

KCOA Football 2022 Summer Study Guide

Rules & Mechanics

Directions: Mark True (T) or False (F) for T/F questions. Write your first & last name at the top. Use the Rules or Case Book to reference your answers and write out explanations that correct all False answers. You will need to score an 80% to pass, but since it's open book, you should score a 100%! This must be turned in at the first regular meeting of the season. (The rules in parenthesis are where you *should* find a reference to the rule in question, if I am wrong, I apologize in advance)

1. **T/F** The Team Box may be extended, by State Association adoption, beyond the 25-yard line towards each goal line. (Rule 1-2-3g Notes 3)
2. **T/F** Any game official may order that the game ball be changed between downs and not have to wait for a series to end. (Rule 1-3-3)
3. **T/F** The number "0" (zero) is still an illegal number, only numbers 1-99 are allowed. (Rule 1-4-3)
4. **T/F** The definition of a "Chop Block" is any high/low block combination on an opponent committed by at least two players of the opposing team where a player engages in a block above the waist and the other(s) engage in a block below the waist. A Chop Block is still a Personal Foul and a 15-yard penalty (Rule 2-3-8)
5. **T/F** With less than 2:00 (two-minutes) remaining in either half, if the defensive team is the only team that commits a foul then the play clock shall stay at 25-seconds, just like when the offense commits a foul. (Rule 3-6-1a(1) e Exception 2)
6. **T/F** The passer is any offensive player who throws a legal forward pass and is allowed to throw the ball away without a penalty provided that the passer either is outside the width of the Free Blocking Zone and the ball lands "beyond" the Line of Scrimmage or Line of Scrimmage Extended (out of bounds), or that the pass is thrown in the direction or vicinity of an eligible receiver if the first conditions are not met. (Rule 7-5-2 Exception 2)
7. **T/F** Targeting is defined as an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbows, shoulder, or other part of their body and is acceptable only on certain plays. (Rule 2-20-2, 9-4-3m, & Points of Emphasis)
8. **T/F** If the act of Targeting is deemed to be a flagrant enough act resulting in, or intending injury to an opponent, the offending player shall be disqualified. (Rule 9-4-8 Penalty)
9. **T/F** If a player who initiates an Illegal Blindsided Block also commits the act of

Targeting against an opponent on the exact same block, then that player shall be disqualified. (Rule 9-4-8 Penalty)

10. **T/F** A "Defenseless Player" is essentially any player who doesn't see the opponent contacting them from the side or back. (Rule 2-32-16 & Rule 9-4-3i(3))

11. **T/F** The player in possession of the ball, and any player between the "Tackles," are the only players who can receive blindside blocks, hits, or tackles with otherwise legal contact. (Rule 2-32-16 & 9-4-3i(3))

12. **T/F** A Quarterback is always a Defenseless Player. (Rule 2-32-16 & 9-4-3i(3))

13. **T/F** When identifying if a player used excessive force on a "blindside block" that makes the block an illegal block, two keys that the official will use is did the blocker initiate a "missile-like" hit where they were horizontal to the ground or was there an "upwards thrust" with the shoulders/forearms/helmet by the blocker into the back or side of the opponent? (Rule 2-32-16 & 9-4-3i(3) & KCOA Manual)

14. **T/F** It is perfectly acceptable, in this "day & age" for players to wear their uniforms however they want. (Rule 1-5-1b & Points of Emphasis).

15. **T/F** Officials shall have a "zero tolerance" for Unsportsmanlike Acts that particularly include taunting, abusive or insulting language directed at a member of the opposing team or an official, or excessive celebration. (Rule 9-5-1, 2 & Points of Emphasis)

16. **T/F** Players who wear any type of tackified gloves must have a tag affixed to the glove that clearly states it is SFIA & NOCSAE certified. (Rule 1-5-2)

17. **T/F** A player whose pants are clearly above their knee caps, or their jersey is bloused so that it does not meet the waistline, or forgets to put their mouthpiece in or button their chin straps when the snap is imminent shall be sent off the field for one play under the injured player rule (Rule 1-5-10)

18. **T/F** Under CIF clarification and KCOA practice, any player at either the high school or youth level who exhibits the tell-tale signs of an apparent concussion as so designated by any member of the officiating crew will not be allowed to play for a minimum of 24-hours, regardless if a team doctor (MD/OD) clears that player to play for the remainder of the game. (Rule 1-5-10b & KCOA Mechanics Manual)

19. **T/F** A defender who is looking at the ball carrier may never receive a forceful block that engages their front, or "sightside." (Rule 2-32-16 & 2-3-10)

20. **T/F** A blocker who engages the "blindside" of an opponent's side must use the cupped hand or open hand blocking technique and must block in such a manner that there is no uplifting/forceful motion that knocks the opponent forcefully off their feet and to the ground. (Rule 2-3-2)

21. **T/F** A blocker who commits an Illegal Block in the Back Foul with enough force that they leave their feet or use an upwards thrust that knocks their opponent off their feet and onto the ground shall result in a Personal Foul for an Illegal Blindside Block being called rather than just a foul for an Illegal Block in the Back (Rule 2-3-10).

