

## 2022 SCFOA RATINGS EXAM: YEARS 1-3

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] OR**

**Multiple Choice = [A], [B], [C], [D], [E]**

\*\*\*\*\* **INCORRECT MARKINGS:** [ll] [o] \*\*\*\*\*

**Follow the instructions and properly mark your answer sheet!**

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

1. A live ball is:
  - A. Never in possession of a team.
  - B. Always in possession of a team.
  - C. Seldom in possession of a team.
  - D. Sometimes in possession of a team.
2. A live ball foul:
  - A. Never causes the ball to become dead.
  - B. Always causes the ball to become dead.
  - C. Seldom causes the ball to become dead.
  - D. Sometimes causes the ball to become dead.
3. When do kicks end?
  - A. When the ball touches any player.
  - B. When any player signals for a fair catch.
  - C. When any player secures possession of the ball.
  - D. When the ball touches the ground before it touches any player.
4. Which of the following is true about kicks that are **not** scoring attempts **and** cross R's goal line?
  - A. The ball always remains live.
  - B. The ball becomes dead if a free kick but remains live if it a scrimmage kick.
  - C. Both free kicks and scrimmage kicks that are not scoring attempts are always dead as soon as the ball crosses R's goal line.
  - D. If the kick crosses R's goal line while in flight, the ball is dead. If the kick crosses R's goal line after touching the ground, the ball remains live.
5. K's **scrimmage** kick (i.e. punt) goes straight up and lands **behind** the neutral zone, where it remains there. Who may **recover** the kick and **advance**?
  - A. R only.
  - B. K only.
  - C. K or R.
  - D. Neither K nor R, since the ball becomes dead immediately if it touches the ground behind the neutral zone.

6. K's **free** kick (i.e. kickoff) lands on R's 20 yard line, where it remains there. Who may **recover** the kick and **advance**?
- A. R only.
  - B. K only.
  - C. K or R.
  - D. Neither K nor R, since the kick can only be advanced if the ball is caught while it is in flight.
7. A player who is **eligible** at the start of the down:
- A. Remains eligible throughout the down.
  - B. Becomes ineligible once he commits a foul.
  - C. Becomes ineligible the moment he steps out of bounds.
  - D. Becomes ineligible once any other A player other than the quarterback possesses the ball.
8. The coaches area:
- A. Begins two-yards from the sideline and extends back indefinitely.
  - B. Is a two-yard belt between each 25-yard line, where no coaches may stand inside of the area at any time.
  - C. Is a two-yard belt, beginning at the sideline and between each 25-yard line, and becomes a restricted area when the ball is live.
  - D. Is a two-yard belt that runs parallel to the sideline and from goal line to goal line, where a maximum of three coaches may stand during any live or dead ball.
9. When properly placed, the goal line pylon:
- A. Only indicates the goal line and not the sideline.
  - B. Only indicates the sideline and not the goal line.
  - C. Is inbounds at the intersection of the sideline and the goal line.
  - D. Is out of bounds at the intersection of the sideline and the goal line.
10. A player in possession of the ball (the runner) is running down the sideline, in bounds, when the game clock goes to 0:00 and the horn sounds. What should the covering official(s) do?
- A. Let the play go, but throw a flag for delay of game.
  - B. Let the play go until the ball becomes dead by rule.
  - C. Blow the whistle, stop the play, and mark the dead ball spot.
  - D. Let the play go, but throw a bean bag marking the spot of the ball when the clock went to 0:00.
11. During the last play of the third period, you throw your flag for defensive holding. The clock went to 0:00 and the horn sounded during the play. At the end of the down, what should you do?
- A. Pick up the flag, since the penalty cannot be enforced once the time has expired.
  - B. Wait until both teams have switched ends of the field, and then notify the Referee of the flag.
  - C. Wait to see if the Referee asks you if you have thrown a flag, and if he does, tell him. If not, move on.
  - D. Blow your whistle like a maniac to make sure everyone knows to slow down before the Referee officially ends the period by holding the ball above his head.
12. A short **free** kick (onside kick) attempt from travels five yards, where it is touched first by **K40**. The ball continues on for two yards, where it is touched by **K30**. It then travels ten more yards, where it is touched by **R19**. When should the game clock start?
- A. When the ball is legally kicked.
  - B. When the ball is touched by K40.
  - C. When the ball is touched by R19.
  - D. When the ball is touched by K30, since first touching had already occurred.

