd and goal from Team B's 3 yard line, Team A lines up with wide outs and splits the wing officials ,(L & LJ), to the sideline. Team A then runs A1 straight

up the middle and A1 is tackled very near the goal line. When the wing officials run in to get to the downed runner, the ball is not in the end zone. Neither wing official could see the ball until rushing in close to the runner. The Umpire sees the runner break the goal line plane with the ball before being pushed back by Team B players. The Umpire gives no signal, but does give verbal notice to the wing officials saying, "the ball was in the end zone." The wing officials signal touchdown. **RULING:** Correct mechanic.

- 8. In the pre-game conference the Referee informs the crew that the Back Judge will keep the 25-second clock during the game. The BJ responds that there is no visible field 25-second clock and that the Referee is responsible for the 25-second count. The Referee informs the BJ that this mechanic was changed 2 years ago and all 25-second counts are the BJ's responsibility. RULING: The Referee is correct.
- 9. All penalty signals, given by the Referee, are to be given to both sides of the field.
- 10. Team A runs a play towards the Line Judge's side of the field. The LJ sees A66 hold B79 at the line of scrimmage and drops his flag. The play continues for 35 yards, for what would be a first down. At the end of the play, the LJ gives a single blast of his whistle, stops the clock, marks the spot, and waits on the Referee to come to him. **RULING:** The LJ has used correct mechanics.
- 11. A scrimmage kick formation is one where no Team A player is in a position to receive a hand-to-hand snap and, at the snap, there is **either** a player in position to be a holder, with a knee on the ground at least 7 yards behind the LOS, and another Team A player is 3 yards or less further back in position to place kick **or** a Team A player is at least 10 yards back in position to receive a long snap.
- 12. On first, second or third down, only the snapper may have a uniform number outside the 50-79 range required for linemen, provided his team is using the field goal type of scrimmage-kick formation.

- 13. On fourth down and in scrimmage-kick formation, Team A is allowed to have any number of linemen whose numbers lie outside the 50-79 range.
- 14. With four seconds remaining in the first half, Team A decides to attempt a field goal on second down. The regular offensive line, (all are players numbered 50-79), is in the formation except for snapper, A12. **RULING:** Legal
- 15. It is a foul for a player to grab a runner by the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and subsequently pull him to the ground.
- 16. If a penalty resulting in a safety occurs on the last timed down of a period, the period is extended.
- 17. With two minutes remaining in the mandatory warm-up period, both teams start lining up for the second half kickoff. **RULING:** The teams may line up, however, the second half cannot begin until the three minutes have expired and the clock is reset to 12 minutes. The three-minute warm-up period cannot be shortened.
- 18. Unused second half timeouts may be used in overtime.
- 19. The two-yard coaches' area along the sideline is now a restricted area when the ball is live and coaches may not be in this area during a live ball.
- 20. A third sideline interference penalty against the same team will result in a 15-yard penalty.
- 21. A down is never replayed as a result of a dead-ball foul.
- 22. Whenever the clock is stopped for an inadvertent whistle and the down is replayed, the clock will always start with the ready for play signal.
- 23. Team A is lined up and set at the line of scrimmage. QB, A1, is calling signals. Team B's linebackers are close to the neutral zone showing a blitz. As A1 calls signals, B's linebackers suddenly and simultaneously jump toward the line clapping their hands and stomping their feet close to, but without breaking

