

## 2018 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)**  
**Your answers should look like the example below:**

**EXAMPLE:  [A] [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!**

7/28/2018

When the game officials arrive at the game site and begin their pre-game duties, they notice:

a) that the hash marks are drawn for a college field, b) the goal posts are not padded, c) there are fire ant beds in several places around the field or d) other player/participant safety hazards.

**RULING:** The crew should send a report to the SCHSL about the improperly marked hash marks, (a), but in (b,c,d) the game cannot start until the issues are corrected since they are hazardous to the participants.

A foul is called on Team A during the last 1:30 of the first half. By rule, the clock will start with the ready-for-play signal. Team B declines the penalty. **RULING:** Team B does not have the option to start the clock on the snap.

QB, A1, drops back to pass but is quickly under a heavy rush. A1 throws a pass toward A8 who is crossing over the middle, however the pass is tipped by B5 at the line of scrimmage. The pass is deflected into the air and LB, B3, is looking at the deflected pass and while his focus and attention is on the ball, he is hit by A4 with excessive, unnecessary force, and then the ball falls to the ground incomplete. **RULING:** A4 has committed a foul for hitting a defenseless player. (B3)

A field goal may be scored by a free kick following a safety.

If touching causes the ball to become dead, securing possession of the ball has no significance.

## 2018 SCFOA Football Rules & Mechanics Examination

6. On 3<sup>rd</sup> and 10 from B's 35-yard line, QB, A1, drops back to pass but is quickly under a heavy rush from many B players. The ball is stripped from A1, and during the return down Team A's sideline, the LJ runs into an assistant coach, who is in the restricted area. The LJ drops his flag and continues to pursue the runner. The runner scores a TD. **RULING:** The penalty for the sideline interference may be penalized on the try for point or carried over to the subsequent kickoff.
7. On 4<sup>th</sup> and 20, Team K is in scrimmage kick formation and kicker, K1, legally kicks the ball 40 yards downfield, where R1 catches the kick and returns it to the 50. Before the kick, linemen, K5, K6 and K7 release downfield, in an attempt to prevent a long return. The Umpire throws his flag and when R1 is whistled down, the Umpire reports that the linemen went downfield prior to the kick crossing the neutral zone. **RULING:** The Umpire has correctly called the foul by K's linemen.
8. 1<sup>st</sup> and 10 from B's 30, runner, A1, takes a handoff and is running for a touchdown when B1 punches the ball out of A1's hands at the 5-yard line. The ball subsequently rolls through the end zone and over the end line. During A1's run B5 is flagged for grabbing and twisting A2's face mask. The result of the play is a touchback. However, if Team A accepts the penalty for the face mask penalty by B5, the result is A's ball at B's 2 ½ yard line; first down and goal to go.
9. R1 signals for a fair catch of a punt. The ball touches R1's hands and pops into the air and to the side of R1. K2 blocks R1 away from the ball and K3 recovers at R's 20. **RULING:** Kick catching interference by K2 since R1 must be given an opportunity to complete the catch.
10. Any act that is clearly intended to cause Team B to encroach is an unsportsmanlike foul.
11. Illegal helmet contact may not be judged a flagrant act by a game official.
12. It is a touchdown for A if A1 fumbles the ball into B's end zone and A2 is the last to touch the ball prior to its going out of bounds beyond the end line.
13. No single charged time out shall exceed one and a half minutes.
14. If runner, A1, who is beyond the neutral zone, tosses the ball forward, he has thrown an illegal forward pass.
15. If a low scrimmage kick is touched by R1 in the neutral zone, kick-catching interference restrictions have ended.
16. A back may not legally wear a jersey with a number between 50-79 and also be an eligible receiver.
17. The Back Judge is the final judge as to the legality of the game ball.
18. It is illegal participation if any player intentionally goes out of bounds and returns during the down.