13. From the list below, identify the one time that the game clock should be **stopped**.
- When a backwards pass hits the ground.
  - When any forward pass—legal or illegal—is incomplete.
  - When a backwards pass is complete, since the ball becomes dead immediately.
  - When any legal forward pass is incomplete, but the clock shall continue to run when an illegal forward pass is incomplete.
14. Who is allowed to call for a charged team time out?
- Only a player.
  - Only the head coach.
  - Any individual standing inside the team box.
  - Any player or the head coach (or the head coach's designee).
15. The runner is tackled **inbounds** and five yards **beyond** the line-to-gain. The covering official(s) should:
- Mark the dead-ball spot with a bean bag, but give no signal.
  - Stop the clock for an officials time out, as first down is declared.
  - Give no signal; simply get the attention of the Referee and inform him that there is a first down.
  - Give only the dead-ball signal and then wind the clock, since the ball became dead inbounds.
16. B intercepts the ball at A's 40-yard line and is immediately tackled with 2:15 remaining in the fourth period. The covering official(s) should:
- Mark the dead-ball spot with a bean bag, but give no signal.
  - Stop the clock for an officials time out, as there has been a change of possession.
  - Give no signal; simply get the attention of the Referee and inform him that there was a change of possession.
  - Give only the dead-ball signal and then wind the clock, since the ball did not become dead inside the last 2:00 of either half.
17. Team A requests, and is granted, a **charged** team time out. Which type of authorized team conference may both teams use?
- An Outside the 9-Yard Mark conference **only**.
  - A Between the 9-Yard Marks conference **only**.
  - Either** an Outside the 9-Yard Mark conference only **or** a Between the 9-Yard Marks conference only.
  - Both** an Outside the 9-Yard Mark conference only **and** a Between the 9-Yard Marks conference only.
18. The clock is stopped by an officials time out for an **injured player**. Which type of authorized team conference may both teams use?
- An Outside the 9-Yard Mark conference **only**.
  - A Between the 9-Yard Marks conference **only**.
  - Either** an Outside the 9-Yard Mark conference only **or** a Between the 9-Yard Marks conference only.
  - Both** an Outside the 9-Yard Mark conference only **and** a Between the 9-Yard Marks conference only.
19. The helmet comes completely off of A34 during the down while he was blocking and **not** in possession of the ball. There was no foul that caused the helmet to come off, and he did not participate any further after the helmet came off. What should the covering official(s) do once the helmet comes off?
- Immediately blow the ball dead and send the A34 off to be replaced for one down.
  - Immediately blow the ball dead and send the A34 off to be replaced until the next change of possession.
  - Let the play continue. Once the ball is dead, blow the whistle for an officials time out, and throw a flag for delay of game.
  - Let the play continue. Once the ball is dead, blow the whistle for an officials time out, and send A34 off to be replaced for one down.

20. A player who exhibits signs, symptoms, or behaviors consistent of a concussion:
- Shall be told to be careful on the field.
  - Shall be immediately removed from the game.
  - May stay in the game if his head coach says it's okay.
  - May stay in the game if he can make it back to his huddle before the play clock expires.
21. After the ball becomes dead during a down, when is the ball next considered to be "ready for play"?
- As soon as the ball becomes dead during a down.
  - When Team A lines up in a formation and has been set for at least one second.
  - When the Umpire is in possession of the ball prior to placing the ball on the ground.
  - When the ball has been placed on the ground by any game official **and** that official has stepped away to his position
22. If the play clock is to be set at **:25**, when is the ball considered to be "ready for play"?
- As soon as the ball is placed on the ground.
  - When any official is in possession of the ball.
  - As soon as eleven players from each team are "between the numbers".
  - When the ball has been placed on the ground and the Referee gives the ready-for-play signal.
23. B40 is attempting to leave the field prior to the snap, as he represents the 12th player on the field. He is still running towards the sideline **at the snap**. What should the covering official(s) do?
- Let the snap go off, but throw the flag for illegal substitution.
  - Blow the whistle at the snap to kill the play, and throw the flag.
  - Ignore it, as the player is not doing anything wrong and likely won't impact the play.
  - Let the snap go off, and only throw the flag if the player is still on the field when the ball becomes dead.
24. Once a ball becomes live by either a snap or free kick, the ball **remains live** until:
- A foul occurs.
  - The down ends.
  - B secures possession.
  - Either team calls for, and an official grants, a charged team time out.
25. One of the following occurs **before** the ball becomes live:
- A player snaps or kicks the ball before the ready-for-play.
  - The ball is snapped illegally.
  - There is any other snap infraction.
  - There is a dead-ball foul.
- What happens in all of these cases?
- The ball remains dead and both teams are allowed a "do-over".
  - The ball is allowed to become live, and all fouls are administered after the ball next becomes dead.
  - The ball is allowed to become live, and A is given choices only if they lose yardage; B is given choices only if A gains yardage.
  - The ball remains dead, the covering official blows his or her whistle and throws a flag for the foul, and any penalties are administered.
26. The ball is lying on the ground after it was fumbled during a scrimmage down by A34. **A89** and **B23** both dive and attempt to recover the ball. They both end up on the ground, sharing possession of the ball. What is the status of the ball?
- The ball remains live until one player wrestles sole possession of the ball.
  - The ball remains live until one of the players has only one hand on the ball.
  - The ball becomes dead only after three or more players touch the ball and attempt to gain possession.
  - The ball becomes dead immediately, as this is considered simultaneous possession. The ball belongs to A.