22. **T/F** Clipping and an Illegal Block in the Back are the same thing, just worded differently. (Rule 2-5-1, 2-32-16, 9-4-3m, & KCOA Manual)

23. **T/F** During a charged team time out, either team may use an inside the numbers conference or an outside the numbers conference and may use whatever video and electronic communications devices that they want to in both. (Rule 2-6-2, 3-5-1,2,3,4,5, 11 & 3-5-8)

24. **T/F** During an official's time out, other than for moving the chains upon a gained 1st down, the players of both teams must stay on the field and the coaching staff must stay off the field unless to attend to an injured player. (Rule 3-5-8, Case 3.5.8 Sit. A)

25. **T/F** A player who is being substituted for by a non-player must leave the field immediately. (Rule 3-2-1)

26. **T/F** A succeeding spot foul always is enforced for or against the offense after the chains have been set or, if on 4th down, the line to gain is not made. (Rule 10-4-5, Case 10.4.5 Sit. B Comment)

27. **T/F** The blocker may engage their opponent within the opponent's frame with a cupped hand or open hand blocking technique or with a shoulder charge provided that such contact is not a foul for an Illegal Blindside Block. (Rule 2-3 & Case 9.4.3 Sit. A)

28. **T/F** The criteria for the application of fouls by Team R that fall under the Post-Scrimmage Kick (PSK) enforcement include all of the following: a) A legal scrimmage kick that crosses the 2-yard Neutral Zone Expanded that is not a Try or a successful Field Goal and is not in Overtime; b) Team R ends up with possession of the legal scrimmage kick; c) Team R commits a foul beyond the 2-yard Expanded Neutral Zone and before the kick ends and Team R will put the ball in play on the next down. (Rule 2-16-2h)

29. **T/F** The covering officials must drop/toss a bean bag where the scrimmage kick ends in Team R *possession* as a marker for PSK enforcement every time there is a scrimmage kick with Team R gaining possession beyond the neutral zone. (KCOA Manual)

30. **T/F** PSK fouls are only enforced on punts. (Rule 2-16-2h & 10-5-4)

31. **T/F** Following a successful Field Goal, Safety score, or a successful or unsuccessful Try attempt, an official's time out occurs that the officials will take their time to set up

the following kick off and don't have to worry about their length of time doing so. (Rule 3-5-3)

32. **T/F** A Delay of Game foul is only for cases where the 25/40-second play clock expires before the snap or a free kick is put in play. (Rule 3-6-2)

33. **T/F** The foremost point of progress is where the most forward point of the ball becomes dead in player possession or out of bounds. (Rule 2-41-3 & 2-41-9)

34. **T/F** Forward progress is stopped the instant that a player in possession of the ball is forced backwards. (Rule 4-2-2a & KCOA Manual)

35. **T/F** An ineligible receiver (interior lineman or a Team A player numbered 50-79) may go downfield beyond the line of scrimmage and look for a player to block provided they stay within the 2-yard Neutral Zone Expanded on a play where a legal forward pass crosses the line of scrimmage. (Rule 2-28-1, 7-5-12, Case 7.5.12 Situation A, & Redding Study Guide Chapter 5: The Passing Game--Ineligibles Downfield)

36. **T/F** Team A is required to have a minimum of 5-linemen on the line of scrimmage and they must be numbered 50-79, having eligible receivers as a Tight End or Split End, or having up to 10-players on the line of scrimmage is an option. (Rule 7-2-5b)

37. **T/F** Team A/K can not have 5 or more backs off the line of scrimmage in the offensive backfield. (Rule 7-2-5a)

38. **T/F** Team A's Center is the starter. He is number 99, the Guards and Tackles are numbered 66, 77, 78, 67, respectively. The ends are numbered 87 and 45. Ruling: This is OK because everybody knows that players numbered 99 always play on the line. (Rule 7-2-5b & Figure 1-4-2)