- the neutral zone. Linemen, A77 and A67, jump to react in defense. **RULING:** False start.
- 24. Following the ready for play, snapper, A50, places his right hand on the ball and his left hand on the ground in the neutral zone. As the QB calls signals, A50 slowly lifts his left hand from the ground and rests it on his knee. **RULING:** No foul.
- 25. With two mintues to go in the first half, Team B has used all of its time outs. After the ready for play for the next down, B1 finds that his shoulder pad strap has broken. B1 asks the BJ to allow him to repair his equipment and the BJ signals for an officials' timeout. B1 runs near his team box and the coach throws him a new strap, but B1 has trouble hooking the new strap and the team trainer comes onto the field and begins to help B1. At this point, the nearby Linesman informs B1 that because of the help from the trainer, he must leave the field for one play. **RULING:** This is the correct ruling.
- 26. A free kick that goes out of bounds untouched is a dead ball foul.
- 27. It is 3rd and 3 from A's 45 yard line. Team A and Team B are huddled between plays. Substitute, A12, enters the field and goes to his huddle. A12 becomes the 12th man in the huddle. After approximately 2 seconds, Team A breaks the huddle and the replaced player from Team A, A2, begins to leave the field. The LJ throws his flag and sounds his whistle. After conferring with the Referee, it is determined that Team A committed a dead ball foul for breaking the huddle with 12 players. After enforcement of the penalty, Team A faces 3rd and 8 from A's 40 yard line. **RULING:** The ruling is incorrect.

- 28. Team A scores a touchdown. On the try for point, by kick, the ball is snapped back to the holder, who has one knee on the ground. The holder catches the snap and then rises to throw a pass. As he begins to run and is obviously going to pass the ball, the Linesman blows the play dead and indicates to the Referee that the holder is not allowed to rise with the ball. **RULING:** The Linesman is correct.
- 29. On a Friday night game, the LJ observes a player throwing punches after a play and properly disqualifies the player. This ejection is reported on the Linesman's game report. The LJ is not able to complete the on line ejection report until the Wednesday afternoon following the game due to computer problems. RULING: The LJ should have called or faxed in the report by noon on Monday.
- 30. On 4th and 12 from K's 30 yard line, K1 punts the ball to R1 who catches the kick at R's 25 yard line. During the kick, R12 enters the field from the team box at R's 40 yard line, but does not influence the play in any manner. R1 is tackled at R's 45 yard line. **RULING:** Due to PSK enforcement, it is 1st and 10 for R at R's 20 yard line.
- 31. Both teams line up for the opening kickoff and potential kicker, K1, places the ball flat on the ground, with no kicking tee on the field. When the Umpire notices the ball placement, he informs K1 that he must use a kicking tee for the kickoff and the Umpire will not allow the kickoff without a tee being used. **RULING:** The Umpire is correct.
- 32. Team A lines up for a play with two wide outs on each side of the field. On a signal from the QB, the two wide outs, who are lined up in the back field, simultaneously shift from their wide positions on the field to new positions. Once the shift is started, the Linesman throws his flag and blows his whistle since he has a foul on Team A for having two men in motion at the same time.

RULING: The Linesman is correct.

- 33. The snapper may be over the ball and may have his hand on the ground in the neutral zone.
- 34. Team A is at the line of scrimmage and is set with QB, A1, calling signals. On a hard count by A1, tailback, A2, takes a quick hard step forward and turns to the right to go in motion. Defensive tackle, B7, reacts and charges into the neutral zone. **RULING:** Encroachment on B7.
- 35. During a run that ends at B's 4 yard line, B1 is called for a flagrant personal foul and is disqualified from the game. Team A accepts the penalty. Team A will next put the ball in play at B's 1 yard line after enforcement of the personal foul and the unsportsmanlike conduct portion of the flagrant foul by B1.
- 36. With 10 seconds remaining in the second quarter, Team A has the ball on A's 40 yard line. QB, A1, muffs the snap and B1 recovers and begins to run toward A's goal line. At A's 20 yard line, B1 realizes that he is about to be tackled and attempts a backward pass to B2. The ball goes forward and B2 catches the pass and runs into the end zone for a touchdown. Team A accepts the illegal forward pass penalty, which negates the score. Time for the second quarter expired during B1's run. **RULING:** Team B is given an untimed down at A's 25 and the period is extended.
- 37. A1 is pass blocking behind the line of scrimmage. Defensive end, B2, is rushing the QB from the outside and A1 is between the QB and B2. B2 blocks A1 from the side using the open hand technique above the waist to get to the QB. **RULING**: Legal block.
- 38. Receiver, R2, is in position to catch a scrimmage kick beyond the expanded neutral zone and is giving a valid fair catch signal. The ball strikes K1, who is standing in front of R2, on the helmet and rebounds into the air, where R2 catches the kick and advances for an apparent touchdown. **RULING:** If Team R declines the kick catching interference penalty, the touchdown stands.