27. When a live ball goes **out of bounds**:
- A. The ball becomes dead immediately.
  - B. The ball remains live, unless it was the result of an incomplete pass.
  - C. The ball remains live until a player or non-player secures possession.
  - D. The ball becomes dead only after no player attempts to secure possession
28. When the ball hits the **pylon**, it is:
- A. In bounds in the field of play.
  - B. In bounds behind the goal line.
  - C. Out of bounds in the field of play.
  - D. Out of bounds behind the goal line.
29. Runner A34 runs down the sideline, barley staying in bounds the entire way. At the five-yard line, he reaches the ball across the sideline, and continues to do so as he crosses the goal line. the ball crosses the goal line extended. How should this be ruled?
- A. The ball is dead the moment the runner reaches it across the sideline.
  - B. Touchdown, as the player maintained contact with the ground in bounds and the ball crossed the front plane of the goal line extended, even if it was across the sideline.
  - C. The runner is allowed to reach the ball across the sideline, but must bring it back in bounds at his first opportunity. Since he didn't, the ball is dead at the spot the ball crossed the sideline.
  - D. The ball remains live as long as the runner has not crossed the goal line. However, the runner must have the ball in bounds while he carries it across the goal line, so it is placed on the one-inch line.
30. Runner A34 runs down the sideline towards his opponent's goal line. At the five-yard line, he leaves his feet and dives for the corner of the end zone. While the runner is in mid-air, the ball crosses the sideline at the one-yard line, then continues to advance until it crosses the goal line extended while out of bounds. How should this be ruled?
- A. The ball is dead the moment it crossed the sideline while the runner was airborne.
  - B. Touchdown, as the runner maintained contact with the ground in bounds before he dove and the ball crossed the front plane of the goal line, even if it was across the sideline.
  - C. The ball remains live as long as the runner has not crossed the goal line. If the ball is out of bounds but crosses the goal line before any part of the runner's body does, it is a touchdown.
  - D. The deciding factor is whether or not the airborne runner lands completely in bounds. If he does, it is a touchdown. If he doesn't, the ball is placed at the spot the runner last touched in bounds prior to going airborne.
31. When the ball is kicked for a free kick, R45 is **beyond** his team's free kick line, meaning he is **closer** than ten yards from where the ball was kicked. What should the covering official(s) should:
- A. Throw the flag, but let the play continue.
  - B. Blow the whistle to kill the play and throw the flag.
  - C. Let the play go and throw the flag only if the ball travels past the player who encroached.
  - D. Throw a bean bag on the spot the player was standing at the time of the kick, and let the play go.
32. What should the covering officials do if any **K** player catches or recovers a **free** kick?
- A. Nothing.
  - B. Throw the flag for illegal touching and let the play continue.
  - C. Blow the whistle and stop the clock, as the ball becomes dead immediately.
  - D. Let the play continue, as the ball remains live unless it is otherwise dead by rule.

