

## INSTRUCTIONS FOR 2010 MECHANICS TEST

Posted below is a modified version of the most current Mechanics Manual (approved 11/05/2009). Use this version to complete the 2010 test as it has been modified to allow easy reference to submit your answers by Section, Category and Reference Number. The Mechanics Test Questions are posted on our web site at "www.CVFOA.net" by position.

Select the test for your preferred position (R, U, L, LJ, or BJ), complete the test and submit it to Alec Kornacki, VP of Evaluations (or your Class Leader) on or before the 2nd scheduled class (**August 3, 2009**). Your answers can be submitted to via e-mail or regular mail any time prior to the first meeting if you prefer; the sooner you complete and submit your test the better.

Taking the test is simple. Read the question, locate the answer from the appropriate section in the modified Mechanics Manual and answer True or False. Then record the Section, Category and Reference Number where noted. If you answer the question correctly (T/F) "AND" note the correct reference information your answer is CORRECT. See the sample questions below for explanations of CORRECT and INCORRECT responses:

### Sample Question/Answers:

- 1) All officials shall have uniforms clean, neat, and shoes polished.

**Answer:**  True  False - Mechanics Reference - I-A-1

**(Correct, right response and Reference)**

**Answer:**  True  False - Mechanics Reference - I-A-1

**(Incorrect, wrong response, correct Reference)**

**Answer:**  True  False - Mechanics Reference - X-A-1

**(Incorrect, wrong response, wrong Reference)**

**Answer:**  True  False - Mechanics Reference - X-A-1

**(Incorrect, right response, wrong Reference)**

**Answer:**  True  False - Mechanics Reference - \_\_\_\_\_

**(Incorrect, right response, no Reference)**

**Answer:**  True  False - Mechanics Reference - \_\_\_\_\_

**(Incorrect, wrong response, no Reference)**

If your test is not submitted by the **August 3rd** date your final score will be reduced by 5 points.

If you are not satisfied with your grade you can resubmit once within 2 weeks from the date it is returned to you with corrected answers and your grade will be adjusted to the highest score you receive.

If you do not submit answers by the end of the August 25th meeting your grade will be zero.

The test has 65 total questions; 35 questions are specific to the position and are worth 2 points each (70 points), there are 30 additional questions that are related to the remaining members of the 5-man crew each of these are worth 1 point each (30 additional points). The test is worth a total of 100 points.

# Back Judge Mechanics Quiz 2010

## GLOSSARY OF ABBREVIATIONS:

R = Referee

U = Umpire

HL = Linesman

LJ = Line Judge

BJ = Back Judge

"A" = Team who puts the ball in play to begin a scrimmage down.

"B" = Opponents of team "A".

"K" = Team who is in formation to kick the ball.

"R" = Team who is in formation to receive kicked ball.

QB = Quarterback

Box = Down marker

TO = Time Out

< = Less Than

> = More Than

Chains = Distance measuring device

True	False	Question	Reference
		1. Responsible for action on receiver and kick catching interference. Bean bag any first touching observed. Bean bag the end of the kick by possession (PSK spot) from sideline to sideline.	
		2. Responsible for end line on long runs and passes.	
		3. LJ and BJ shall observe action of the teams as the toss is taking place. Teams shall not be in the vicinity of the coin toss. HL shall assist if he has completed his chain crew instructions.	
		4. If R signals first down, mark the spot for the box and set up the chains.	
		5. Locate clock operator, verify he has a card, advise him of official time, review duties and responsibilities.	
		6. When ball is dead, remain at spot where play ends. Communicate with R the status of the ball. When released by R, get appropriate ball to the U/R to be spotted.	
		7. After ball has gone downfield, move in that direction; observing action away from ball; assume responsibility for runner if he comes into your area.	
		8. On running plays, observe initial line charge, watching for illegal blocks by wide receivers; crack back blocks, observe action in B secondary and action in front of the runner.	
		9. Escort team on the HL sideline onto the field of play before the game & at halftime	
		10. During a return, responsible for the ball and action around the receiver.	
		11. With R and U, mark card with down, distance, yard line, and clip for the team in possession.	
		12. Watch for team actions and be alert for illegal substitutions, team attendants on field, and player-coach conferences.	
		13. Notify the R when 50 seconds of the time out have elapsed by sounding your whistle twice	
		14. Responsible for timing the 25 second count	
		15. After the warm-up period is over, find at least one captain from HL side of field. Remind him what his choices are for the second half, and bring him out on the field.	
		16. Ball snapped outside R 15: solely responsible for ruling on kick. Take position 5 yds. behind middle of goal post. Adjust to flight of kick, step forward, sound whistle, and give proper signal when kick is ended. (Except in a game deciding situation when R requests the LJ to take his goal post position.)	
		17. On goal line plays (ball snapped on or inside B 3 yd. line). Rule on forward progress from your position to location of snap. Still responsible for end line.	
		18. If you called the penalty, know the status of ball, type of play, the player committing the foul. Stay close to R to ensure penalty options are given correctly.	
		19. Check to see clock has been reset.	
		20. Take a position in the middle of the field always as deep as the deepest defensive back (~15-18 yds), favoring the wide side, based on the formation of A	

