

2012 SCFOA
Football Rules & Mechanics Examination

Use a #2 pencil to **COMPLETELY** fill in the correct answer.
To change your answer **ERASE COMPETELY & CLEANLY** 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 (on the answer sheet)

Example: [A] [~~==~~] [C] [D]

**** **INCORRECT MARKINGS:** [||] [o] ****

Follow the instructions and properly mark your answer sheet!

1. Advertising and/or commercial markings are allowed on the field of play.
2. All players shall wear helmets that carry a warning label regarding the risk of injury and a manufacturer's or re-conditioner's certification indicating satisfaction of NOCSAE test standard.
3. Each team shall begin the game with 11 players, but if it has no substitutes to replace injured or disqualified players, it may continue with fewer.
4. The visiting team shall wear white jerseys.
5. Play cards may not be worn on the wrist or arm.
6. Blocking below the waist is making initial contact below the waist from the front or side against an opponent including a runner.
7. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist.
8. In order to complete a catch a player must establish possession of a live ball in flight and then first contact the ground inbounds while maintaining possession.
9. A valid fair catch signal is the extending and lateral waving of one or both arms, at full arm's length above the head, by any R player.
10. After a fumble, kick or backward pass has been grounded, a new force may result from a bat, an illegal kick or a muff.

11. Force is not a factor when a backward pass or fumble is declared dead in the end zone of the opponent of the player who passed or fumbled, with no player possession.
12. A player whose conduct is extremely or persistently vulgar or abusive is guilty of a flagrant foul.
13. Blocking below the waist, clipping and blocking in the back are permitted in the free-blocking zone under certain conditions.
14. Butt blocking, face tackling and spearing are illegal helmet contact fouls.
15. A loose ball following an illegal kick is treated as a fumble.
16. The lines of scrimmage are determined when the ball is marked ready for play and remain until the ball becomes dead.
17. From his own 30 yard line, QB, A1, takes a hand to hand snap and rolls right to pass. A1 decides to run instead of passing the ball and after crossing his 33 yard line, A1 decides to pass the ball. Immediately after passing the ball, A1 is tackled by B2. The pass falls incomplete. **RULING:** Roughing the passer.
18. The game officials are responsible for ensuring that there is a three-minute warm-up period posted on the clock.
19. At the pre-game coin toss, the Referee shall instruct the visiting captain to give (*call*) a “head or tails” choice before the coin is tossed.
20. For special occasions, such as Senior Night or a State Final, more than four team members in game uniform (*captains*) from a team may be present at the coin toss.
21. With 5 seconds remaining in the 2nd quarter, Team A has the ball at B’s 30 yard line, 2nd down and 5 yards to go for a 1st down. A1 runs the ball to B’s 25 and then throws a forward pass to A2 who scores a touchdown. Team B accepts the penalty for the illegal forward pass, which negates the touchdown. The period must be extended because of the accepted penalty on the last timed down.

22. Team A has used all of its permissible timeouts during the 2nd half of a game. Following a running play which does not result in a first down, the Coach of Team A believes that the officials have misapplied a rule and requests a time out to speak with the Referee. The officials have ruled correctly and no change is made.
RULING: Team A will be charged with a delay of game penalty and the clock shall start on the snap.
23. After a legal block by A1, B3's helmet comes off as he hits the ground. B3 must be replaced for one down, unless the halftime or an overtime intermission occurs.
24. An officials' timeout shall be taken at the end of the down if the helmet comes off a player during the down.
25. 3rd and 5 from A's 45 yard line and A1 throws an incomplete forward pass toward A2. The ball is next spotted at the 50 and marked ready for play and K1 punts the ball to R's 5 yard line, where R2 signals for, and makes a fair catch of the kick. Following the down, the captain of R requests a time-out for a coach-Referee conference to discuss a misapplication of the rules on the missed spotting of the ball after 3rd down. **RULING:** Legal, since the coach has until the 2nd live ball following the error to request a review.
26. Replaced players shall begin to leave the field within three seconds.
27. If a replaced player or substitute goes off the field on the wrong side of the field during the down, it is an illegal substitution (*live-ball foul at the snap*).
28. To start each half and to resume play after a field goal, try or a safety, the ball shall be put in play by a kickoff.
29. A snap or a free kick shall be made anywhere on the field between the sidelines.
30. When the kickers catch or recover any free kick, the ball becomes dead.
31. The right of Team R to take the ball at the spot of first touching by K is cancelled if R touches a kick and thereafter during the down commits a foul or if the penalty is accepted for any foul committed during the down.