33. What should the covering officials do if any **K** player touches a **free** kick before it crosses R's free kick line **and** before it touches an R player?
- A. Start the clock.
  - B. Throw a flag and signal to stop the clock.
  - C. Start the clock, throw the flag for illegal touching, and let the play continue.
  - D. Mark each spot of first touching with a bean bag, but do not start the clock until the ball is legally touched by R or K.
34. A free kick is kicked out of bounds, **untouched by R**. What should the covering official(s) do once the ball goes out of bounds?
- A. Yell to the Referee that the ball went out of bounds.
  - B. Throw a bean bag at the spot the ball last touched in bounds, wind the clock one full wind, then signal to stop the clock.
  - C. Throw the flag anywhere on the field of play, since the spot where the ball went out of bounds is irrelevant, and remain stationary.
  - D. Throw the flag at the spot where the ball went out of bounds and signal to stop the clock. Report the foul to the Referee.
35. When can **K** catch or recover—**and** advance—a **scrimmage** kick and advance when it is **not** a try?
- A. Never.
  - B. When K catches or recovers the kick beyond the neutral zone.
  - C. When K catches or recovers the kick in or behind the neutral zone.
  - D. When any K player numbered 0-49 or 80-99 catches or recovers the kick anywhere on the field of play.
36. What should the covering officials do if any **K** player catches or recovers a **scrimmage** kick **beyond** the neutral zone?
- A. Throw the flag for illegal touching and let the play continue.
  - B. Blow the whistle and stop the clock, as the ball becomes dead immediately.
  - C. Simply let the play continue, as the ball remains live until the K player is "downed".
  - D. Throw a bean bag at the spot of the catch or recovery by K and let the play continue.
37. What should the covering officials do if any **K** player touches a **scrimmage** kick beyond the neutral zone **and** before it touches an **R** player beyond the neutral zone?
- A. Start the clock.
  - B. Throw a flag and signal to stop the clock.
  - C. Start the clock, throw the flag for illegal touching, and let the play continue.
  - D. Mark each spot of first touching with a bean bag and let the play continue until the ball becomes dead by rule.
38. K's **kickoff** lands on R's 3-yard line, where it bounces into the end zone untouched. What should the covering official(s) do?
- A. Throw a bean bag at the 3-yard line and let the play continue.
  - B. Kill the play once the ball breaks the plane of R's goal line, since this is a touchback.
  - C. Let the play continue. If R gains possession, they may advance the ball. If K gains possession, it's a touchdown.
  - D. Wait until R gains possession of the ball before killing the play, since it becomes dead only when R possesses the ball in their own end zone.
39. Which of the following may **K** advance?
- A. A free kick recovered anywhere by K.
  - B. A scrimmage kick jointly recovered by K and R anywhere.
  - C. A scrimmage kick recovered by K beyond the neutral zone.
  - D. A scrimmage kick recovered by K in or behind the neutral zone.

40. When may K bat, catch, muff, or touch a **scrimmage** in flight beyond the neutral zone?
- A. Only when K is losing.
  - B. Only during the last 2:00 of each half.
  - C. When there is no R player in position to catch the ball.
  - D. When there are no R players between the hash marks.
41. Which part of the snapper's body may be beyond the foremost part of the ball?
- A. Feet.
  - B. Head.
  - C. Shoulders.
  - D. Hand(s), but only if touching the ball.
42. The snapper begins the backward motion of the snap, but stops before the ball reaches the quarterback's hands. What should the officials do?
- A. Nothing.
  - B. Throw the flag, but let the play continue, as this is a live-ball foul.
  - C. Blow the whistle, throw the flag, and kill the play, since this is a dead-ball foul.
  - D. Wait to see if a B player encroaches, as this is not a foul unless it causes B to encroach.
43. B99 jumps into the neutral zone while the quarterback is yelling signals and before the snap. What should the officials do?
- A. Nothing.
  - B. Throw the flag, but let the play continue, as this is a live-ball foul.
  - C. Blow the whistle, throw the flag, and kill the play, since this is a dead-ball foul.
  - D. Throw the flag **only if** B99 is not able to get back onto his side of the neutral zone before the snap.
44. A75 is in a three-point stance, but flinches (simulates the snap) before the snap. What should the officials do?
- A. Nothing.
  - B. Throw the flag **only if** A75's action causes any B player to encroach.
  - C. Throw the flag immediately, but let the play continue, as this is a live-ball foul.
  - D. Blow the whistle, throw the flag, and kill the play, since this is a dead-ball foul.
45. Identify where all players of **A** who participated in the previous play **and** all substitutes must be—at least momentarily—after the ready-for-play **and** before the snap.
- A. In the huddle.
  - B. Anywhere on the field.
  - C. Inside the hash marks.
  - D. Between the nine-yard marks.
46. Snapper A75 commits a snap infraction. Explain how this should be officiated.
- A. Only throw the flag if the infraction causes B to encroach.
  - B. Throw the flag but let the play go off. This is considered a foul at the snap.
  - C. Blow the whistle, throw the flag, and kill the play. This is considered a dead-ball foul.
  - D. Only throw the flag if the ball does not touch a back or the ground before being touched by a lineman.
47. At the snap, A may have no more than \_\_\_\_\_ players in the backfield.
- A. 3
  - B. 4
  - C. 5
  - D. 6