## 2018 SCFOA Football Rules & Mechanics Examination

- 2). After the ball becomes dead and it appears that the ball may have reached the line-to-gain, the covering official shall stop the clock.
- 2). It is illegal participation for a disqualified player to re-enter the game.
- 1). Ball-colored helmets are legal player equipment.
- 2). A backward pass is a pass thrown with its initial direction parallel with or toward the runner's end line.
- 3). On kicks entering R's end zone, the determination of force dictates whether it is a touchback or safety.
- 1). If a loss-of-down foul by A occurs during a successful try, there is no score and the down is not replayed.
- 5). A's ball, 1<sup>st</sup> and 10 from A's 10-yard line. B1 intercepts A1's pass at the 20 and returns the ball for a touchdown. B2 clips A8 in A's end zone after the interception, but before the touchdown. Team A accepts the penalty. **RULING:** Team B's ball, 1<sup>st</sup> and 10 for Team B from A's 15-yard line.
- 5). The Referee shall have authority to correct the number of the next down prior to the ball becoming live after a new series of downs is awarded and prior to the declaration of the end of any period.
- 7). A false start is always a dead ball foul.
- 3). Team A's ball 3<sup>rd</sup> and 15 from A's 20. QB, A1, is tackled in his own end zone, resulting in a safety. During the ensuing free kick, K1's kick goes out of bounds at K's 40, and Team K did not have at least 4 men on the right side of the kicker. Team R wants to take the ball at the inbounds spot (K's 40) plus take the 5 yard option, and tack on the penalty for the free-kick infraction (*less than 4 men on the right side of the kicker*). **RULING:** Legal
- 2). A passer is an example of a defenseless player.
- 2). A foul is a result imposed by rule against a team or team member that has committed a penalty.
- 1). The clock shall be stopped when an illegal forward pass is incomplete.
- 2). Team possession of a live ball in the opponent's end zone is always a touchdown.
- 3). When a penalty is accepted with less than two minutes remaining in either half, the offended team will have the option to start the game clock on the snap or on the ready-for-play.
- 4). When an airborne player makes a catch, forward progress is the furthest point of advancement after he possesses the ball if contacted by a defender.
- 5). No player or nonplayer shall execute a blindside block outside of the free-blocking zone with forceful contact unless initiated with open hands.

## 2018 SCFOA Football Rules & Mechanics Examination

36. When the ball is loose following an illegal kick, it retains the same status as prior to the illegal kick.
37. A muff (including an accidental kick) is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.
38. If a loose ball touches a game official who is straddling the sideline, the ball is out of bounds.
39. For any free kick, at least four K players must be on each side of the kicker when the ball is kicked.
40. It is always illegal if the fumbling team bats a fumble, in flight, forward.
41. Pass eligibility rules apply equally to legal and illegal forward passes and backward passes.
42. Team B may not score during a try for point.
43. Team A legally requests and is granted a charged time-out. After 30 seconds, Team A is ready to resume play, however Team B is still huddled with their coaches at the sideline. **RULING:** The game official observing Team B should inform the team that they must end their conference and get ready to resume play.
44. 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.
45. During a down, a replaced player enters the field but does not participate. **RULING:** This is a non-player illegal substitution foul, penalized from the succeeding spot.
46. During the last timed down of the first period runner, A2, breaks loose for a long run and as he nears Team B's 10-yard line an official inexplicably sounds his whistle. Team A elects to accept the result of the play. **RULING:** The first period shall be extended for an untimed down.
47. The game officials arrive on the field 30 minutes prior to scheduled game time. The Head Coach/AD informs the officials that the weather forecast isn't promising, and there is a chance of severe weather before the game might end. Both the visiting team's Head Coach and the home team's Head Coach and the Referee agree to shorten the periods to 10 minutes per period. **RULING:** The request is legal, and the Referee shall inform the ECO that the game will be played in 10-minute periods.
48. Teams are required to warm-up during the mandatory warm-up period following the first half intermission.
49. Unsportsmanlike conduct fouls for hiding the ball under a jersey or using an illegal tee are not charged to a player or a Head Coach for the purposes of disqualification.

## 2018 SCFOA Football Rules & Mechanics Examination

0. K1 attempts a field goal from Team R's 20 (LOS). The attempt is unsuccessful, resulting in a touchback. However, during the kick, K7 held R5 at R's 21. **RULING:** R may have the penalty enforced from the 20 and the result will be R's ball, 1-10 from R's 30.
1. Team K is punting from K's 20. Team K has only 6 men on their line of scrimmage (LOS). R1 returns the punt to K's 25, where he is hit and he fumbles the ball and K2 recovers at K's 15. **RULING:** The option for R to designate the basic spot as the succeeding spot is not available. However, R may take the illegal formation penalty and have the down replayed from the previous spot after enforcement.
2. A Team K player may bat, toward his own goal line, a grounded scrimmage kick which is beyond the neutral zone and he may also bat toward his own goal line a scrimmage kick in flight beyond the neutral zone, if no Team R player is in position to catch the ball.
3. During a scrimmage down, after a change of team possession, no player may hand the ball forward to a teammate.
4. It is illegal for a QB to intentionally throw the ball to the ground to conserve time unless he receives a hand-to-hand snap.
5. Replaced players shall begin to leave the field within five seconds.
6. When a player is detected improperly wearing required equipment just prior to the snap, it is no longer considered a delay of game penalty.
7. In order for a snap to be legal, the ball must immediately leave the hand(s) of the snapper and touch a back or the ground before it touches a Team A lineman.
8. A player cannot fumble the ball unless he has first had possession of the ball.
9. Targeting is an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders.
10. The succeeding spot is where the ball would next be snapped or free-kicked if a foul had not occurred.
11. The Referee has authority to correct obvious errors in timing if discovery is prior to the second live ball following the error, unless the period has officially ended.
12. A team may not request successive time outs during the same dead ball period.
13. After a team has used its permissible time outs for a half, it may not request further timeouts.
14. If a scoring attempt by kick touches a game official or an R player in the end zone, the ball becomes dead and the kick cannot score.

