

2016 Football Rules & Mechanics Examination

Use a number 2 pencil to **COMPLETELY** fill in the correct answer. To change your answer **ERASE COMPLETELY** and mark again. Make no extra marks on the answer sheet; they may be picked up as incorrect answers.

Answers are either: (TRUE or FALSE = A or B)

The marks should look like the example below:

EXAMPLE: [B] [C] [D]

FOLLOW THESE INSTRUCTIONS AND PROPERLY MARK YOUR ANSWER SHEET.

FAILURE TO FOLLOW THESE INSTRUCTIONS COULD RESULT IN YOUR TEST BEING IMPROPERLY GRADED.

DO NOT LEAVE the exam room UNTIL your answer sheet has been reviewed and ACCEPTED by the Proctor!

2016

1. During a playoff game, both the R and the L have inadvertent whistles. *(Not at the same time!)*.
RULING: These two officials will watch the remaining playoff rounds from the bleachers.
2. During a kick try for point, R1 breaks through the line and partially blocks the kick. The kick is deflected to K3, a blocker, who catches the kick behind the neutral zone, and dives into the end zone.
RULING: Because the ball has not touched the ground, K3 has scored 2 points for the offensive team.
3. A8 and B5 simultaneously catch a legal forward pass, but A8 pulls the ball away from B5 and continues to run for several more yards before he has the ball stripped away. The ball is rolling along the ground when an official blows his whistle and rules the pass incomplete. **RULING:** The play should have been blown dead because of simultaneous possession and the ball belongs to A.
4. Targeting results in an automatic ejection of the player guilty of targeting.
5. The only time clipping is allowed is to tackle a runner.
6. In order to have pass interference, there must be contact between offensive and defensive players while attempting to catch a pass.
7. While in the "shotgun" formation, it is legal to spike the ball to conserve time.

2016 SCFOA Football Rules & Mechanics Examination

8. 4th down and 10 for K at R's 45. R12 does not get off the field prior to the snap. If Team K accepts the penalty, it will be enforced as a PSK foul and R will put the ball in play after the 5-yard penalty is enforced.
9. Mouthpieces that are completely clear or completely white are not legal.
10. Blocking in the back is no longer permitted in the free blocking zone.
11. While the term "do over" is not in the NFHS football rules, the replay of a down is similar. Officials must not arbitrarily replay a down because the crew cannot agree on what happened during the play. The rules are specific concerning the replay of a down.
12. Touching the ball precedes catching or recovering the ball. If touching causes the ball to become dead, securing possession has no significance.
13. A defenseless player is a player, who because of his physical position and focus of concentration, is especially vulnerable to injury.
14. To have possession of a live ball a player must hold or control the ball after it has been handed or snapped to him, or after he has caught or recovered it.
15. In order to complete a catch or recovery, an airborne player must first contact the ground inbounds with both feet with the ball in his possession.
16. The basic spot is the point from which a penalty is enforced.
17. The normal halftime intermission is 15 minutes. It may be extended to 25 minutes, provided the opponents have been notified no later than 5 minutes prior to the game.
18. No foul causes loss of the ball.
19. Failure to properly wear legal or required equipment when the ball is about to become live is delay of game.
20. During the same dead ball interval, no substitute shall become a player and then withdraw, and no player shall withdraw and re-enter as a substitute unless a penalty is accepted, a dead ball foul occurs, there is a charged time-out or the period ends.
21. A free-kick shall put the ball in play following a safety.
22. When a free-kick is not specified, a snap shall be used to put the ball in play.
23. During a try, if Team B secures possession of the ball, the ball becomes dead and the down is ended.
24. Team K may never advance a kicked ball.

2016 SCFOA Football Rules & Mechanics Examination

25. The Referee shall have the authority to correct the number of the next down prior to the ball becoming live after a new series of downs is awarded.
26. If a ball becomes dead in a side zone (*between the hash marks and the sideline*), the ball should not be moved (*other than placing the ball with its long axis parallel with the sideline*) prior to a measurement for a possible first down.
27. A ball that is touching the goal line plane when it becomes dead is in the end zone.
28. At the time the ball is kicked, on a free kick, at least four (4) K players must be on either side of the kicker.
29. Any K player may catch or recover a scrimmage kick while it is in or behind the neutral zone and advance, including during a try for point.
30. The right of R to take the ball at the spot of first touching by K is cancelled if R touches the kick and thereafter during the down commits a foul or if the penalty is accepted for any foul committed during the down.
31. If a player blocks after having given a fair catch signal, the penalty is 15 yards.
32. A Team K player may catch, touch, muff or bat a scrimmage kick in flight beyond the neutral zone if no player of R is in position to catch the ball.
33. Any K player obstructing R's path to any legally kicked ball in flight, is kick-catching interference.
34. The muffing or batting of a pass, kick or fumble in flight is not considered a new force.
35. Targeting an opponent could involve action below the shoulders of the opponent.
36. Butt blocking, face tackling, and spearing are examples of illegal helmet contact.
37. The ball becomes dead immediately when the helmet comes completely off a player who is in possession of the ball.
38. Acceptance of a penalty for a foul which occurred prior to an inadvertent whistle, negates the IW.
39. The line to gain is always 10 yards in advance of the ball's foremost point.
40. After a fourth-down incomplete pass, the ball is placed at the previous spot so that the rear point becomes the foremost point.
41. The free-kick lines are never more or less than 10 yards apart.
42. It is not necessary for K to be in a scrimmage kick formation to execute a legal scrimmage kick.
43. The touching of a low scrimmage kick by any player is ignored if the touching is in or behind the expanded neutral zone.
44. Pass eligibility rules apply equally to legal and illegal forward passes.

