

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 24th 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.

Head Linesman 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. When clearing sideline at the beginning of game, ask for the name of the "Get-Back" coach, introduce yourself to coach and ask his cooperation in keeping sideline clear.	
		2. Watch for first touching of free kick by K, illegal blocks, and mark spot with beanbag.	
		3. Three minutes before the start of the second half, meet with chain crew to discuss concerns or positive points.	
		4. For 5 yd. penalties which are to be measured from the back stake, instruct the box man to move the box to the tape.	
		5. Signal to LJ position of widest A player on/off and hold until snap. Count A players on the line. Signal to LJ number of A players on your side of the snapper.	
		6. Once kick is away, move downfield observing action away from ball. Be ready to bean bag short kick near sideline and pick up runner when he comes into your area.	
		7. Move box and chains as appropriate.	
		8. After snap, watch initial charge of linemen, keying off block made by tackle. When the play comes into your area, take responsibility for ball, runner and action around him. When play goes to opposite side, observe action behind the play watching especially for late hits to QB behind the R.	
		9. Hold position to rule on kicks crossing line of scrimmage.	
		10. Responsible for sideline and K goal line.	
		11. The covering official who actually sees the ball in possession of runner who is down or whose forward progress is stopped or ball out of bounds sound your whistle. When the ball becomes dead inbounds near the sideline and no 1st down is gained, give the start clock signal using two turns of the arm.	
		12. Bean bag the yard line of a recovery by K when the recovery is within a yard of the previous spot. When LJ is downfield, you are responsible for the vacated area.	
		13. 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.	
		14. At the end of the down, set chains at forward progress spot (off the sideline).	
		15. 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.	
		16. Check position of box and down number.	
		17. 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.	
		18. If pass or run, move with play as with any other scrimmage play.	
		19. Watch for encroachment, illegal snaps, and false starts. Observe player whose initial motion is toward opposite sideline.	
		20. Meet with chain crew and instruct them concerning their duties and responsibilities.	

True	False	Question	Reference
		21. With R, BJ and U, mark card with down, distance, yard line, and clip for the team in possession.	
		22. After completing the below listed pre-game responsibilities, meet with other officials on HL side of field to exchange and record information on game cards.	
		23. On goal line plays (ball snapped on or inside B 5 yd. line), communicate to BJ or U if you want them to rule on forward progress from their position to the location of snap. The request must be acknowledged and accepted by BJ or U. Move to goal line after snap to determine progress when necessary.	
		24. If you are the covering official on out of bounds plays, sound whistle, give timeout signal, mark the spot, and move towards runner to protect him.	
		25. On all plays in your area, mark forward progress with downfield foot. When ball becomes dead in side zone, place ball on foot until next down is determined. Use BJ (preferably) or R for triangle to relay ball to U. Hold spot until released by U.	
		26. Hold position to rule on kick crossing line.	
		27. Take a position straddling neutral zone on the sideline.	
		28. Unless a penalty occurred on the previous down, instruct box to mark position of front stake with the previous down showing. If a penalty occurred on the previous down, instruct box to maintain previous spot for possible penalty enforcement.	
		29. Inform coach on your side of the length of half time and time to return to field.	
		30. When ball becomes dead, communicate with R regarding number of next down. Signal box to move to forward point of ball and to change down marker. If new series is declared, reset box, Clip and yardage chains.	
		31. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal.	
		32. When forward progress is near the line to gain, covering official gives time out signal, and does not to move ball until R determines if line to gain has been reached.	
		33. When ball snapped from R 15 and in, responsible for entire line of scrimmage.	
		34. On all plays, hold forward progress spot with downfield foot until released by U. When spot is near the line to gain place ball on downfield foot and await instructions from R.	
		35. During a pass play: a) be ready to rule on direction of quick QB pass towards you; b) move downfield with eligible receivers, observing action around them. When pass is thrown, be in position to rule on pass completion and pass interference. If pass is incomplete in your area, sound whistle, give incomplete pass signal followed by time-out signal. Help in retrieving 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 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.	

True	False	Question	Reference
		45. Know the approximate yard line and field position of ball, observe and go with teams to other end of field.	
		46. Confer with BJ, step forward, and give proper signal.	
		47. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal.	
		48. Bean bag the yard line of a recovery by K.	
		49. Have accurate timing device to be used as backup for 25 second clock or as a backup to field clock.	
		50. Take a position straddling neutral zone on the sideline outside of all players.	
		51. Check field to see that it is marked properly, goal posts are legal, and that there are no safety hazards.	
		52. Locate clock operator, verify he has a card, advise him of official time, review duties and responsibilities.	
		53. 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.	
		54. After ball has gone downfield, move in that direction; observing action away from ball; assume responsibility for runner if he comes into your area.	
		55. 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.	
		56. Escort team on the HL sideline onto the field of play before the game & at halftime	
		57. During a return, responsible for the ball and action around the receiver.	
		58. With R and U, mark card with down, distance, yard line, and clip for the team in possession.	
		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	