39. **T/F** When Team B touches a forward pass behind the line of scrimmage it means that forward pass interference and ineligible receiver rules are cancelled. (Rule 7-5-6b, 7-5-7, & 7-5-9)

40. **T/F** For a Team A ineligible receiver to be penalized for Illegal Touching of a Forward Pass, that player must deliberately touch the forward pass provided that no defensive player has touched the pass yet. The foul is a 5-yard penalty and a loss of down from the previous spot or the spot of the foul under the All But One Principal. (Rule 7-5-13)

41. **T/F** Team K in a Free Kick Formation must have a minimum of 4-players on one side of the ball, other than the kicker (the player who actually kicks the ball), and must be within 5-yards of their restraining line, except in a bunch formation. (Rule 6-1-3b & 6-1-4)

42. **T/F** When Team K kicks a Free Kick out of bounds, on the following play by Team R

the ball shall be placed in the middle of the field just like on a Try or Touchback (Rule 6-1-9c, d)

43. **T/F** Team A has called a charged time out with less than two minutes remaining in the half. When the time out ends, the Referee signals the Ready for Play. Team A then commits a False Start foul. Ruling: The opponent of the team that fouled has the option to start the clock on the Ready for Play or on the Snap and will likely choose to have the game clock start on the Referee's Ready for Play signal after the foul is enforced. A 25-second play clock will be used. (Rule 3-4-7)

44. **T/F** Whenever Team B only fouls, the play clock on the subsequent Ready for Play signal shall be 40-seconds. When both teams foul or Team A only fouls, then the play clock shall be 25-seconds. (Rule 3-6-1a(1)e Exception 2)

45. **T/F** For the numbering exception to be used by Team K, the punter must be directly lined up 10-yards behind the long snapper in a punt formation, or, if using a Field Goal formation, the holder must be lined up 7-yards directly behind the long snapper and down on his knee and the potential kicker shall be 3-yards behind the holder in position to kick the ball. The snapper must also be covered up and, once set in kick formation, no Team K player can shift but may legally motion a player who then stays in motion at the snap. (Rule 7-2-5b Exceptions)

46. **T/F** Once Team R touches a scrimmage kick beyond the Neutral Zone Expanded, the line to gain "disintegrates" and whichever team has team possession at the end of the play shall have possession of the ball, 1st and 10, on the next play, unless a foul is accepted where the "Clean Hands" rule doesn't apply. (Rule 5-1-3f & 10-2-3)

47. **T/F** Following a fair catch, or awarded fair catch, Team R must put the ball in play from that spot. (Rule 6-5-4a,b,c)

48. **T/F** A Free Kick Field Goal attempt is just like a kick off but can score 3-points. (Rule 6-5-4, 8-4-1a, 6-1-2)

49. **T/F** There is no difference between an Invalid Fair Catch Signal and an Illegal Fair Catch Signal foul. (Rule 6-5-7,8 & Penalty)

50. **T/F** Blocking below the waist by either team can only be done in the Free Blocking Zone by linemen upon a lineman, it must be immediately done at the snap with the players first, direct, and immediate move without delaying or rising up and then blocking low, and can only be done upon an opponent who is lined up directly across from, or in the gap to the immediate side of, the lineman committing the block. (Rule 2-3-2 & 2-17-2)

51. **T/F** Once Team K possesses a Scrimmage Kick the play becomes immediately dead, no matter if it is behind or beyond the line of scrimmage (Rule 6-2-3,4)

