

## 2017 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!**

7/29/2017

1. A game cannot begin unless both teams have eleven (11) players.
2. If there is no specific rule that covers a game situation, the Referee has authority to rule promptly and in the spirit of good sportsmanship.
3. The jersey must completely cover the shoulder pads and all pads worn above the waist or on the torso.
4. The coaches' area is a minimum of a 2-yard belt between the front of the team box and the sideline, and it becomes a restricted area when the ball is live.
5. Receiver, A8, is airborne near B's goal line when he possesses A1's legal forward pass on 2<sup>nd</sup> and goal to go. While airborne, A8's foot first touches the goal line pylon. **RULING:** Incomplete pass.
6. Defensive players may push, pull or ward off an opponent in order to allow a teammate to have an actual attempt to get at the runner or loose ball, if such contact is not pass interference, a personal foul or illegal use of the hands.
7. Blocking below the waist is making initial contact below the waist from the front or side against an opponent other than a player in possession of the ball.
8. Unless the official sees the initial contact, clipping, and or blocking in the back shall not be called.
9. Loss of down occurs when the game officials forget what the proper down number should be.
10. After the ready-for-play signal has been given, Team A approaches the line of scrimmage. After Team A is set, the snapper places his right hand on the ball and his left hand on the ground beyond the nose of the ball. **RULING:** No foul.

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11. Fighting, pushing, pulling and tripping are examples of unsportsmanlike conduct fouls.
12. 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.
13. A live ball is always in possession of a player.
14. Disqualification of a player is not a foul.
15. By mutual agreement of the opposing coaches and the Referee, any remaining period may be shortened at any time or the game terminated.
16. The three-minute warm up period is optional.
17. During a down in which time expires in the 1<sup>st</sup> period, an official inadvertently sounds his whistle. **RULING:** The period shall be extended.
18. During the down in which time expires in the 2<sup>nd</sup> period, B1 tackles A2 by the face mask. At the snap, Team A had only six (6) men on the line of scrimmage. **RULING:** The period shall be extended.
19. During the down in which time expires in the 3<sup>rd</sup> period A1 is flagged for offensive pass interference. Team B accepts the penalty. **RULING:** The period shall not be extended.
20. Team A has 8 men (A1-A8) on their line of scrimmage (*all numbering requirements are met*). A8, without committing a false start, goes in motion parallel to the line of scrimmage and is 5-yards deep when the ball is snapped. **RULING:** Legal, no foul has occurred.
21. Replaced players shall begin to leave the field within five (5) seconds.
22. During a play, the QB's chinstrap breaks. The Referee sends the QB off the field and tells the Head Coach that the QB must sit out for one down. (*there is no blood, no signs or symptoms of a concussion, no delay in marking the ball ready, etc.*) **RULING:** This is the correct ruling.
23. The Referee has authority to correct obvious errors in timing at any time.
24. After a safety, a free kick shall put the ball in play.
25. After being put in play, the ball remains live until the down ends.
26. The ball becomes dead and the down is ended when any forward pass, legal or illegal, is simultaneously caught by opposing players.
27. When a prosthetic limb comes completely off the player in possession of the ball, the ball becomes dead and the down is ended.
28. An inadvertent whistle ends the series of downs.

