

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.

Line 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. 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.	
		2. On plays between the inbound lines, 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.	
		3. 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.	
		4. 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.	
		5. 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.	
		6. Know the approximate yard line and field position of ball, observe and go with teams to other end of field.	
		7. Confer with BJ, step forward, and give proper signal.	
		8. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal.	
		9. Bean bag the yard line of a recovery by K.	
		10. Have accurate timing device to be used as backup for 25 second clock or as a backup to field clock.	
		11. Take a position straddling neutral zone on the sideline outside of all players.	
		12. Check field to see that it is marked properly, goal posts are legal, and that there are no safety hazards.	
		13. 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.	
		14. Signal to HL position of widest A player on/off and hold until snap. Count A players on the line. Signal to HL number of A players on your side of the snapper.	
		15. Before every play, verify the down number and position of the box is correct, check the status of the clock.	
		16. Mark with foot the yard line for the clip perpendicular to the ball.	
		17. If kick goes out of bounds in air, look to R to position you, if needed.	
		18. Take a position behind upright on your home team side of field. Responsible for your upright and any ball contact on that section.	

True	False	Question	Reference
		19. After the warm-up period ends, find at least one captain. Remind him what his choices are for the second half.	
		20. Take a position on your side of field between the 10 to 20 yard lines near the sideline. (Move up 20 yds. for free kicks following safeties.)	
		21. Contact person responsible for the national anthem and ensure it is concluded 10 minutes prior to kick off.	
		22. Check enforcement confirming direction and distance walked off by U.	
		23. When ball becomes dead, observe forward progress in relation to line to gain (LTG) and communicate to R the next down (short of LTG), first down (made LTG), or that he should 'take a look' (too close to call). Stop clock appropriately or as instructed by R.	
		24. 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.	
		25. Assist BJ ruling on fair catch signal. Observe action of signaler when no fair catch is made.	
		26. Mark the spot of first touching and/or the spot of the fumble with beanbag.	
		27. Escort the team on your side from the field of play & upon their return at the end of the half.	
		28. After snap, watch initial charge of linemen keying on 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.	
		29. LJ and BJ shall bring a game ball from their sideline, stop at the inbounds marks instructing the captains to continue to the center of the field.	
		30. Watch for encroachment, illegal snaps and false starts. Observe player whose initial motion is toward opposite sideline.	
		31. When forward progress is near the line to gain, covering official is to give time out signal but not to move ball until R determines if line to gain has been reached.	
		32. Once possessed by R in your area, carry the runner to the BJ, observing action on and immediately around the runner. Once the BJ picks up the runner, observe action around and behind the runner. If the runner receives the ball in the area of R, observe action near and behind the runner.	
		33. When a field goal is attempted as a free kick after a fair catch or awarded fair catch, take a position behind the upright nearest your sideline. Responsible for your upright, the cross bar, the end line, and signaling good, no good, or touchback (after conferring with R).	
		34. Ball snapped outside R 15: Same position and duties as punt. (Except in a game deciding situation when R requests you to take your goal post position.)	
		35. Responsible for your half of the field and your half of the goal line from the middle of the field/goal line to your sideline. If kick crosses R goal line sound whistle and give touchback signal.	
		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	

True	False	Question	Reference
		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).	
		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. 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	