52. **T/F** On both a scrimmage kick and a free kick, it is Kick Catching Interference if Team K is the first to touch the ball in flight. (Rule 6-5-6, 6-2-4)
53. **T/F** The only time a grounded loose ball can be batted is when Team K is trying to prevent a Scrimmage Kick from entering Team R's end zone to prevent a Touchback. (Rule 2-2 & 9-7)
54. **T/F** A loose ball in-flight may be batted in any direction except a backwards pass may not be batted forward by the team in possession. (Rule 9-7-4)
55. **T/F** Gaining possession of a loose ball is defined as a player in control of the ball. (Rule 2-34)
56. **T/F** Fouls committed by the team in possession during live ball play shall be enforced from either the end of the run or the spot of the foul. (Rule 10-6, 10-4-5, & 10-3-2)
57. **T/F** Loose Ball Fouls are enforced the same as fouls committed during a running play. (Rule 10-4-2)
58. **T/F** A foul that occurs against Team B on a pass attempt that results in no forward pass being thrown shall be enforced from the previous spot. (Rule 10-6 & 10-4-5)
59. **T/F** Succeeding Spot fouls affecting the line to gain are always enforced as if they happened after the play occurred. This means that if the line to gain is made on a play, followed by enforcement of a Succeeding Spot foul against Team A, the chains will be set up, 1st & 10, following the enforcement against Team A. The only way Team A can have a 1st & 25 scenario is if they commit a foul after the Referee's Ready for Play signal or before the Umpire moves away from the ball after spotting it with a running 40-second play clock. It also means that if a Succeeding Spot foul were to occur on Team B on a 4th down play where Team A doesn't make the line to gain, then it's a turnover on downs and then the foul is enforced. (Rule 10-4-5)
60. **T/F** Team B does not have the option of declining a foul by Team A if they first gain possession of the ball with "Clean Hands" and then commit a foul, too. (Rule 10-2-2)
61. **T/F** Carryover Fouls are allowed to be enforced in Overtime, just like Succeeding Spot fouls are. (Rule 8-2-2,3,4,5)
62. **T/F** Force upon a loose ball into an opponent's end zone is almost always applied to the team in last possession except on a fumble where a new force is applied to the ball by the opponent when the ball clearly would not have made it into the end zone. (Rule 8-5-1 & 2-13)
63. **T/F** Force is never a factor on a kick muffed into Team R's end zone. (Rule 2-13-4)

64. **T/F** A kick can be recovered for a touchdown by Team K if Team R muffs possession of the kick and the ball then rolls into the end zone. (Rule 6-3-1)

65. **T/F** Either team can advance a muffed kick. (Rule 6-1-6 & 2-27)

66. **T/F** A foul that occurs in Team A's end zone that is committed by Team A shall always result in the score of a Safety awarded to Team B. (Rule 8-5-2c)

67. **T/F** A drop kick may be used on a Scrimmage Kick or Free Kick and can score a Field Goal or Kick Try. (Rule 2-24-6)

68. **T/F** A place kick on a scrimmage kick must be securely held on the ground or the tee by the holder. But, if the ground is muddy the holder may hold the ball in the air or on their foot for the kicker to kick it. (Rule 2-24-7)

69. **T/F** Unfair Acts include *actions and verbiage* that cause confusion or unfairly deceives the defensive opponent into thinking a snap is not imminent based on the words or actions of a player on the field or a non-player or coach on the sideline. Examples include, "the wrong ball," "where's the tee?," "What's the play call?" Others include shoving the ball up a teammate's jersey and using an illegal tee. These are all Unsportsmanlike Conduct fouls enforced from the previous spot or spot of the foul that will cancel any advantages unfairly gained. (Rule 9-9-1,2,3,4,5 & Case 9.9.1 Situation B)

70. **T/F** During an official's time out for an injured player, when it is apparent that an injured player can't make it off the field immediately, players from both teams will be immediately directed to their sideline. (Rule 3-5-8,10)

71. **T/F** If there are dead ball Personal Fouls or Unsportsmanlike Conduct Fouls on both teams, no matter if a team has more than the other, they all cancel each other out. (Rule 10-2-5).

72. **T/F** All live ball fouls that are "double fouls" (fouls committed by both teams on the same play) will result in the penalties cancelling each other (offsetting fouls) and the down shall be repeated unless a team gains possession before they commit a foul with "Clean Hands." (Rule 10-2-1)

73. **T/F** Any accepted foul that occurs on a play where time expires to end a period shall cause that down to be repeated as an untimed down. (Rule 3-5-3)

74. **T/F** A foul does not cause a team to lose possession of the ball. However, if a *loss of down* foul occurs on 4th down, then a turnover on downs occurs. (Rule 2-7, 2-16-3, 5-2-2c, 7-5-2 Penalty)

75. **T/F** Team K tries a quick punt on 3rd down with the Quarterback punting the ball from a shotgun formation. The kick is blocked by Team B and recovered behind the line of scrimmage by A44. Ruling: It is now 4th down for Team K. (Rule 7-2-5)

76. **T/F** All scrimmage kicks that go out of bounds belong to Team K if they don't cross the line of scrimmage. (Rule 7-2-7)

77. **T/F** Team K is in scrimmage kick formation for a punt, 4th & 7 from the B40-yard line. The snap sails over the snapper's head. He recovers it and wildly kicks the ball for a legal punt. The ball lands and is bouncing behind the line of scrimmage when K77 picks it up at the B45-yard line and stands there like he's downing the punt. Ruling: This is a live ball, don't blow your whistle. Tell all the players "that's a live ball!" because the kick was recovered behind the line of scrimmage by a Team K player and Team K can then run with it, kick it again, or throw a legal forward pass (watch for ineligibles downfield if they do throw a pass on a play like this). (Rule 6-2-3)