48. At the snap, when **not** in a scrimmage kick formation, A must have at least \_\_\_\_\_ players on the line numbered 50-79.
- A. 3
  - B. 4
  - C. 5
  - D. 6
49. At the snap, how many A players may **legally** be in motion?
- A. 1
  - B. 2
  - C. 3
  - D. None.
50. After a huddle or shift, how many A players must come to a complete stop for at least one second before the snap?
- A. All.
  - B. None.
  - C. All but one.
  - D. All but two.
51. Who is allowed to throw a **backwards** pass?
- A. No player is ever allowed to pass the ball backwards at any time.
  - B. All players are allowed to throw a backwards pass at any time during the down.
  - C. Only A is allowed to pass the ball backwards, but it must be after a change of possession.
  - D. Only B is allowed to pass the ball backwards, but it must be after a change of possession.
52. Who is allowed to **advance** a backwards pass when it is caught or recovered?
- A. No player is allowed to advance a backwards pass when it is caught or recovered.
  - B. Only A players are allowed to advance a backwards pass when it is caught or recovered.
  - C. Only B players are allowed to advance a backwards pass when it is caught or recovered.
  - D. All A and all B players are allowed to advance a backwards pass when it is caught or recovered.
53. How many **forward** passes are allowed during a down?
- A. 0
  - B. 1
  - C. 2
  - D. Unlimited.
54. Which of the following is an example of an **illegal** forward pass?
- A. A pass thrown from a player's own end zone.
  - B. A pass thrown after a change of team possession.
  - C. A pass thrown by any player other than the "quarterback".
  - D. A pass thrown by any player not numbered 1-49 or 80-99.
55. In order for an **airborne** receiver to complete a catch, which of the following must he do? (For this question, assume forward progress does **not** factor into the play.)
- A. He must possess the ball in the air and contact the ground inbounds with both feet.
  - B. He must make first contact with the ground inbounds with any part of his body and in possession of the ball.
  - C. He must simply possess (control) the ball while he is in the air above inbounds territory. He may land either inbounds or out of bounds.
  - D. Since he first possessed the ball while in the air, it can never be ruled a completed pass. The ball becomes dead the moment the receiver first contacts the ground.

56. Which **A** players are eligible to catch a forward pass?
- A. All A players are eligible to catch a forward pass.
  - B. All players numbered 0-49 and 80-99, regardless of where they are lined up at the snap.
  - C. All A players who are lined up behind the player who receives a direct snap regardless of their number.
  - D. All A players who are numbered 0-49 or 80-99 and who, at the time of the snap, are either on the end of the line or in the backfield.
57. When and where can **pass interference** occur?
- A. Anywhere on the field, and on any type of pass.
  - B. On any pass, anywhere on the field, but only when A or B has a chance to catch the ball.
  - C. On any forward pass, legal or illegal, thrown into an area unoccupied by an eligible receiver.
  - D. Only beyond the neutral zone, and only on a legal forward pass that crosses the neutral zone, untouched by B in or behind the neutral zone.
58. When do pass interference restrictions on a legal forward pass **begin** for **A**?
- A. At the snap.
  - B. On the ready-for-play.
  - C. When the ball leaves the passer's hand.
  - D. When it is clear the quarterback will throw the ball and not hand it off.
59. When do pass interference restrictions on a legal forward pass **begin** for **B**?
- A. At the snap.
  - B. On the ready-for-play.
  - C. When the ball leaves the passer's hand.
  - D. When it is clear the quarterback will throw the ball and not hand it off.
60. When do pass interference restrictions on a legal forward pass end for all **eligible A** players and **all B** players?
- A. When the passer leaves the pocket.
  - B. When the ball is touched by any player.
  - C. When the ball crosses the neutral zone.
  - D. When the thrown ball has traveled ten yards.
61. Which of the following may be the "victim" of pass interference on a legal forward pass?
- A. Only an eligible receiver beyond the neutral zone.
  - B. Only an eligible receiver in or behind the neutral zone.
  - C. Both eligible and ineligible receivers beyond the neutral zone.
  - D. Both eligible and ineligible receivers in or behind the neutral zone.
62. How should the covering official rule when unavoidable contact occurs between two or more eligible receivers are making a simultaneous, bona-fide attempt to move toward, catch, or bat a legal forward pass?
- A. This is always a foul on B.
  - B. There is no foul for pass interference.
  - C. He or she should throw a flag for offsetting pass interference fouls.
  - D. He or she must determine who initiated the contact and flag that player for pass interference.
63. When can **ineligible** A players advance beyond the expanded neutral zone on a legal forward pass?
- A. When the legal forward pass crosses the neutral zone.
  - B. When the legal forward pass that crosses the neutral zone is in flight.
  - C. When the legal forward pass that crosses the neutral zone is caught by any player.
  - D. When the legal forward pass that crosses the neutral zone is touched by any player.

