

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.

Umpire 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. Count team A players; give count signal to R who will acknowledge by returning signal. A clenched fist at shoulder height in front of the body represents exactly 11 players. An open hand at shoulder height in front of the body represents less than 11 players	
		2. Pull chain tight making sure it is perpendicular to the nearest yard line	
		3. Stay with ball until R sounds whistle and marks ball ready for play	
		4. If ball is snapped from R's 15 and in, cover the ball until the count of offensive players is confirmed with R and R gives the ready for play	
		5. The toss will be held and results recorded by the R and U. After conclusion of toss, captains will return to their teams and the R and U will meet with other officials on the HL side of the field to communicate results of the coin toss	
		6. 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	
		7. 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	
		8. 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	
		9. 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	
		10. 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.)	
		11. Back up time out signal given by a fellow official where/when applicable	
		12. 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	
		13. Record the period, time remaining, team, and number of the player calling the time out on your game card. Communicate with at least 2 other officials of the time outs remaining in the half for both teams	
		14. Take a position behind team R (usually 5-8 yds. from line of scrimmage) favoring LJ side of the field	
		15. After the warm-up period is over, go with R to enter of field, entering from the opposite side line, observe options being given to the captains	
		16. Once ball is snapped, observe action on snapper, watch for improper acts by R	
		17. Once kick is away, move downfield on/near the hash mark closest to your position at the time of the kick and observe action away from ball	
		18. Cover action on snapper and of players at point of attack and then behind runner, watching for holding, illegal use of hands, chop blocks, and other illegal blocks	

True	False	Question	Reference
		19. Accompany R to confer with head coaches and verify player equipment	
		20. When any crew member, other than the R has disqualified a player, the R is to accompany that official and the disqualified player to the sideline and remain with him until the process is completed	
		21. When ball is declared dead, get forward progress from covering official and spot ball on proper yd. line between inbounds markers. Cover ball until R gives ready for play signal	
		22. Enforce the penalty for an accepted foul that is administered on the free kick	
		23. On goal line plays, signal with an open hand on chest when you see a downed offensive player in possession of the ball in the end zone	
		24. On all scrimmage kicks (except try's), notify at least 2 other officials it is a live ball using the live ball signal	
		25. Cover action on snapper until he is in a position able to defend himself	
		26. Carry ball to other end of field and place ball at spot determined at the end of the previous period	
		27. On goal line plays, responsible for all interior linemen. If asked by side official, rule on forward progress from your position to location of snap	
		28. Determine the position of the ball on the field in relationship with the inbounds spot	
		29. Watch for false starts, snap infractions, numbering exceptions, and other dead ball fouls	
		30. Move to free kick position with ball by jogging up the scoring team's sideline to R's 20 yd line. Then move to free kick position with HL and BJ	
		31. Rule on legality of player equipment	
		32. Mark card with down, distance, yard line, and clip of the team in possession.	
		33. You are responsible for getting your game assignment	
		34. For 5 yd. penalties by the defense when measured from back stake, spot ball on the box	
		35. If ball needs to be spotted at inbounds spot, carry front stake to inbounds spot and repeat 3 and 4	
		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).	
		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.	

True	False	Question	Reference
		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. Locate clock operator, verify he has a card, advise him of official time, review duties and responsibilities.	
		60. 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.	
		61. After ball has gone downfield, move in that direction; observing action away from ball; assume responsibility for runner if he comes into your area.	
		62. 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.	
		63. Escort team on the HL sideline onto the field of play before the game & at halftime	
		64. During a return, responsible for the ball and action around the receiver.	
		65. With R and U, mark card with down, distance, yard line, and clip for the team in possession.	