78. **T/F** A forward handoff can be done beyond the line of scrimmage by Team A, anytime by Team B on a turnover, and on kick offs by Team R. (Rule 7-3-2)

79. **T/F** In order to conserve time, the ball carrier can throw a backwards pass out of bounds without a foul occurring. (Rule 7-4-3)

80. **T/F** The ball is always in Team Possession which means if a fumble by Team A were to become dead in Team B's end zone, and no one were to attempt to recover it, it is a Touchdown for Team A. (Rule 2-34-2 & 8-2-1c)

81. **T/F** Team K's punt is rolling on the ground near Team R's goal line. As the ball comes to a rest, both R88 and K17 are standing near the ball but neither one is attempting to make a play on the ball. Ruling: Don't blow your whistle, keep the ball live until somebody does something. (Rule 4-2-2e(2))

82. **T/F** The length of 10-yards for a 1st down to be gained is measured from the inside edge of each down stake (aka rod). (Rule 5-3-3)

83. **T/F** If no foul is accepted on a Free Kick or Scrimmage Kick where First Touching by Team K occurs, then Team R has the option of taking the ball at the foremost point of first touching or accepting the results of the play. (Rule 2-12, 4-2-2f, & 5-1-3g)

84. **T/F** Team A throws a forward pass into the end zone. A88 jumps up into the air and securely grasps the ball in his hands. As A88 is coming down, his foot first alights with the pylon that is on the sideline at the goal line but he is still able to get his foot inside the sideline, inbounds. Ruling: Touchdown. (Rule 4-2-2a,b)

85. **T/F** The ball will always become dead when it is apparent that at least one player from each team has simultaneous possession of any loose ball. (Rule 2-29-1)

86. **T/F** On a Free Kick, the kick is bouncing near the sideline. A80 decides to place one foot out of bounds and then pick the ball up as it is over the field of play still inbounds. Ruling: A foul against Team K for a Free Kick Out of Bounds. (Rule 4-2-2d, 7-4-3c, &

7-5-4)

87. **T/F** On a Free Kick that is near the sideline, if the ball is touched/caught by a Team R player who is unintentionally standing out of bounds, the official must judge if the ball was contacted inside the plane of the sideline, or if the ball was on or outside the plane of the sideline to determine if Team R put the ball out of bounds (1st & 10 for Team R at that spot) or Team K put the ball out of bounds (Foul for a Free Kick Out of Bounds). (Rule 6-1-9,10 & 9-6-2b)

88. **T/F** The game clock shall start on a Free Kick as soon as any Team R player, not pushed into the ball in the 10-yard Neutral Zone, touches the ball, or when Team K legally touches a grounded ball that has gone 10-yards distance from the Free Kick line. At least one second must expire off the game clock except when a Fair Catch is securely caught by a Team R player whereupon no time shall run off the clock. (Rule 3-4-1 & KCOA Manual)

89. **T/F** Non-Player Fouls are always enforced as previous spot fouls. (Rule 10-4-5)

90. **T/F** 4th and 6 from the B36-yard line. Non-Player B40 is on his sideline when the ball is snapped. Thinking that his team only has 10-players in the game and he needs to get out onto the field, B40 suddenly runs a few yards onto the field and then runs back to the sideline. B40 did not influence the play, the play for Team A resulted in a turnover on downs, one yard short of the line to gain. Ruling: B40 is penalized for Illegal Substitution and it is enforced as a Non-Player foul from the Succeeding Spot after the change of possession, 1st & 10 for Team B at the B26-yard line. (Rule 3-7-6, 3-7-6 Penalty, & 10-4-5)

91. **T/F** The ball carrier can never be penalized for committing illegal helmet contact. (Rule 9-4-3i, 2-20-1c, & 2-20-2)

92. **T/F** To score a successful Field Goal or Kick Try, the entire ball must pass completely over and past the rear plane of the crossbar and completely inside the inside plane of the uprights. (Rule 8-4-1c)

93. **T/F** To score a touchdown that is ran into the opponent's end zone, the ball must be in secure possession of the ball carrier and it must "break the plane" of the goal line, or "goal line extended" if the player is touching the ground in bounds. (Rule 8-2-1a)

94. **T/F** A forward pass is completed when the receiver completes the "process of the catch" and establishes himself inbounds with at least one foot or other part of their body. (Rule 7-5-5 & KCOA Manual)