2016 SCFOA Football Rules & Mechanics Examination

45. Contact by a Team B player, obviously away from the direction of the pass, is not pass interference.
46. Illegal touching is a 5 yard penalty, which also carries a loss of down provision.
47. Unless a pass is touched by B in or behind the neutral zone, ineligible A players may not advance across the expanded neutral zone before a legal forward pass, which crosses the neutral zone, is in flight.
48. A player who is an eligible receiver at the start of the down remains eligible throughout the down.
49. Momentum is an exception to the safety rule.
50. Helping the runner is a foul which carries a 15 yard penalty.
51. A player(s) shall not chop block or clip any player other than the runner.
52. No member of the kicking team shall initiate contact with an opponent on a free kick until the legal kick has traveled 10 yards, the receiving team initiates a block within the neutral zone or the kicking team is eligible to recover the free kick.
53. If the defense touches a scrimmage kick near the kicker and contact is avoidable, the defense should be called for roughing or running into the kicker, depending on the severity of the contact.
54. B1 flagrantly slaps the head of A1, the snapper. B1 has committed a personal foul and is ejected because it has been deemed flagrant.
55. Unintentional contact between a non-player and a game official in the restricted area while the ball is live is a five yard penalty for the first offense.
56. Kicking at the ball, other than during a legal kick, is an unsportsmanlike conduct foul.
57. Any pass in flight may be batted in any direction, by an eligible pass receiver.
58. There is a maximum of three (3) coaches allowed in the restricted area when the ball is live.
59. Failure to properly wear mandatory equipment during the down is a 5 yard penalty enforced from the succeeding spot.
60. For unfair acts, which have no specific rules coverage, the Referee may enforce any penalty he considers equitable.
61. Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line.
62. Roughing the kicker or holder, roughing the passer and roughing the snapper by Team B are the only fouls which give Team A an automatic first down.
63. There are only two (2) types of plays: loose ball plays and running plays.

2016 SCFOA Football Rules & Mechanics Examination

64. Pass interference is an intentional act. When the feet of opponents get entangled while they are running or when they bump one another in an effort to get to a spot or the ball, should not be ruled pass interference.
65. There are only two ways for a dead ball to become live: by a legal snap or free kick.
66. First touching of a kick by K is always ignored if the penalty is accepted for a foul which occurred during the down.
67. There is no live ball foul which should cause the covering official to sound his whistle immediately.
68. Any scrimmage kick recovered in or behind the neutral zone may be advanced by K or R.
69. An offended team could accept the loss of down aspect of a penalty, but decline the distance part of the penalty.
70. Penalties are either: 5, 10, or 15 yards.
71. No penalty directly results in a safety.
72. An overtime period could begin with the offensive team having the ball on the defensive team's 25 yard line.
73. On 4th down in overtime play, A scores a touchdown. After the score, but before the try, B1 commits an unsportsmanlike foul. **RULING:** Team A could elect to attempt the try from the 3 yard line and carry the UC penalty over to B's possession during overtime.
74. During overtime play, it is 3rd and goal from B's 4-yard line. B1 interferes during a legal forward pass. Team A accepts the penalty. **RULING:** A new series is awarded to A and it is 1st and goal for A from B's 2-yard line.
75. In overtime, A1 throws a forward pass which is intercepted by B1, who is hit and fumbles the ball which is recovered by A2 at B's 4-yard line. **RULING:** A's ball 1st and goal from B's 4-yard line.
76. Fourth and five from Team R's 25 yard line. While a field goal attempt is in flight, R4 grasps and twists K3's face mask at R's 16 yard line. The kick is unsuccessful and the ball goes out of bounds in R's end zone. **RULING:** If the penalty is accepted, the basic spot for the PSK foul is R's 16 yard line resulting in R's ball, first and ten for R at his own 8 yard line.
77. On fourth and five for Team A, A1's pass is incomplete. Team B's substitutes and other non-players are flagged for being out of their team box. The Referee enforces the UC penalty against Team B, and awards Team A the ball for a new series. **RULING:** The Referee has correctly enforced the UC penalty.
78. Only the R and U are responsible for ensuring the penalty is properly enforced and the proper yardage is marked off.