- 39. On 1st and 10 from A's 20 yard line, QB, A1, hands the ball to back, A2. A2 is hit at A's 22 yard line by B1 and slowed down, but not stopped. B2 runs up and without breaking stride and with no struggle, reaches in and takes the ball from A2 and continues to run toward A's goal. B2 runs to A's 5 yard line and is tackled. A7 is flagged for holding at A's 23 yard line prior to the change of possession. If Team B accepts the penalty for the holding penalty, the penalty will be enforced from A's 5 yard line and will result in B's ball at A's 2 ½ yard line.
- 40. Team A has an ineligible receiver downfield on a pass that crosses the neutral zone untouched. Team A also is called for offensive pass interference, (opi), after the pass crosses the neutral zone. The Referee gets the information from the two officials making the calls, and he instructs the Umpire to enforce both penalties beginning from the previous spot and with the loss of down enforced.

 RULING: This is correct.
- 41. A free kick beyond the neutral zone is muffed by R1. K1 bats the loose ball to prevent a recovery by R2. K2 recovers the loose ball at R's 20 yard line. **RULING:** Illegal batting by K1.
- 42. Team K attempts a field goal from R's 23 yard line. The attempt is wide left and the ball lands beyond the end line. The Referee spots the ball at R's 23 yard line and indicates first and 10 for R. This is the correct ruling by the Referee.
- 43. Team A scores a touchdown on a long run. During the run there is a personal foul by A2 at B's 20 yard line. The Referee explains the options to Team B's captain with the options being to enforce the penalty on the try for point or on the ensuing kickoff. **RULING:** The Referee is correct.
- 44. A1 runs up the middle and is tackled after a 5 yard gain. As he is returning to the huddle, A1 accidentally bumps into B1 and B1 reacts by shoving A1 to the ground. B1 is flagged for unsportsmanlike conduct. Correct ruling

- 45. With 4th and 3 yards to go for a first down, Team A lines up over the ball and on the first sound from the QB, "*GHOST*", Team A attempts to cause Team B to encroach by simultaneously and in unison slapping their thigh pads and dropping into a crouched position. Team A has not done this at all during the game. Flags are thrown by everyone except the BJ, and Team A is penalized for a false start. This is the correct ruling.
- 46. On 4th and 6 from R's 35 yard line, K1 punts the ball. R1 catches the punt 8 yards deep in the end zone with the BJ standing beside him when he makes the catch. R1 returns the ball to R's 21 yard line. The next play is 1st and 10 for R at the 21.
- 47. K1 kicks off to start the game. The ball is rolling inbounds near R's 3 yard line when R1, with a foot on the sideline, picks up the ball and returns it to R's 28. **RULING:** R's ball at the 3 yard line.
- 48. In overtime, it is 2nd and goal from B's 12 yard line. A1 runs over right tackle and is hit and fumbles the ball. B1 intercepts the fumble and is immediately hit hard by A2. B1 fumbles and A2 recovers at B's 9 yard line. **RULING:** Team A's ball, 1st and goal from the 9 yard line.
- 49. Only one Team A player may be in motion at the snap and only then if such motion is not toward his opponents' goal line.
- 50. Except for the player "under the snapper", any team A player in motion at the snap shall be at least 5 yards behind his line of scrimmage.
- 51. Any player may hand the ball backward at any time.
- 52. No player may hand the ball forward during a down.
- 53. It is not pass interference if unavoidable contact occurs when two or more eligible receivers are making a simultaneous bona fide attempt to move toward, catch, or bat a pass.
- 54. Any substitute who leaves the team box during a fight has committed an unsportsmanlike conduct foul and the penalty is 15 yards and disqualification.
- 55. Free kick lines are <u>always</u> 10 yards apart.