95. **T/F** An airborne receiver is considered inbounds and the position and spot of the ball shall be at the yard line he securely grasped the ball in the field of play if the receiver is then contacted mid-air and forced back towards their own end line and is subsequently downed or forced out of bounds even if they don't touch a foot down

inbounds, and they then complete the "process of the catch." (Rule 2-15-2)

96. **T/F** Officials must write down, on their game cards, when time outs occur with the down/distance/yard line, all Unsportsmanlike Conduct fouls, all Disqualifications, all Sideline Warnings, and all fouls for an official running into a coach or non-player between the sideline and team box. (KCOA Manual)

97. **T/F** Team K is still allowed to use a "pop-up kick" on Free Kicks so that they can send a player downfield to block the Team R player trying to recover the ball 10-yards downfield with a big wipe out hit and then have a second player come in and recover it. (Rule 2-24-10)

98. **T/F** Team A completes a forward pass downfield. The receiver then fumbles the ball whereupon it then rolls into and then out of the end zone with the play resulting in a Touchback. On the play there is a foul against Team B for Roughing the Passer. Ruling: The foul will be enforced from the spot of the fumble. (Rule 9-4-4 Penalty & 10-5-1g)

99. **T/F** Every single time that there is "helmet-to-helmet" contact, a foul must be called, no matter what because it's the safe thing to do. (Rule 9-4-3i & KCOA Manual)

100. **T/F** Any illegal forward pass that hits the ground shall be signaled as an incomplete pass and the foul will then be penalized from the spot of the illegal forward pass. (Rule 3-4-4f & 7-5-2)

MECHANICS -Refer to the KCOA Mechanics Manual

-Directions: Circle True or False. If it is False, then write the correct answer from the KCOA Mechanics Manual.

1. **T/F** Officials who are on the Flanks or at Back Judge must have two bean bags on their belt, one blue and one black. A white bean bag will be used with the Down Box in goal-to-go situations.

2. **T/F** The Referee and Umpire will only wear one blue bean bag on their belt and keep a black bean bag in their pocket in case it's needed.

3. **T/F** All officials will carry two yellow penalty markers on them and have both of them hanging out of their rear pockets to show everyone that "they mean business!"

4. **T/F** The "Process of the Catch" describes the different things that must happen for an official to judge a forward pass is completed.

5. **T/F** It is perfectly acceptable for an official to run with their whistle in their mouth during the play. This way we can be sure to have lots of inadvertent whistles.

6. **T/F** Officials shall be evaluated on the "2-second Challenge" when blowing a play dead due to a ball carrier being down or forward progress being stopped, and if the ball

became dead in their area or not when they do blow their whistle.

7. **T/F** It is OK to blow your whistle the instant the ball carrier contacts the ground, this makes the game "safer."

8. **T/F** We do not let play go when a Rugby-style scrum occurs to see if the offense can out-push the defense because "someone might get hurt."

9. **T/F** Bean bags are typically used for Team K First Touching, to mark the spot of a fumble, and to mark the spot of Team R possession on a scrimmage kick for PSK enforcement.

10. **T/F** The Referee shall be positioned on the right-hand side of the offensive formation on all plays, regardless of which arm the Quarterback throws with.

11. **T/F** The Referee, on Free Kicks, shall position themselves on the goal line in 5-man mechanics and on the Head Linesman's side inbounds marks.

12. **T/F** In 4-man mechanics, the Referee is not allowed to move up to the R10-yard line to get closer to the deepest receiver.

13. **T/F** The Umpire, in both 4 & 5-man mechanics, on a Free Kick will always be on the R20-yard line on the press box side of the field except for Onside Kick Mechanics.

14. **T/F** It is permissible to move the chains to the press box side of the field because they annoy the home team coach who choose to be on that sideline.

15. **T/F** It is OK to wear a hat with an adjustable plastic clasp.

16. **T/F** Sunglasses may be worn for all levels of play provided that the sun is still up and must be a sports-style such as those made for baseball umpires.

17. **T/F** Shoes need to be cleaned and/or shined before every high school game and hats periodically washed to clean up salt stains and dirt caked on from sweat.

18. **T/F** On all punt plays, the BJ and both Flanks must have their blue bean bag out and in their hand. So must all covering officials on either team's restraining lines on a Free Kick.

19. **T/F** The blue bean bag shall be the first bean bag we throw followed by the black bean bag in order to prevent confusion on which bean bag was thrown first.