64. When has an **ineligible** A player **illegally touched** a forward pass prior to it being touched by B?
- A. When he bats, muffs, or catches it anywhere on the field.
  - B. When he bats, muffs, or catches it behind the neutral zone.
  - C. When he bats, muffs, or catches it beyond the neutral zone.
  - D. When he is touched by the ball, whether he attempted to possess the ball or not.
65. During a **two-point try**, A34 fumbles and the ball is recovered by B49 without his knee touching the ground. What should the covering official(s) do?
- A. Since the ball becomes dead whenever B gains possession of the ball during a try, blow the play dead immediately.
  - B. Since by rule the try ends when A loses possession of the ball, blow the play dead the moment A34 fumbles the ball.
  - C. Since this is considered first-touching by B, throw the bean bag at the spot B first touched the ball, then let the play continue.
  - D. Since the ball remains live when B gains possession of the ball during a try, let the play go on until the ball next becomes dead.
66. How does a ball become **live**?
- A. The ball is spotted.
  - B. Legal snap or free kick
  - C. The ready-for-play is blown.
  - D. Possession of a kick or possession of a snap
67. What is the **field of play**?
- A. The area within the boundary lines.
  - B. The area within the sidelines and the goal lines.
  - C. The areas bounded by the goal lines and the end lines.
  - D. The areas bounded by the sidelines, the hash marks, and the goal lines.
68. What is meant by the term "**illegal touching**"?
- A. Any A player touches a forward pass prior to the ball crossing the neutral zone.
  - B. A forward pass touches an ineligible A player, purposely or accidentally, anywhere on his body.
  - C. Any A player, other than the player under the snapper or in the shotgun formation, first touches the snap.
  - D. An ineligible A receiver intentionally touches a forward pass by batting it, muffing it, or catching it before it is touched by any B player.
69. What is the difference between a **personal** foul and an **unsportsmanlike** foul?
- A. A personal foul always includes contact, while an unsportsmanlike foul involves behavior, but no contact.
  - B. Only players can commit personal fouls, while only non-players can commit unsportsmanlike fouls.
  - C. A player can receive an unlimited number of unsportsmanlike fouls and not be ejected, but only two personal fouls before he is ejected.
  - D. There is no difference between a personal foul and unsportsmanlike foul; they both concern inappropriate behavior and officials do not need to differentiate between the two.
70. Illegal helmet contact:
- A. Is always targeting.
  - B. Can never occur against a runner.
  - C. Can only occur against a defenseless player.
  - D. Can occur against any opponent and is not limited to a player attempting to make a tackle.