32. For a normal kickoff from K's 40, Team K kicks the ball to R, however the ball goes out of bounds at R's 10 yard line untouched by R. The officials put the ball in play 25 yards behind the previous spot, giving the ball to Team R at K's 15 yard line.
RULING: Correct procedure has been followed as this is one of the options afforded Team R.
33. Team K may punt, drop kick or place kick from in or behind the neutral zone before team possession has changed for a scrimmage kick.
34. It is not necessary for a team to be in scrimmage kick formation to execute a legal scrimmage kick.
35. No receiver may advance a legally kicked ball after a valid or invalid fair-catch signal has been given by any R player.
36. K may catch, touch, muff or bat a scrimmage or free kick in flight beyond the neutral zone if no player of R is in position to catch the ball.
37. After the ready-for-play and the snapper touches the ball, he shall clearly pause before snapping the ball.
38. A forward pass, untouched by B, that is batted, muffed or caught by an ineligible A player, who is behind, in or beyond the neutral zone is considered illegal touching.
39. During a try by place-kick, the kick by K1 is blocked by R1 and recovered by K2, who advances across R's goal line. **RULING:** The try is successful and Team A scores 2 points.
40. During a try, A1 completes a pass to A2 in the end zone and B2 interfered with A2.
RULING: Team A will undoubtedly accept the result of the play and have the penalty for B2's foul enforced from the succeeding spot.
41. Muffing or batting of a pass, kick or fumble in flight could be considered a new force if the direction of the ball is changed.
42. Pass eligibility is not a factor when an illegal pass is thrown.
43. A defensive player may not contact an eligible receiver who is no longer a potential blocker.

44. The 2nd offense for unintentional contact between a non-player and a game official in the restricted area while the ball is live, results in a 15 yard penalty and disqualification of the head coach.
45. The 2nd unsportsmanlike conduct foul against the same player results in disqualification of the player.
46. A maximum of three coaches and the head coach may be in the coaches' area, but no one may be in the restricted area when the ball is live.
47. Hiding the ball under a jersey is an unfair act foul.
48. Penalties for dead-ball fouls are administered separately and in the order of their occurrence.
49. A loose ball play includes action during a legal or illegal forward pass.
50. The basic spot is a point of reference for penalty enforcement.
51. If the helmet of the tackler comes off in making contact with the runner, the ball becomes dead immediately.
52. A catch of an opponent's fumble or pass is called a recovery.
53. When a ball becomes dead in a side zone, the ball is always placed at the nearest hash mark for the next down.
54. If the penalty for an illegal forward pass is accepted, measurement is from the previous spot.
55. "Catchability" of a pass is not a factor in determining pass interference.
56. There can be no roughing the passer on a pass thrown from beyond the neutral zone or on any backward pass.
57. A8, the tight end, goes five yards downfield and blocks cornerback, B3, in the left flat. After A8's block, QB, A2, completes a long pass down the right sideline to eligible, A4. **RULING:** Offensive pass interference by A8.

58. From his own 30, A1 throws a backward pass in the direction of A2, at A's 25. Seeing that he will be tackled immediately, A2 does not catch the ball, instead he bats it forward to A7 who catches the ball at A's 28 and runs several yards beyond the neutral zone, to A's 34, before he is tackled. **RULING:** A2 has committed a foul for batting a backward pass forward. The 15 yard penalty is enforced from the spot where A2 batted the ball forward, (*half the distance*), A's 25, and the down is replayed.
59. Team A is on its own 7 yard line, 3rd and 8. A12 drops back into his own end zone to pass. Under a heavy rush A12 intentionally throws the ball at the feet of on rushing defensive lineman B77. The ball bounces off his feet and B77 intercepts the ball at A's 5 but the ball is stripped and he fumbles at A's 2. While the fumbled ball is loose B56 bats the ball into and out of A's end zone. **Ruling:** Double foul, replay the down.
60. From R's 20 yard line K lines up to try a field goal on 4th and 2. The kick goes just about straight up and a strong wind blows the ball back behind the neutral zone. K1 catches the ball at R's 25 yard line and runs into three R players and fumbles. The scramble for the ball results in several muffs of the loose ball until a big pile of players finally causes the ball to become dead at R's 16 yard line with K2 in possession. **Ruling:** It is Team K/A's ball first and 10 after reaching the line to gain. The clock is stopped for the first down and will start on the ready for play.
61. A player must be in possession of a live ball in the opponents' end zone in order for a touchdown to be scored.
62. 1st and 10 for Team A from its own 20 yard line. A2 takes the handoff and runs to B's 20 yard line where he is tackled. During A2's run, A7 blocks B3 in the back at B's 30 yard line. B accepts the penalty. The Referee enforces the penalty from the previous spot, A's 20, resulting in 1st and 20 from A's 10 yard line. **RULING:** This is the correct enforcement.