20. **T/F** All relay throws shall be underhanded and within about 12-to-15 yards of each other unless you are tired or have a really good throwing arm.

21. **T/F** The purpose of identifying strong-side versus weak-side pass coverage is so that

the Flanks know which of them will have the Back Judge watching the inside receiver on their side of the ball.

22. **T/F** The Back Judge (Line Judge in 4-man) is responsible for instructing the game clock operator between 20-to-30 minutes before the scheduled kick off time.

23. **T/F** The Line Judge is responsible for ensuring that the goal posts are properly padded with the seam facing away from the field and the pylons are all properly placed before the game.

24. **T/F** The Referee does not need another crew member with him when he asks both coaches if all their players are legally equipped.

25. **T/F** If both team's place kickers are right-footed, then the Flank Official to the offense's left side will go under the goal posts with the Back Judge for Field Goal Mechanics.

26. **T/F** Goal line mechanics in 5-man start at the B15-yard line but the Back Judge can choose to keep the goal line no matter how close the ball is snapped from the goal line.

27. **T/F** Goal line mechanics in 4-man also start at the B15-yard line.

28. **T/F** "Coffin Corner" Mechanics and "Off" Mechanics are still used in both 5-man and 4-man mechanics.

29. **T/F** All officials will ensure that all equipment is legal and all uniforms are worn properly (Yes, we're "uniform police" because the rules say so and the CIF wants it).

30. **T/F** A player may use a visor with a slight tint to it, especially if it will make his parents mad if we don't let him use it.

31. **T/F** "Pinching In" describes the Flanks moving towards the spot of the dead ball once the play is dead and is particularly important on plays involving the goal line or line to gain.

32. **T/F** On a gained 1st down, the Umpire doesn't need to wait for the chains or box to get set at the new line of scrimmage.

33. **T/F** The Referee has only four choices to make prior to every play in regards to the Ready for Play: 1) Whistle & Chop; 2) Whistle and Wind the Clock; 3) Silent Wind the Clock for a 1st down gained inbounds; 4) Nothing at all other than to signal the next down.

34. **T/F** The entire shoulder and back pads must be completely covered by the player's jersey and the jersey must reach the waistline and be tucked into the player's pants.

35. **T/F** Shoes may be covered only with a spat that is a designed part of the shoe or may be covered with athletic tape only. Cutting tube socks and placing them over the shoe is also acceptable.

36. **T/F** Players may use any color towel they want to with personal embroidery and any size, too.

37. **T/F** For backwards passes, the covering Flank official will signal that the pass was backwards by signaling with a closed fist to the side of the team in possession.

38. **T/F** On a pass that is thrown away to avoid a sack, the Flanks will signal that the ball crossed the line of scrimmage to the Referee or will come into him and tell the Referee that the pass failed to get across the line of scrimmage and wasn't in the area of an eligible receiver.

39. **T/F** A "Joust" is the concept of a receiver and a defender both attempting to out-jump each other, with otherwise *incidental contact*, for a forward pass provided that neither one is playing through the back of their opponent and are clearly reaching for the pass without pushing off their opponent with their hands.

40. **T/F** On Charged Team Time Outs, the Flanks can stand wherever they want and let their teams do whatever they want, too.

41. **T/F** The Umpire must move up immediately to the line of scrimmage whenever it appears that there is a forward pass attempt.

42. **T/F** When a play is over, the official who has a foul to report will blow their whistle repeatedly using five short blasts at a time while signaling to stop the clock until they make eye-contact with the Referee.

43. **T/F** When a Flank signals that their team has called a Charged Team Time Out they will run out to the top of the numbers while blowing double-blasts five times with their whistle and signaling to stop the clock, and then point with both arms/hands in the direction of the team that called the time out.

44. **T/F** Following any score, the officials may take their time getting the subsequent kick off set up.

45. **T/F** The Referee and Umpire count offensive players and the Flanks and Back Judge count the defensive players.

46. **T/F** If no ball boy with a spare ball is available, at least one Flank must come into the field to be part of a string of relay throws back to the previous spot.

47. **T/F** The BJ and LJ must go get each team before the start of each half.