71. In order for there to be a “horse-collar” foul:
- A. The ball must be live.
  - B. The runner must be in possession of the ball.
  - C. The opponent must subsequently pull the runner to the ground upon grabbing the horse collar.
  - D. The opponent must pull the runner to the ground within two seconds of grabbing hold of the collar.
72. In order for there to be a “horse-collar” foul:
- A. The opponent must pull the runner down sideways.
  - B. The opponent must pull the runner down backwards.
  - C. The opponent must pull the runner down either backwards or sideways.
  - D. The opponent can pull the runner down to the ground in any direction— forwards, backwards, or sideways.
73. In order for there to be a “horse-collar” foul:
- A. The opponent can grab any part of the collar of the jersey or shoulder pads: the front, the back, or the side.
  - B. The opponent must grab the jersey or shoulder pads by either the inside back or side collar, or the nameplate area, which is directly below the back collar.
  - C. The opponent must grab only the back or side collar, or nameplate, of the jersey. The shoulder pads never come into play when ruling on a horse-collar tackle.
  - D. The opponent can grab any part of the collar—the front, the back, or the side; or the nameplate area—the area directly below the back collar or directly below the front collar.
74. When may a player **clip** an opponent?
- A. Never.
  - B. Anytime, provided the clip occurs behind the line of scrimmage.
  - C. When the clip is inside the free-blocking zone, provided the opponent was on the line of scrimmage at the snap.
  - D. To ward off a blocker, to attempt to reach a runner, or to catch or recover a loose ball that he may legally possess, provided the block occurs above the waist.
75. When may a player—along with a teammate—**chop block** an opponent?
- A. Never.
  - B. Anytime, provided both blocks to the opponent occur on the front of the opponent’s body.
  - C. When both blockers are inside the free-blocking zone, provided the opponent was on the line of scrimmage at the snap.
  - D. To ward off a blocker, to attempt to reach a runner, or to catch or recover a loose ball that he may legally possess, provided the first block occurs above the waist.
76. Which of the following is an instance of when a player may legally **block** an opponent **in the back**?
- A. At any time, and anywhere on the field.
  - B. Anywhere outside the free-blocking zone.
  - C. At any time, and at any place on the field of play, as long as the block is initiated with the hands.
  - D. To ward off a blocker, to attempt to reach a runner, or to catch or recover a loose ball that he may legally possess, provided the block occurs above the waist.
77. Which of the following is an instance of when a player may legally block an opponent **below the waist**?
- A. To tackle a runner, or a player pretending to be a runner.
  - B. To “take out” a defender, as a blocker, beyond the line of scrimmage, as long as the blocker lined up in the free-blocking zone.
  - C. To “take out” a blocker, as a defender, beyond the line of scrimmage, as long as the defender lined up in the free-blocking zone.
  - D. At any time, and anywhere on the field, as long as the block occurs to the front of the opponent and not to the back of the opponent.

78. K's punt bounces at R's 5-yard line, where it bounces up and touches R35 on the shoulder at R's 3-yard line. The ball then lands in R's end zone. How should the covering official(s) rule this play?
- A. The ball should be blown dead as soon as it hits R35's shoulder.
  - B. The ball should be blown dead as soon as it lands in the end zone.
  - C. The ball should be blown dead as soon as it crosses the front plane of R's goal line.
  - D. The official should let the play continue, as the ball remains live until it is touched by any player.
79. Which of the following is considered a **new** force:
- A. The muff of a kick in flight.
  - B. The batting of a pass in flight.
  - C. The batting of a fumble in flight.
  - D. The batting of a grounded fumble.
80. When is force is relevant?
- A. Only when the ball is in possession of a runner.
  - B. Only on legal forward passes that cross the front plane of the goal line.
  - C. Only on plays where the ball moves from the end zone into the field of play.
  - D. Only on plays where the ball moves from the field of play into the end zone.
81. What happens when B secures possession of the ball during a **try**:
- A. B has committed a foul.
  - B. The ball becomes dead immediately.
  - C. It is B's ball, 1st-and-10, from B's 20-yard line.
  - D. The ball remains live and B can attempt to score.
82. What must happen in order for a **field goal** to be successful:
- A. Any part of the ball must pass through the inside of the uprights extended.
  - B. The ball must pass through the uprights but does not have to pass above the crossbar.
  - C. The entire ball must pass through the inside of the uprights extended and above the crossbar.
  - D. The ball must pass through the uprights but it cannot pass through at a height greater than the top of the uprights.
83. Who can score during a **try**?
- A. Only A can score.
  - B. Only B can score.
  - C. Either A or B can score.
  - D. Neither A nor B can score.
84. In order for a runner (a player in possession of the ball) in contact with the ground to score a touchdown, what must happen?
- A. One foot must cross the plane of the opponent's goal line.
  - B. His head must cross the plane of the opponent's goal line.
  - C. The ball must cross the plane of the opponent's goal line extended.
  - D. Any part of his body must cross the plane of the opponent's goal line.
85. Possession of a live ball in the **opponent's** end zone is:
- A. Always ignored.
  - B. Always a safety.
  - C. Always a touchback.
  - D. Always a touchdown.
86. What happens when an **illegal** forward pass is caught by any player?
- A. The ball remains live, and the ball may be advanced.
  - B. The pass is ruled complete, but the ball becomes dead immediately.
  - C. The pass is ruled incomplete, and the ball becomes dead immediately.
  - D. The ball remains live, but the ball may only be advanced by B and not A.

