

2016 Preseason Study Guide
Number 3
Mechanics

No.	Rule	Answer / Notes	Situation
1.			As a general rule, the official throwing a flag should throw the flag in the air on a dead ball foul and to the specific spot or general direction of the infraction on a live ball foul.
2.			When an inadvertent whistle is blown on a running play, the end of the run will determine where the official spots the ball.
3.			Prior to the game, the clock operator should be available to meet with the game official at least 20 minutes prior to the start of the game.
4.			The referee has the final say over any equipment concern or issue prior to the start of the game.
5.			The HL should place his clip on the front edge of the yard line closest to the front line-to-gain rod to ensure maximum efficiency with any measurement that might become necessary.
6.			It's OK for an official to call time out if it appears that a team is trying to consume time. In this situation, the clock will only start on the snap.
7.			After a score or try, a flag for delay of game should be thrown if the ball has not been kicked within 35 seconds.
8.			On a free kick on a five-man formation, the HL is responsible for counting K players while the LJ is responsible for counting R players.
9.			The referee is empowered to correct an obvious error in timing, but only if the error is discovered <i>prior</i> to the first live ball following discovery of the error (unless the period has officially ended).
10.			A second sideline warning results in a 15 yard penalty.
11.			On a kickoff, all officials except R should be alert for first touching by K, and mark the spot by throwing a bean bag.
12.			On a 5-man kickoff, R should rule on any touchback and keep time to ensure that K doesn't violate the 25 second clock.
13.			On a forward pass, R is solely responsible for ruling on intentional grounding, but may also ask for assistance from a covering official.
14.			If motion occurs, the strength of the formation won't be determined until the snap, and may result in changes to keys.
15.			In an unbalanced formation, the BJ always keys in on the inside receiver to the strength of the formation.

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16.			On a scrimmage kick formation, the U is responsible for illegal contact on the snapper.
17.			The BJ should begin timing following any score, and should also ensure that no more than 45 seconds passes following the referees good/no good signal.
18.			During an injury timeout, it is the responsibility of R to ensure that coaches and/or health care professionals aren't on the field for purposes of coaching.
19.			On penalty enforcement, the LJ holds the enforcement spot, while the HL should proceed to the succeeding spot.
20.			All references described in this study guide that are noted under "Rule" refer to the page and section of the 2014-2015 Game Officials Manual.
21.			The back judge's position, on the kickoff before the kick, is on K's free-kick line, outside sideline to monitor bench area and assist kicking team in getting into position.
22.			In controlling team-personnel altercations, the head linesman and the line judge should alert the coach on their side to keep all team personnel off of the playing area.
23.			Once the coaches have been alerted, the HL and LJ should begin to record the uniform numbers of any substitutes who enter the playing area during the altercation.
24.			As a general rule, throw the penalty flag in the air on a dead ball foul and throw the penalty marker out to a location or spot on a live ball foul.
25.			In 4-man kickoff, the line judge will be on R's free-kick line outside the sideline and opposite the head linesman's position.
26.			When measuring for a first down, the line judge will place his/her foot just behind the yard-line where the clip is to be placed to align the linesman so that the chains are parallel to the sidelines.
27.			Black shorts may be worn for non-varsity contests (except for the JV game immediately preceding a varsity game) if worn by the entire crew at the referee's discretion.
28.			In a 5-man game, the head linesman's position on the kickoff before the kick, is on the 35 yard-line outside the same sideline as the line-to-gain indicator. He/She will count the players on the receiving team.

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29.			In 4-man scrimmage kick, the line judge drops behind the defense to cover the kick and should be positioned 7-10 yards wider than and behind the deepest receiver to cover the sideline as well as the kick.
30.			On a forward pass, the HL and LJ should stay on the LOS until the ball carrier crosses the LOS or until the receivers on their side of the field have gone at least 10-12 yards downfield.
31.			In-between periods, the line judge should meet in the center of the field, with the R and U so that each can record the down, distance and yard-line nearest the foremost point of the ball.
32.			On measurements, the HL should ensure that the down marker is moved to the front stake of the line-to-gain indicator and kept at the same down as the play that just ended.
33.			The LJ is responsible for securing game balls and meeting with and instructing the designated ball boys.
34.			For the HL to ensure that the line-to-gain marker has tape at the halfway point on the chains serves no real functional purpose.
35.			In a 4-man game, for field goal attempts or trys inside the 15 yard-line. The HL is responsible to observe the neutral zone and watch for roughing the kicker or holder and the LJ is responsible for observing the neutral zone and whether the balls flight is "over or under" the cross bar.
36.			In a 4-man game, for scrimmage kicks. It is the HL's responsibility during a routine kick to delay moving down the sideline and to cover clipping and other fouls in the secondary.
37.			"When in Question" of a forward or backward pass, it should be ruled forward.
38.			The covering official should be sure to see the ball, mark forward progress, watch for player safety and sound the whistle loudly at the end of the play
39.			After a kickoff, if the play is not in your area, you should watch the ball carrier and look to see if he makes any spectacular moves.
40.			Umpire is responsible for ensuring the offense has at least 5 players numbered 50-79 on the line of scrimmage
41.			Linesman and Line Judge need to communicate number and position of wide players on their side. If there are not 7 on the line of scrimmage, they should tap their flag to communicate agreement of illegal formation, and if not corrected, both should throw the flag at the time of the snap.