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29. A blindside block is a block against an opponent, other than the runner, who does not see the blocker approaching.
30. A game official shall indicate that the ball remains dead by sounding his whistle immediately when a foul occurs before or simultaneously with the snap.
31. When a penalty is accepted with less than two (2) minutes remaining in either half, the offended team will have the option to start the game clock on the snap.
32. During the pre-game meeting of the crew of officials and the Head Coaches, Team A's Head Coach designates his offensive coordinator as the one who will request time outs during the game. When the teams return to the field following halftime, Team A's Head Coach informs the Referee that he will now be the one who requests timeouts. **RULING:** Legal
33. When a team's permissible charged time outs have been used, the captain and the head coach should be notified.
34. Failure to properly wear legal or required player equipment when the ball is about to become live is a delay of game foul.
35. If an error has been made in the number of a down, the Referee shall 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 a period.
36. Unless first touched by R beyond the neutral zone, if the kickers recover any scrimmage kick in or behind the neutral zone, the ball remains live and belongs to K and the down counts.
37. If a double foul occurs during a down, the number of the next down is the same as that of the down in which the fouls occurred.
38. If a team captain requests a measurement, the Referee shall always grant the request.
39. To start a new series of downs after a fourth down incomplete pass, the ball is placed at the previous spot so the rear point becomes the foremost point.
40. An attempt to hand the ball forward is a foul.
41. At the time the ball is kicked for a free kick, a least four (4) K players must be on each side of the kicker.
42. The free kick lines are always 10 yards apart.
43. After the ball is marked ready for play, and until the ball is kicked, no K players, other than the kicker, may be more than 5 yards behind the kicking team's free-kick line.

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44. A pop-up kick is a free-kick in which the kicker drives the ball immediately into the ground, the ball strikes the ground once and goes into the air in the manner of a ball kicked directly off the tee. A pop-up kick is illegal (*a free kick infraction foul*) and the play shall be blown dead immediately.
45. In order to execute a legal scrimmage kick, it is necessary for the kicking team to be in a scrimmage kick formation.
46. Any K player may catch or recover any scrimmage kick while it is in or behind the neutral zone and advance.
47. On 4<sup>th</sup> and 10 from his own 20, K1 punts the ball to R4, who is standing on his own 40. R4 muffs the kick and K8 catches the muff at R's 40 and advances across R's goal line for a touchdown. **RULING:** The touchdown is negated, but the ball remains in Team K's possession at R's 40; first down and 10 for Team K.
48. First touching applies to both K and R.
49. The touching of a low scrimmage kick by any player is ignored if the touching is in or behind the expanded neutral zone.
50. 4<sup>th</sup>-10 at B's 20-yard line. B1 intercepts a pass and returns the ball for a touchdown. Team B successfully kicks the try for point. Team B then lines up for the kickoff and the kick results in a touchback. At this point, the LJ informs the Referee that B1 had scored on a 5th down play. This is confirmed by the Referee. **RULING:** The Referee can (*and shall*) nullify the scores (*touchdown & try*) and revert to 1<sup>st</sup>-10 for Team B at B's 20-yard line.
51. The neutral zone may expand into the end zone.
52. Joint possession of a scrimmage kick by opponents, inbounds, belongs to the receiving team.
53. K1's field goal attempt from R's 1-yard line is a low line drive which caroms off K7, who is standing 1 yard into R's end zone. The kick continues in flight and crosses above the crossbar. **RULING:** The field goal is successful.
54. A free kick which becomes dead in R's end zone always results in a touchback, unless a field goal is scored.
55. Any receiver who has given a valid or invalid fair catch signal is prohibited from blocking until the down has ended.
56. R1 gives a valid fair catch signal, but he muffs the kick which is caught by R2. **RULING:** No fair catch, however the ball becomes dead immediately.
57. After a valid or invalid fair catch signal by any receiver, no receiver may advance the kicked ball.