2016 SCFOA Football Rules & Mechanics Examination

79. Thorough, clear, constant, and consistent communication among the crew is paramount to a successful game.
80. If a game site has a lightning warning system it shall be used. If there is no lightning warning system, the crew shall use the 30 second/30 minute lightning safety guideline.
81. On a running play, if the action is not in the direction of the Referee's original position he should remain stationary observing the play and only move towards end of the play once the ball has become dead.
82. The Referee should check to see that all officials are in position and ready and only sound the whistle and give the ready for play signal when the crew is ready.
83. Officials shall not touch an injured player.
84. If the QB throws a quick pass toward the sideline the wing officials (*L & LJ*) should assist the Referee in determining if the pass is forward or backward. If the pass is backward and hits the ground, no signal shall be given while the ball is live.
85. Communication, concentration and proper mechanics will help reduce inadvertent whistles.
86. On 1st and 10 from B's 45 yard line A1 completes a pass down to B's 20 yard line. During the play A6 is flagged for holding at B's 43 yard line. Team B accepts the penalty. **RULING:** 1st and 20 from A's 45 yard line.
87. It is 2nd and 16 from A's 9 yard line. A7 false starts. The penalty is enforced resulting in 2nd and 21 from A's 4 yard line.
88. Team K punts on 4th and 10 from K's 30 yard line. Punter K1 is roughed after kicking the ball. Receiver R1 is knocked to the ground before he can catch the punt. The ball rolls to R's 25 yard line where it stops and is blown dead. After being knocked to the ground, and as he is getting up, punter K1 is shoved back to the ground by R3 before the play had ended. **Ruling:** The fouls for kick catch interference and roughing the kicker offset and the unsportsmanlike conduct against R3 will be enforced, resulting in 1st and 10 for K.
89. It is 2nd and 17 from B's 40 yard line. A1 passes toward A2 at B's 20 yard line. A2 is interfered with and the pass falls incomplete. **RULING:** If the penalty is accepted, the result is 1st and 10 for A at B's 25 yard line.
90. On 1st and 10 from A's 20 yard line, A1 runs to A's 25 yard line where he is tackled. B1 is flagged for a 5 yard face mask in making the tackle. The penalty is accepted. **RULING:** 1st and 10 for A at the 30 yard line.

2016 SCFOA Football Rules & Mechanics Examination

91. On 2nd and 12 at A's 32 yard line. A1 runs to A's 40 yard line where he is tackled. A66 holds at A's 35 yard line during the run. The penalty is accepted. **RULING:** 2nd down from A's 25 yard line.
92. With 1st and 10 from B's 30 yard line. A1 runs to B's 15 yard line where he is tackled. A66 is flagged for holding at B's 10 yard line during the run. The penalty is accepted. **RULING:** 1st and goal at B's 7 ½ yard line.
93. It is 1st and 10 at A's 20 yard line. B1 encroaches. The penalty is accepted. **RULING:** 1st and 5 at A's 25 yard line.
94. In OT on the first possession, A1 runs for a TD and then runs for a 2 point conversion on the try. During the try, B1 grasps and pulls A1's face mask. **RULING:** The penalty is automatically declined and it is B's ball 1st and goal from the 10 yard line for its OT series.
95. K1 is lined up to punt on 4th and 16 from K's 28 yard line. The snap goes over K1's head and is rolling along the ground toward K's end zone. K1 runs after the ball and at K's 5 yard line, K1 kicks the ball into and through the end zone to prevent a recovery by R5. K1 is flagged for an illegal kick. The penalty is accepted. **RULING:** R will take possession, 1st and goal from K's 2 ½ yard line.
96. During a 5th down pass play from midfield, A8 scores a touchdown to make the score A-66 B-0. A8 spikes the ball in the end zone, after which B9 flagrantly targets A8 with a forearm to the helmet. Both Head Coaches charge onto the field and curse one another. During the down A6 was flagged for holding at A's 45 yard line. All fouls are properly flagged. When the officials get together to sort out the mess, they realize that all of this occurred during 5th down. **RULING:** No score for Team A. A6's holding foul is ignored. The UC penalties on the head coaches offset. The UC on A8 for spiking the ball and the PF on B9 for targeting offset. B9 is disqualified. Team B will put the ball in play at midfield, 1st and 10.
97. After an incomplete pass, the down marker shows third down. The crew of officials then realizes that it was fourth down. The error was made when the down number was not changed after the second down in the series. **RULING:** The Referee has authority to make the correction and the result is Team B's ball, first and ten.
98. If an official blows his whistle inadvertently while a runner has possession of the ball, the play is dead immediately and the team in possession has one of two options: to take the ball where it was blown dead, or to replay the down at the previous spot.

2016 SCFOA Football Rules & Mechanics Examination

99. 4th & 10 from K's 40 yard line. K1's punt hits K8 in the leg on R's 35 yard line. R4 dives for the ball, but muffs it. The BJ anticipated R4 recovering the ball, and inadvertently blows his whistle while the ball was loose on R's 30 yard line. **RULING:** Team R could elect to take the ball at the spot of first touching by K1, or have the down replayed.

100. Following a charged timeout, Team A has the ball 3rd down from B's 20 yard line and the game clock shows 0:15 remaining in the 4th period. Team A's field goal team enters the game and all are wearing eligible numbers, 1-11. The snap is legal and the kick is successful. **RULING:** Legal