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42.			On a FG attempt, back judge will rule on cross bar and upright and the wing official will rule on the other upright.
43.			Timeouts are 1 minute long and should be timed by the back judge
44.			In controlling team-personnel altercations, the linesman and the line judge should alert the coach on their side to keep all team personnel off of the playing area.
45.			If unable to stop an altercation, step back and record the uniform numbers of all players involved and other team personnel.
46.			As a general rule, throw the penalty flag in the air on a dead ball foul and throw the penalty marker out to a location or spot on a live ball foul.
47.			After a safety, try or field goal, the back judge will begin timing the one-minute interval after the referee signals score or no score.
48.			The umpire stands over the ball until the referee marks the ball ready for play.
49.			Use bean bag to mark spot of end of run if whistle is sounded inadvertently
50.			On a breakaway touchdown run, it is OK for the covering official to blow his whistle after the runner crosses the goal-line, regardless of where he stands on the field.
51.			In 4-man kickoff, the umpire lines up on the 20-yard line at the sideline and opposite the line judges position.
52.			“When in Question” of an incomplete pass or fumble, it should be ruled a fumble.
53.			“When in Question” of a forward or backward pass, it should be ruled forward.
54.			“When in Question” as to whether the passer has thrown the ball or fumbled, it should be ruled as thrown.
55.			“When in Question” as to whether the pass was caught by the receiver or not, it should be ruled as a catch.
56.			“When in Question” as to whether the players helmet was on or off, it should be ruled that it was off.
57.			Upon a score, all Officials mirror the touchdown signal
58.			After a safety, try or field goal, officials hustle up the middle of the field to free-kick positions and then fill out game cards
59.			When the captain does not respond to the R’s penalty enforcement choices, his silence shall be considered acceptance of obvious choice
60.			A captain can change his mind on penalty enforcement as long as the penalty has not been marched off
61.			After a safety, try or field goal, the ball may be put in play by drop kick, place kick or punt
62.			Upon an Inadvertent Whistle, the ball becomes dead immediately

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63.			To start overtime, the coin toss is held on the 10 yard line of the home teams choosing
64.			In overtime, the coin toss winner shall choose whether to be on offense or defense or choose the end of the field at which ball will be put in play
65.			Starting in 2013, the chains will be placed directly on the sideline, rather than the 2-yards off the sideline in 2012
66.			In the event of clock failure, the LJ keeps the game clock and the BJ keeps the 25-second clock
67.			T or F. The line judge is most responsible for assuring that the changing room is open for the officiating crew after the game.
68.			T or F. When reporting to the referee it is a sign of good teamwork to touch or put your arm around the official to communicate the penalty or situation.
69.			T or F. When there is concern of potential pregame fighting or inappropriate behavior amongst the teams it would be good preventative officiating for the Line Judge and Back Judge to be present at the center of the field during warm ups.
70.			<p>During a kickoff, K is off sides prior to the kick. Who is responsible for enforcing the penalty?</p> <ul style="list-style-type: none"> A. Umpire. B. Referee C. Back Judge D. Line Judge
71.			<p>A drone is flying 50 feet over the field of play while the game is in progress, what is the most appropriate way for the officiating crew to manage the situation?</p> <ul style="list-style-type: none"> A. Ignore the drone and do not delay the game. B. Continue the game and notify the home team sideline to get rid of the drone ASAP. C. Stop the game and notify the home team head coach and school administrator that the game will be delayed until the drone is removed. D. Try not to trouble trouble.

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72.			<p>In an unbalanced formation that includes “trips”. What are the keys for the Back Judge?</p> <ul style="list-style-type: none"> A. Tight End B. Weak side Wide Receiver C. Back field D. Two widest strong side receivers
73.			<p>The white hat has thrown a UNS against the team on your sideline. The flag lies near your sideline and the coach who earned the penalty. It would be good teamwork to do the following:</p> <ul style="list-style-type: none"> A. Pick up the flag immediately so it is not noticed by your sideline B. Defend the actions of the Referee to the head coach immediately. C. Step on to the field of play away from your sideline. After the penalty is administered, deliver the flag to the Referee to keep distance between the coach and the calling official. D. Do nothing
74.			<p>T or F. It is ok to indicate that a pass is forward by utilizing a forward punch.</p>
75.			<p>The umpire has thrown a face mask penalty on the cornerback near your sideline. You clearly saw that the grab was to the front of the collar and not the face mask. What should you do?</p> <ul style="list-style-type: none"> A. Let the call stand to not trouble trouble B. Call time out and over rule your partner C. Call a conference with the crew D. Approach the Umpire and ask what he saw and let him know you may have some information.