- 56. A free kick infraction is a dead ball foul and the 5 yard penalty is enforced from the succeeding spot.
- 57. A receiver who has given an invalid fair catch signal is prohibited from blocking until the kick has ended.
- 58. It is kick catching interference if K1 obstructs R1's path to the ball even if there is no contact with the receiver.
- 59. Possession of a live ball in the opponent's end zone is <u>always</u> a touchdown.
- 60. On any free kick out of bounds, untouched inbounds by R, one choice for Team R is that they may accept the penalty and have the ball placed at the inbounds mark at R's 35 yard line.
- 61. The touching of a low scrimmage kick by any player is ignored if the touching is in or behind the expanded neutral zone.
- 62. The basic spot is the previous spot for a foul which occurs simultaneously with the snap or free kick.
- 63. Pylons shall be soft, flexible, 4 inches square, 18 inches high and either orange, red, yellow, or white in color.
- 64. The uprights shall extend a maximum of 10 feet above the crossbar.
- 65. When any required player equipment is missing or when illegal equipment is found, correction shall be made before participation.
- 66. The clock shall start with the snap or when any free kick is touched, other than first touching by K, if the clock was stopped because a fair catch was made.
- 67. Ball colored helmets, jerseys, patches, pads, or gloves are all examples of illegal player equipment.
- 68. Rib pads and back protectors must be fully covered by the jersey.
- 69. Any question regarding the legality of a player's equipment shall be resolved by the Referee.

- 70. Prior to the start of the game, the Linesman meets the chain crew to instruct them on the proper use of the line-to-gain equipment. The field is properly marked with the 2-yard restraining line and there is ample space between the restraining line and the fence. The crew informs the Linesman that they always operate the chains on the sideline due to problems they have encountered with visiting team coaches. **RULING:** The chains must be operated on the restraining line.
- 71. During the pre-game inspection, the Umpire notices that Team A players are wearing sweat bands on their biceps and calves. The wearing of the sweatbands in this manner is illegal and the players must remove them or wear them as intended to be worn before participating.
- 72. On a free kick formation all K players, other than the kicker and holder, must be behind their free kick line with at least four players positioned on each side of the ball.
- 73. During overtime, it is impossible for an official to have an inadvertent whistle while a Team B player is in possession of the ball.
- 74. After being put in play, the ball remains live until the down ends.
- 75. From K's 40 yard line, K1 "pooch kicks," the opening kickoff (a short high kick). K2 rushes downfield and muffs the kick in flight at R's 40 yard line. The ball rolls out of bounds at R's 30 yard line, untouched by any other player. The clock should still show 12:00 when the ball is next marked ready-for-play for the next play.
- 76. During the pre-game inspection, the Umpire notices that some players of both teams are wearing pants that do not cover their knees. Those players will not be allowed to participate unless the pants cover their knees.
- 77. The ball becomes live when it has been legally snapped or free kicked.
- 78. When blocking an opponent using the open hand technique, the hands shall be in advance of the elbow.