## 2018 SCFOA Football Rules & Mechanics Examination

65. Other than during a try for point, if the kickers recover a scrimmage kick in or behind the neutral zone, the ball remains live and belongs to K and the down counts.
66. It is a dead-ball foul if a free kick is immediately driven into the ground and the ball goes into the air in the manner of a ball kicked directly off the tee.
67. All of Team A's players are set on a fourth and one play from B's 15-yard line. B6, in a two-point stance claps his hands and stomps his feet while QB, A1, is calling signals. This is an attempt to cause Team A to false start. **RULING:** Unsportsmanlike conduct on B6.
68. A runner may lower his head when contacted to gain yardage, but he cannot use his head to butt, ram or punish an opponent.
69. A player who is eligible at the start of the down remains eligible throughout the down.
70. Forward pass interference may occur beyond or behind the neutral zone.
71. No dead-ball foul causes the official to sound his whistle immediately.
72. No penalty directly results in a safety, but if the distance penalty is enforced from behind the offender's goal line toward his end line, it is a safety.
73. Any kick, which is not a scoring attempt becomes dead when it breaks the plane of R's goal line.
74. Pass interference must involve contact.
75. Roughing the kicker or holder, roughing the passer or snapper, and personal fouls by Team B give Team A an automatic first down.
76. Bean bags should be used to indicate the spot where a runner loses possession of the ball.
77. If there is doubt as to whether a player has caught a pass, the pass should be ruled incomplete.
78. Which one of these signals is not the proper signal for an incomplete pass:



79. Inadvertent whistles are usually the result of lack of concentration or anticipation.
80. Initial force may result from a carry, fumble, muff, kick, pass or snap.
81. Clipping is legal within the free-blocking zone.
82. No player shall grab the inside back or side collar of either the shoulder pads or the jersey of the runner and subsequently pull (backward or sideward) that opponent to the ground, even if possession is lost.

## 2018 SCFOA Football Rules & Mechanics Examination

13. If the helmet or a prosthetic limb comes completely off the runner, the ball becomes dead immediately.
14. Team A has the ball at their own 20-yard line. As they assume their positions in formation, Team A has 8 men on their line-of-scrimmage because tight end A88 is covered up by wideout A87. At the snap, both A87 and A88 go downfield and the pass from A1 is thrown in the direction of A88. Defensive back, B1, moves toward the pass and he and A88 make legitimate attempts to catch the pass. They unavoidably collide as A88 tips the ball into the air and thereafter, the ball falls incomplete to the ground. **RULING:** Multiple fouls by A88: ineligible downfield, illegal touching and offensive pass interference.
15. The right of R to take the ball at the spot of first touching by K is canceled 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.
16. The SCFOA mechanics and procedures have been adopted by SCFOA for use when officiating football games in S.C. No deviation or change should be should be used when officiating football games in S.C.; this includes proper use of proper signals.
17. Sounding the whistle sharply contributes to a reduction of fouls.
18. Poorly executed or unauthorized signals do nothing but confuse players, coaches, fans and fellow officials.
19. If the ECO is assigned by the SCHSL and the field clock becomes inoperable, the ECO shall keep time on a stopwatch on the LJ's side of the field.
20. Following a safety, all officials shall record the period, time and the score (*safety*) on their game card.
21. The Umpire's whistle should rarely be the first whistle at the end of a play.
22. The wing officials, (L & LJ), should use extended arm signals, held at 45 degree angles, to indicate the two widest Team A players as either on or off the line of scrimmage. These signals should be held until the snap.
23. Officials should never turn their backs on plays out of bounds.
24. On passing plays, the L and LJ should move to a position to check on the blocking and contact of eligible receivers and linebackers.
25. For punting and field goal attempt situations, the Linesman shall hold his position on the line of scrimmage until the kick crosses the neutral zone, then move slowly downfield.

## 2018 SCFOA Football Rules & Mechanics Examination

96. Prior to the initial overtime period, the Linesman and Line Judge shall escort the team captains from their respective sidelines to the center of the field..
97. During penalty enforcement the Linesman should hold the enforcement spot to ensure the distance is properly administered.
98. When reporting penalty information to the Referee it is acceptable to give a visible signal.
99. When a player is disqualified from a game the calling official shall inform the offending player and report his number and type of infraction to the coach and all other members of the officiating crew.
100. Team K is punting from its own 40. K has 12 players in the formation, but this is not detected by the game officials until after the snap. During the kick substitute, R1, runs onto the field but does not participate. **RULING:** (a) double foul, replay the down; (b) no double foul, however, both fouls can be penalized and the down replayed; (c) both fouls cannot be penalized; (d) R can refuse K's foul to prevent a double foul.

**This last question is like a try: it is neither numbered nor scored! (*it will not count for or against your official test score*)**



This is the signal for:

- a) An illegal blindside block
- b) Fighting
- c) neither a nor b