

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.

Referee 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. After snap cover the ball, runner, and action around him until he enters side men's area.	
		2. Before marking the ball ready for play, make sure chains and box have been set.	
		3. Responsible for your _ of the field and your _ of the goal line from the middle of the goal line to your sideline. If kick crosses R goal line, sound whistle and give touchback signal.	
		4. When ball is declared dead move to spot to determine next down. Communicate with HL & LJ number of next down.	
		5. Take a position behind the deepest back and to the right side of the QB, unless he is left-handed and also in a position to see the snap	
		6. 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	
		7. 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 away from the scoreboard.	
		8. Get from official(s) calling the penalty(ies): status of ball, type of play, team committing the foul, number of the player and result of the play.	
		9. Determine the exact position of the ball by walking/measuring from the nearest full yard line towards the dead ball spot on the field in relation to the inbounds spot.	
		10. Confer with both coaches (home team first) and do the following: <ol style="list-style-type: none"> Ascertain if pre-game coin toss will be held off the field. Obtain captains' names and numbers. Approve game balls. Make sure approved game balls are marked. Have each head coach verify that all players are legally equipped. Obtain information on unusual plays Obtain information regarding length of half time. Give head coaches starting time, present time, and time for captains to come to coin toss. 	
		11. 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.)	
		12. 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.	
		13. 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	
		14. 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.	
		15. 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	

True	False	Question	Reference
		16. When the R has disqualified the player, the U will accompany the R and disqualified player to the sideline until the process is completed	
		17. When notified by BJ, ask for teams to get ready for the next play.	
		18. Take a position behind or even with the kicker on the kicking foot side and at least as wide as the tight end	
		19. Give preliminary signal to press box and offended team (if visiting team)	
		20. Once possessed by R in your area, carry the runner to the HL, observing action on/and immediately behind the runner. Once the HL picks up the runner, observe action around and behind the runner. If kick possessed by R in LJ area observe action near and behind the runner.	
		21. Watch for roughing the kicker. (Know if ball was touched before contact made)	
		22. Notify U of the decision, direction of and spot of enforcement and number of yards	
		23. On obvious short free kicks, request LJ to move to R free kick line and take position in middle of the field and assume responsibility for entire goal line	
		24. R shall catch the toss; if the coin hits the ground, it shall be tossed again. Once the toss is completed and the R has signaled the results, the game ball to be used for the kickoff shall be presented to the U and the R will instruct the crew the results of the coin toss.	
		25. Once kick is away, watch for action behind line. Move downfield on/near hash mark closest to your position at the kick & observe action away from the ball. Be ready to pick up runner on long returns.	
		26. If pass or run, assume responsibility for sideline and goal line coverage if LJ has moved under goal	
		27. If ball is snapped outside of the 15, take a position to observe action on the kicker and holder. Except in a game-deciding situation, you may take position as in "a" and send U to goal post position.	
		28. If measurement is in side zone and line to gain is not made, mark the chain, grasp it at the forward most point of ball and walk with the chain to inbounds spot and spot ball	
		29. If ball is snapped from R 15 and in, take a position on LJ side of the field straddling neutral zone outside of all players. Confirm count of offensive players with U. Give ready for play. Signal to HL position of widest K player. Count players on team A offensive line. Signal to HL number of players on your side of the snapper, shift towards backfield to observe action on the kicker/holder	
		30. Cover the QB on all plays, watch for roughing the passer, place from which pass is thrown, rule on illegal passes.	
		31. Move to free kick position	
		32. Count players of team on Offense. Give A team count signal to U and BJ. Clenched fist at shoulder height in front of body represents 11 players. Open hand at shoulder height in front of body represents less than 11 players.	
		33. Once all officials and teams are ready, the clock has been reset, and the chains have been moved, mark the ball ready for play.	
		34. When forward progress is near the line to gain, covering official stops the clock and is not to move ball until R determines if line to gain has been reached	
		35. Once teams have returned to the field, position yourself near the 50 yd line and the nine yard marks, and wind the clock signifying the beginning of the 3 minute warm-up period.	
		36. 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.	
		37. At the end of the down, set chains at forward progress spot (off the sideline).	
		38. 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.	
		39. Check position of box and down number.	
		40. 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.	

True	False	Question	Reference
		41. If pass or run, move with play as with any other scrimmage play.	
		42. Watch for encroachment, illegal snaps, and false starts. Observe player whose initial motion is toward opposite sideline.	
		43. Meet with chain crew and instruct them concerning their duties and responsibilities.	
		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.	
		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	