True	False	Question	Reference
		21. If ball is legally or illegally touched in your area, start the clock	
		22. Escort the team on the HL side from the field of play & upon their return at the end of the half.	
		23. If kick goes out of bounds in air on HL side, move to nearest spot where the ball crossed the sideline	
		24. After the play, secure the correct ball to be used once the new series is declared and get it to the U/R (via the triangle process). Set up in your position.	
		25. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal.	
		26. Secure game balls, locate ball personnel, check air pressure, obtain their names, and instruct them in their duties. Mark approved game balls	
		27. R shall signal the LJ and BJ to escort their captains (no more than 4) onto the field. Speaking captain shall be positioned closest to the R during the toss	
		28. When ball is declared dead and a first down is obvious, give timeout signal. NOTE: When this occurs near the sideline, give the start clock signal using two turns of the arm followed by the timeout signal.	
		29. Cover side of field that is not covered by reporting official, unless you also have a flag	
		30. Ball snapped from R 15 and in: take a position behind upright on the HL side of field. Responsible for your upright, crossbar, and whistle, including any ball contact on that section.	
		31. Sound whistle when the attempt is ended. Confer with LJ, step forward giving proper signal.	
		32. Move to the 15 yard line nearest the goal line where try was attempted or FG was made.	
		33. After R gives ready for play signal, watch for encroachment and free kick infraction	
		34. Responsible for ruling on fair catch. When fair catch is made, immediately sound whistle and signal time out. When fair catch is not made stay with ball until kick ends.	
		35. On pass plays, retreat to be in position behind deepest receiver, observe blocking downfield. When pass is thrown, be in position to rule on pass completion and pass interference. If pass is incomplete, sound whistle, give incomplete pass signal. On short passes, be in a position to assist side officials if required. Help in retrieving the ball if necessary.	
		36. Arrive at game site 90 minutes prior to kick off. (For out of town games when pregame conference is held in route, this requirement is reduced to 45 minutes prior to kick off.)	
		37. As soon as the R and the calling official (if other than the R) can get to a phone after the game, he is to call the Supervisor of Officials and Activities Director of the school and inform him of the situations surrounding the disqualification(s). In any event, these calls should not be delayed beyond the following morning after the game.	
		38. If kick goes out of bounds untouched, or only touched by K in your area, sound whistle, throw flag on spot where ball went out of bounds for kick infraction, and give time out signal, if applicable	
		39. After determining the spot where ball will next be put in play, motion for the HL to move the box and chains give TO signal then give 1st down for the team awarded a new series.	
		40. If you have not been contacted by U concerning travel/meeting site at least 2 days prior to the game, call U, R or other crew member for information. Call Supervisor of Officials when you are unable to contact U, R or other crew member	
		41. When the R has disqualified the player, the U will accompany the R and disqualified player to the sideline until the process is completed	
		42. When notified by BJ, ask for teams to get ready for the next play.	
		43. Take a position behind or even with the kicker on the kicking foot side and at least as wide as the tight end	
		44. Move to the 15 yard line nearest the goal line where try was attempted or FG was made and wait from signal from BJ to move to K's restraining line.	
		45. At the end of the down, set chains at forward progress spot (off the sideline).	

True	False	Question	Reference
		46. After ball has gone downfield, move in that direction; observing action away from ball; blocks that may free the runner, assume responsibility for runner if he comes into your area.	
		47. Check position of box and down number.	
		48. If kick goes out of bounds untouched, or only touched by K in your area, sound whistle, throw flag on spot where ball went out of bounds for kick infraction, and give time out signal, if applicable.	
		49. If pass or run, move with play as with any other scrimmage play.	
		50. Watch for encroachment, illegal snaps, and false starts. Observe player whose initial motion is toward opposite sideline.	
		51. Meet with chain crew and instruct them concerning their duties and responsibilities.	
		52. Move downfield when ball is snapped, cover ball if not caught, observing action in your area away from ball. Pick up runner if he comes into your area.	
		53. Know the approximate yard line and field position of ball, observe and go with teams to other end of field.	
		54. Confer with BJ, step forward, and give proper signal.	
		55. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal.	
		56. Bean bag the yard line of a recovery by K.	
		57. Have accurate timing device to be used as backup for 25 second clock or as a backup to field clock.	
		58. Take a position straddling neutral zone on the sideline outside of all players.	
		59. After ball has gone downfield watch blocks and provide kicker and holder protection within 5 yds of the free kick line. Move downfield toward location of ball observing action. When ball is declared dead, get appropriate ball and spot it	
		60. Contact crew to arrange meeting site, time, and travel plans (Should be completed no later than 2 days prior to scheduled game). If unable to contact an official, advise Supervisor of Officials	
		61. Instruct the kicker that he is not to kick the ball until the R marks the ball ready for play. Take position beside and behind the kicker	
		62. Pass plays - move to line of scrimmage, watch for ineligible downfield; assist R with tipped pass, pass crossing line of scrimmage and illegal forward pass; assist with passes thrown in front of side officials	
		63. Arrive at game site no less than 90 minutes prior to kick off. (For out of town games when pregame conference is held in route, this requirement is reduced to 45 minutes prior to kick off.)	
		64. Back up time out signal given by a fellow official where/when applicable	
		65. R and U enter the field on the 50 yd line from their respective sidelines to the center of the field (R from HL; U from LJ). They shall face each other at the 50 yd line with R facing the scoreboard	