- 79. Blocking below the waist is making initial contact below the waist from the front or back against an opponent other than the runner.
- 80. A chop block is a delayed block at the knees or below against an opponent who is in contact with a teammate of the blocker in the free-blocking zone.
- 81. Fighting is an attempt, by a player or non-player, to strike or engage a player or non-player in a combative manner unrelated to football.
- 82. The muffing or batting of a pass, kick, or fumble in flight is considered a new force.
- 83. No foul causes a loss of the right to replay a down.
- 84. A minimum of seven Team A players must be legally on their line of scrimmage at the snap.
- 85. The catching of an opponent's fumble is a recovery.
- 86. A place kick, drop kick or punt may be used for the kickoff.
- 87. On second and 6, A3 runs up the middle and gains 4 yards before being tackled inbounds. A3 is slow to get up and the Umpire stops the clock to indicate A3 is injured. A3 is helped off the field by the trainers. The clock next starts for 3rd down on the snap.
- 88. K1 punts on 4th down and 10. R1 catches the kick after giving a legal fair catch signal. At the snap, K2 was illegally in motion. Team R accepts the penalty for illegal motion. **RULING:** After enforcement, the clock shall start on the snap as both the down ending and clock stopping was due to the fair catch.
- 89. Team A is flagged for delay of game and the penalty is accepted. The clock shall next start on the snap.
- 90. Team A runs a hurry up offense and seldom huddles, instead they line up quickly after each play. Following a 1st down incomplete pass, Team A lines up before the ready for play and all Team A players are set for 2 seconds. When the ready for play is given, Team A snaps the ball immediately. The Referee flags Team A for an illegal shift since they were not set for 1 second after the ready for play. **RULING:** The Referee is correct.

- 91. The official visible game clock malfunctions early in the second half and time is kept on the field by the BJ. The officials shall take an officials' timeout and notify the captains and coaches when there are two minutes remaining in the game.
- 92. A player is found to be apparently unconscious by an official and an officials' timeout is called by the Referee. This player may not return to play without a written authorization of a physician.
- 93. There are no specific rule book provisions regarding crowd noise. The Referee may deal with the situation at his discretion by applying the rule covering unfair acts by non-players.
- 94. Each team is allowed one timeout in each overtime period. Unused timeouts do not carry over to any subsequent overtime period, nor do any remaining second half timeouts carry over to overtime.
- 95. The clock is stopped due to an injury to A2. While trainers are tending to A2, the other 10 players of Team A go over to within 5 five yards of the sideline by their team bench and talk with several coaches, all of whom remain in the proper coaching area. **RULING:** Legal
- 96. During overtime, post scrimmage kick penalty enforcement is not applicable.
- 97. The ball is snapped from Team R's 3 yard line. K6's field goal attempt from R's 10 yard line is a low line drive that strikes the Umpire who is 2 yards deep in the end zone. The kick is not touched by any R player. The kick caroms in flight back into the field of play where K2 catches or recovers the kick behind his line and advances into R's end zone. **RULING:** Touchdown for K.
- 98. Blocking below the waist is making initial contact below the waist from the front or side against an opponent other than a runner, and carries a 15-yard penalty.
- 99. Clipping, blocking below the waist, and blocking in the back are always illegal.
- 100. If Team K touches a free kick in flight, which has not been touched by R, it is kick catching interference whether or not a Team R player is in position to make a catch.

2009 Exam Answers

1	Т	26	F	51	Т	76	Т
2	Т	27	Т	52	F	77	Т
3	Т	28	F	53	Т	78	Т
4	Т	29	Т	54	Т	79	F
5	Т	30	F	55	Т	80	Т
6	F	31	F	56	Т	81	T
7	T	32	F	57	Т	82	F
8	F	33	Т	58	Т	83	F
9	F	34	F	59	Т	84	T
10	F	35	F	60	F	85	F
11	T	36	F	61	Τ	86	F
12	T	37	Т	62	Т	87	F
13	T	38	F	63	F	88	T
14	T	39	F	64	F	89	T
15	T	40	F	65	Τ	90	F
16	F	41	Τ	66	Τ	91	F
17	T	42	F	67	T	92	Т
18	F	43	F	68	T	93	Т
19	T	44	F	69	F	94	T
20	T	45	Т	70	Τ	95	T
21	T	46	F	71	Τ	96	Т
22	F	47	Т	72	F	97	F
23	F	48	F	73	T	98	Т
24	T	49	Т	74	Τ	99	F
25	T	50	F	75	F	100	Т