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58. Blocking after giving a valid or invalid fair catch signal is a 10-yard penalty.
59. A free-kick may not be advanced by K.
60. The game clock shows 0.01 remaining in the 4<sup>th</sup> period and the score is **A-13** and **B-12**. Team A has the ball 4<sup>th</sup> and 3 on A's 10-yard line. The clock had been stopped for Team B's final timeout. QB, A1, lines up 5 yards deep and takes the snap and kneels for the perceived final play. The clock shows 0.00. After the play and prior to the Referee holding the ball above his head to indicate the game is over, the LJ informs the Referee that a 5<sup>th</sup> down had been given to Team A. The Referee confirms that the LJ is correct. **RULING:** The Referee has authority to revert to where the ball was prior to the 5<sup>th</sup> down and it becomes B's ball, 1<sup>st</sup> and goal with 0.01 showing on the clock.
61. There can be more than one spot of first touching.
62. After the ball has been marked ready for play, each player of A who participated in the previous down and each substitute of A and B must have been, momentarily, between the 9-yard marks before the snap.
63. There is no way for a down to begin without a legal snap.
64. The foul for teammates participating while wearing identical numbers is illegal numbering. This is a dead ball foul with a 5-yard penalty enforced from the succeeding spot.
65. Any player may hand or pass the ball backward at any time.
66. Only one legal forward pass may be thrown during a down.
67. A forward pass, legal or illegal, is complete and the ball may be advanced when caught by any player of A or B.
68. Pass eligibility rules apply equally to legal and illegal forward passes.
69. A player who is eligible to catch a forward pass at the start of the down, remains eligible throughout the down.

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70. The down box and chains indicate 4<sup>th</sup> down from the 50-yard line. QB, A1, takes the snap and hands off to A2 who runs for 11 yards and an apparent 1<sup>st</sup> down. During the play, A7 slugs B6 in the helmet. After the play is over, the Head Coach of Team B asks for, and is granted, a timeout to discuss the play. B's Head Coach tells the Referee that the play just run was 5<sup>th</sup> down. After conferring, the officials agree. The Referee then informs the Head Coach of Team A that a mistake had been made and the ball would revert back to 50-yard line and it would be B's ball 1<sup>st</sup> and 10. The officials place the nose of the ball at the 50 and are about to mark it read for play when Team B's Head Coach again requests a time out and he asks the Referee why isn't A7's foul for fighting enforced. Again, the officials confer and decide that the foul should be enforced before B is awarded the first down. The officials then eject A7 for fighting. **RULING:** The officials have correctly handled this most unfortunate situation.
71. On a legal forward pass, that crosses the neutral zone, pass interference restrictions begin for Team A when the ball is snapped, and for Team B when the ball leaves the passer's hand.
72. An ineligible is not illegally downfield if, at the snap, he immediately contacts a Team B lineman and the contact does not continue beyond the expanded neutral zone.
73. The penalty for illegal touching is 5-yards and loss of down and it is enforced from the basic spot under the all-but-one principle.
74. Illegal participation fouls committed by R during a scrimmage kick can be enforced as PSK fouls.
75. The horse-collar foul is enforced as a live ball foul.
76. Possession of a live ball in the opponents end zone is not always a touchdown.
77. Team A scores a touchdown, but during the down, B1 is flagged for a personal foul.  
**RULING:** Team A may accept the results of the play and choose to have the penalty enforced on the try or subsequent kickoff.
78. The try is a scrimmage down which is neither timed nor numbered.
79. The try begins when the ball is legally snapped.
80. With 38 seconds remaining in the 2<sup>nd</sup> period, Team A has the ball 1<sup>st</sup> and 10 at B's 31-yard line. A1 runs for 7 yards and is tackled inbounds by the face mask. Team A accepts the penalty, moving the ball to B's 12-yard line with 31 seconds remaining. Team A elects to have the clock started on the ready-for-play. A1 runs the ball again for no gain because an official inadvertently sounds his whistle. Team A chooses to replay the down, but requests that the clock start on the snap since that was an option on the original down. **RULING:** The request should be granted.