63. In overtime it is 4th and goal on Team B's 10 yard line. Team A's short unsuccessful field goal attempt is first touched by B1 at B's 3 yard line. A2 recovers and downs the ball at B's 7 yard line with the loose ball never making it into the end zone. **RULING:** The ball is dead when A2 gains possession. It will be Team A's ball, 1st and goal from B's 7.
64. Team A breaks the huddle and moves toward the line. After getting lined up and set and with the QB calling signals, the Referee counts 12 Team A players on the field. No Team A player is attempting to leave the field. **RULING:** Dead ball foul for illegal substitution.
65. It is 3rd and 5 on Team A's 40 yard line. Team A's coach thinks it is 4th down and sends punter, A5, onto the field where he lines up in formation to punt. QB, A2, checks with the Referee and is informed that it is 3rd down. A5 then leaves the field. **RULING:** A dead ball illegal substitution foul should be called. If the penalty is accepted, it will be Team A's ball, 3rd and 10 on Team A's 35.
66. Officials must have a football sense, this in conjunction with a thorough understanding of the rules will make for a smoothly run game. Officials are expected to exercise good judgment in applying the rules.
67. The protection and welfare of the player(s) is paramount and with this there can be no compromise.
68. Preventive officiating is discouraged. Officials are not coaches and are not allowed to use actions or words to prevent fouls from happening.
69. During every time out, officials should check with one another regarding the number of time outs each team has remaining.
70. The purpose of the pre-game conference is to allow the crew to coordinate their coverage and to help the crew mentally prepare for the game.
71. The officials shall enter the field together 20 minutes before the scheduled game time.
72. If there is no field clock, the Back Judge shall time the game.

73. The Linesman shall provide the clip man with two clips.
74. Proper concentration and seeing the ball will prevent most inadvertent whistles.
75. During a pass play, if the passer is near the line of scrimmage when he throws the ball, it is permissible to mark this spot with a bean bag.
76. A request for a Coach-Referee conference for a possible misinterpretation or misapplication of a rule(s) must be made prior to the ball becoming live following the play which is to be reviewed.
77. When an offensive team is using an unbalanced line, the Umpire will indicate to both wing officials the number of players of the offensive team who are on the line of scrimmage on the "loaded or heavy side," exclusive of the snapper.
78. The Umpire's whistle should rarely be the first whistle at the end of a play.
79. The Linesman and Line Judge, should be alert for quick plays into the line and assist in marking forward progress always with the downfield foot.
80. Wing officials should not turn their backs on plays out of bounds, but drop a bean bag on the out of bounds spot and follow the action out of bounds.
81. The Referee shall verbally alert defenders when the passer has released the ball.
82. On scrimmage kick plays, the Linesman should hold his position after the snap and know if the ball crosses the neutral zone, then move slowly downfield.
83. During goal line plays, the Umpire is often the first official to signal touchdown.
84. When a penalty is being administered, the Linesman should be near his sideline and then go to the yard line where the penalty enforcement will end.
85. Team K's punt crosses the expanded neutral zone and is bouncing when R3 attempts to pick up the ball, but muffs it. 10 yards downfield from the previous spot, R4 holds K3 during the kick. K8 recovers the loose ball 30 yards from the previous spot. **RULING:** Enforce the PSK foul from the end of the kick (the spot where K8 recovered the ball).

86. R1 catches a punt at his 9 yard line and circles back into the end zone, where he is tackled. During R1's run K6 commits a personal foul in the field of play at R's 10. **RULING:** If R declines the penalty the result of the play is a safety. If R accepts the penalty, it will be enforced from the spot of K6's foul.
87. Team K punts from K's 40. The punt hits the ground at R's 15 and is rolling toward the goal when K5 touches the kick at R's 15. R4 picks up the ball at the 10 and begins to advance. R4 advances to the 50 where he is hit and fumbles the ball and K2 recovers at K's 45. During R4's run, an assistant coach of Team K made unintentional contact with the LJ in the restricted area. **RULING:** Team R may take the ball at the spot of first touching by K5. In order to do this Team R must decline the foul on Team K's coach. If Team R accepts the penalty, the enforcement spot is the previous spot and K will re-kick after the enforcement.
88. In the 1st period there is unintentional contact in the restricted area between a non-player, Assistant Coach, of Team A and a game official while the ball is live. In the 3rd period there is unintentional contact between the same coach and official in the field of play. This second foul results in a 15 yard penalty and disqualification of the Head Coach.
89. 3rd and 12 for Team A on A's 45. A8 is lined up as a wide receiver and is legally in the backfield. A8 goes in motion legally toward the ball. QB, A1, takes the snap and intentionally places the ball on the ground and continues dropping back as if to pass the ball downfield. A8 picks up the loose ball and goes around the end for a touchdown. **RULING:** Illegal planned loose ball.
90. Team B players may bat any backward pass forward.
91. Under certain circumstances, possession of a live ball in the opponent's end zone is not a touchdown, for example a touchback or a safety.
92. The only defensive fouls which cause an automatic first down are pass interference, roughing the kicker or place-kick holder and roughing the passer.
93. A kick always ends as soon as any player touches the ball.

94. Any legal kick which is not a scoring attempt does not become dead until the ball touches the ground or a player in R's end zone.
95. A scrimmage kick recovered behind the neutral zone may only be advanced by R.
96. A player who is eligible at the start of the down could become ineligible during the down due some action by the player such as going out of bounds.
97. A forward pass interference foul can occur beyond or behind the neutral zone.
98. The only live ball foul that causes an official to sound his whistle immediately is a face mask penalty in which the helmet is pulled off the opponent.
99. The penalty for any one of the five illegal passes is a loss of 15 yards and the down is counted in each and every case.
100. The clock shall always stop after every fourth down play.