87. What happens when a **backwards** pass hits the ground, untouched by any player?
- A. The ball is dead, and the pass is ruled incomplete.
  - B. It is a foul for an illegal pass, and the offended team has options.
  - C. The ball is still live, and can be recovered and advanced by any player.
  - D. The ball is still live, but can only be recovered and advanced by an eligible receiver.
88. Which of the following would be considered **illegal motion**?
- A. QB A12 backing up into the shotgun formation at the snap.
  - B. B55 moving laterally along the line of scrimmage at the snap.
  - C. All players of A not coming to a complete stop after a huddle.
  - D. A89, while in motion, steps towards the line of scrimmage before the snap.
89. A55 is lined up in A's backfield, four yards behind his line of scrimmage. What is he allowed to do?
- A. He is considered a back. He may carry the ball, and he is an eligible receiver.
  - B. He is considered a back, but because of his number, he may not carry the ball.
  - C. He is considered a back. He may carry the ball, but he is not an eligible receiver.
  - D. He is considered a lineman because of his number. He may not carry the ball, and he is not an eligible receiver.
90. Which of the following is a **live-ball foul at the snap**, which causes the ball to remain live?
- A. Encroachment.
  - B. Snap infraction.
  - C. Illegal formation.
  - D. Disconcerting acts or words prior to the snap.
91. Which of the following is a **dead-ball foul** that causes the ball to remain dead?
- A. False start.
  - B. Illegal shift.
  - C. Illegal motion.
  - D. Illegal formation.
92. Which one of the following would be considered **pass interference**?
- A. Contact by B away from the direction of the pass.
  - B. Contact by A is immediately made on a B lineman and the contact does not continue beyond the expanded neutral zone.
  - C. Unavoidable contact occurs when two or more eligibles are making a simultaneous, bona fide attempt to move toward, catch, or bat a pass.
  - D. Any A or B player who is beyond the neutral zone interferes with an eligible opponent's opportunity to move toward, catch, or bat the pass.
93. A **valid** fair catch signal is one in which any R player:
- A. Holds one or both arms in place and extended above his head.
  - B. Simply gets at least one hand above his head at any time during the kick.
  - C. Waves one arm, laterally and extended at full-arm's length, above his head.
  - D. Waves both arms while both hands are located anywhere above his shoulders.
94. Who may signal for a fair catch of any **legal** kick?
- A. Any R player.
  - B. Only the deepest R player.
  - C. Only those R players numbered 1-49 or 80-99
  - D. Only those R players not on the line of scrimmage at the time the ball is kicked.

95. A free kick is kicked downfield and hits the ground. R attempts to recover the kick, but muffs it out of bounds. What should the covering official(s) do once the ball goes out of bounds?
- Yell to the Referee that the ball went out of bounds.
  - Throw a bean bag at the spot the ball last touched in bounds, wind the clock one full wind, then signal to stop the clock.
  - Throw the flag at the spot where the ball went out of bounds, then run to the flag and hold the spot. The official should also signal to stop the clock to signal the ball is dead.
  - Start the clock when R touches it, then stop it when the ball goes out of bounds and run to mark the spot where the ball went out of bounds. This is not a foul since R touched the ball before it went out of bounds.
96. At the time the ball is kicked on a free kick, how many K players must be on each side of the kicker?
- At least one.
  - At least four.
  - At least five.
  - No more than four.
97. K's and R's free kick lines are \_\_\_\_\_ ten yards apart.
- Never
  - Rarely
  - Always
  - Sometimes
98. What is the proper mechanic for throwing a flag for a **live-ball** foul?
- Drop it at your feet, as the spot of the foul does not matter.
  - Throw it on a line to the spot of the foul, as the spot is significant.
  - Toss it as high in the air as humanly possible, as the spot of the foul does not matter.
  - Flick it forward a couple of yards in front of you, as long as you get it on the yard line of the foul.
99. What is the proper mechanic for signaling a touchdown?
- Always signal while stationary and straddling the goal line, after seeing the ball cross the goal line.
  - It is okay to signal while running down the field if the ball crosses the goal line before you get there.
  - It is okay to stop and signal touchdown from anywhere on the playing field if it is clear and obvious that a touchdown was scored.
  - It is always best to signal immediately, as everyone needs to know as soon as possible, even if you are not sure if the ball crossed the goal line.
100. What is the proper mechanic for throwing the flag on any **dead-ball** foul?
- Drop it at your feet.
  - Throw it on a line to the spot of the foul.
  - Toss it as high in the air as humanly possible.
  - Flick it forward a couple of yards in front of you.

**THANK YOU! AND BEST OF LUCK THIS SEASON!**

If you ever need anything, do not hesitate to reach out to us. Please take our contact information down before you turn in this exam.

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