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81. During a try by Team A, Team B may score, by returning a fumble or interception for a "touchdown."
82. If during a successful try, a loss of down foul by Team A occurs, there is no score and the down is replayed.
83. The accidental touching of a loose ball by a player who is blocked into the ball may be considered a new force.
84. When a defensive player intercepts an opponent's forward pass; intercepts or recovers an opponent's fumble or backward pass; or an R player catches or recovers a scrimmage kick or free kick between his 5-yard line and his goal line, and his original momentum carries him into the end zone where the ball is declared dead in his team's possession or it goes out of bounds in the end zone, the ball belongs to the team in possession at the spot where the pass or fumble was caught or the kick was caught or recovered.
85. An offensive player shall not push, pull or lift the runner to assist his forward progress. This is considered helping the runner and results in a 5-yard penalty.
86. If the runner grasps a teammate, it is illegal use of the hands and a 10-yard penalty.
87. The kicker or place-kick holder of a free kick may not be blocked before he has advanced 5 yards beyond his free-kick line or the kick has touched the ground or any other player.
88. Unintentional contact between a non-player and a game official in the restricted area while the ball is live is a foul and is a 15-yard penalty for the first offense.
89. Following a safety, Team K puts the ball in play by free-kick. During the kick, R5 is flagged for holding. Team K accepts the penalty and a replay of the down. The captain of Team K indicates to the Referee that he now wishes to put the ball in play by a snap. **RULING:** This will be allowed since the down is being replayed.

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90. The score is, **B-14 and A-10**; it is 2<sup>nd</sup> and goal from B's 14-yard line with 11 seconds remaining in the 4<sup>th</sup> period. Neither team has any timeouts remaining. QB, A1, takes the snap from the "shotgun" formation and is immediately under a heavy rush. A1 is forced to scramble and runs toward his sideline. As A1 is running, he throws a forward pass from B's 12-yard line complete to A8 in the end zone. The BJ sounds his whistle and signals a touchdown with 2 seconds remaining on the clock. The Referee runs to the spot, from which A1 passed the ball, and drops his flag for an illegal forward pass. The Referee informs both captains of the infraction and he explains to the team B captain the penalty options: if Team B accepts the penalty, the ball will be placed on B's 17-yard line and the clock will start on the snap. If the penalty is declined, Team A will be given an opportunity for the try from the 3-yard line. Team B's captain accepts the penalty and B's Head Coach requests that the clock be started on the ready for play since the game clock is under 2 minutes. The Referee agrees with the head coach's request and starts the clock with the ready-for-play. **RULING:** This is the correct ruling.
91. Black and white shoes may never be worn as part of the officials' uniform.
92. While communication is a good idea, it is not an essential element of a well officiated game.
93. The Umpire is the final authority on legality of player equipment and the Referee may not override this authority.
94. When the Referee is about to mark off a 5-yard penalty and he notices that the mark-off might place the ball close to the line-to-gain, the Referee may hold one palm against his chest as a signal to question whether, or not the down marker is in advance of the tape at the middle of the chain. The Linesman should respond with a signal that indicates either beyond or behind the tape.
95. When there is no field clock, the BJ times the game.
96. Before the kickoff, the U shall check the legality of the kicking tee.
97. When in doubt regarding a catch or no catch, the pass should be ruled complete.
98. For a punting situation, the L shall release downfield at the snap in order to provide added coverage for kicks out of bounds on his sideline or for returns down his sideline.
99. On kick PATs & field goal attempts the LJ and BJ shall verbally communicate with "YES" or "NO".



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100. There are 30 seconds remaining in the 4<sup>th</sup> period Team B leads by a 21-18 score. Team A has the ball at B's 15-yard line and is facing 4<sup>th</sup> down and goal to go. QB, A1, is in a "shotgun formation", 7 yards behind the snapper. Team A has just made multiple substitutions and has only 4 men on the line of scrimmage wearing the required 50-79 numbers. Running back A2 goes in motion prior to the snap and is at B's 17 when the snap is made. A1 attempts to hand the ball forward to running back A4 at B's 18-yard line, but it is mishandled and the ball falls to the ground. As A1 attempts to recover the loose ball, he inadvertently muffs it forward to B's 14-yard line where A5 bats the ball back toward his own goal. A1 picks up the ball at B's 19 and drop kicks the ball, which is batted by A7, in the EZ, through the uprights. After the ball goes through the uprights, there are 5 seconds remaining on the game clock. After the play, A8 taunts B8.
- RULING:** If B declines all live ball fouls by A, the result will be a successful FG and Team A will kick off from their 35.