48. **T/F** It is OK for the Referee to establish their own halftime length on their own.
49. **T/F** The "Off-The-Ball Defender" concept is where the first defender that is closest to the player with the ball in their possession is the most important player to watch at that moment and is generally applied after a completed pass or punt return.
50. **T/F** It is OK for a crew member to not call their crew chief before their upcoming game because, after all, they're the one that should have called them about their upcoming game and they are the one's that forgot to call!
51. **T/F** If the Flanks have five Team A players in the backfield before the snap, they will signal that they have "five" by holding their backfield hand out to their side and signal "5" by waving their hand up-and-down twice, and then throw their flag in unison once the ball is snapped for an Illegal Formation.
52. **T/F** Whenever a Flank is off the line of scrimmage for kick coverage in 4 or 5-man mechanics, the remaining Flank and the Referee will signal that they each have four Team K players in the backfield by signaling "4" with the hand out to their side. If there are five players in the backfield for Team K, they both will signal "5" and throw their flags in unison for an Illegal Formation.
53. **T/F** On an obvious False Start, Encroachment, Delay of Game, or Illegal Substitution, the official making the call can just signal what they have but still need to say the number of the player who committed the foul.
54. **T/F** The Referee is now authorized to announce the number of a player who commits a foul during the announcement of a foul.
55. **T/F** The Flanks initial key is the Tackle on their side of the ball at the snap and then the ball carrier once the ball carrier hits the line of scrimmage or runs outside the defensive end.
56. **T/F** The Umpire will keep looking at linemen after a pass is thrown past the line of scrimmage just in case they start giving *the business* to each other rather than turn downfield and support the play.
57. **T/F** With pass coverage, we want four (U, HL, LJ, BJ) officials boxing in downfield coverage and each one can call an incomplete pass, each one can call a foul for Defensive Illegal Use of Hands, Offensive Pass Interference, and Defensive Pass Interference, except the Umpire will never call Defensive Pass Interference.
58. **T/F** Only the Referee will call a foul for an Illegal Shift.
59. **T/F** The Umpire normally does not blow play dead when a ball carrier is down unless there is no player between him and the ball carrier, it's between the Tackles, and the ball carrier hasn't passed him by.

60. **T/F** The BJ in 5-man, and the Referee in 4-man, will indicate with hand/arm signals when the play clock has 10-seconds remaining and then start a second-by-second countdown signal with 5-seconds remaining. The Referee will vocalize their count in 4-man.

61. **T/F** The crew does not need to let each team know if we have a 40-second or 25-second play clock following a foul against either team or after an injury time out because they're supposed to figure that out on their own.

62. **T/F** A good Flank official doesn't need to stay squared to the play with their shoulders as much as possible with shuffle steps and then square-off their forward progress with a 90-degree cut at the sideline for plays in the middle, they can just come into the field like a wavy line or curve their cuts off for "expediency."

63. **T/F** The officials under the goal posts will both signal "good" or "no good" together on all Kick Try attempts, as well as all Field Goal attempts that go past the goal line in-flight. If a Field Goal attempt bounces/rolls into the end zone, they will signal only for a Touchback.

64. **T/F** On a touchdown near the sideline where the BJ has the goal line, or on a pass caught in the end zone, the Flank will point to the BJ and nod "yes" to affirm that the score is good so that the BJ can signal it. If the receiver makes a "toe-tap" catch at the sideline in the end zone or makes a lunging/diving catch with their back to the BJ, the covering Flank that the receiver is facing will signal Touchdown.

65. **T/F** The Umpire will never signal Touchdown except in the case of a fumble recovered by Team A in Team B's end zone if he immediately see's the recovery without digging into a pile.

66. **T/F** The Back Judge is, in essence, an extra Flank in regards to dead ball support of the Flanks in 5-man mechanics.

67. **T/F** When a foul occurs, upon the end of playing action, no one will hold the dead ball spot and no one will cover the flag because reporting the foul is more important.

68. **T/F** On Field Goal or Kick Try attempts, the BJ (U in 4-man) will blow their whistle when the kick is successful or will clearly fail after it passes the goal posts. They also have the crossbar and their own upright.

69. **T/F** On punt returns, the BJ will position themselves both behind and to the side of the deepest returner on the HL's side of the field.

70. **T/F** In 4-man mechanics, the LJ will stay on the line of scrimmage on punts and do their best to officiate the kick coverage from there.

71. **T/F** In punt formation in 5-man, the LJ will leave the line of scrimmage as soon as the punter receives and controls the long snap, the HL will stay until the kick crosses the line of scrimmage.

72. **T/F** When Team R gains possession of a punt and the play is over, the BJ (LJ in 4-man) doesn't need to spot the ball at the exact spot it became dead at and signal 1st down. He can just make the Umpire run downfield to do it and tell that stuff to the Referee when he gets there, anyways.

73. **T/F** On punt return coverage in 5-man mechanics, the concept of "one-third/two-thirds" coverage is that, initially, when the punted ball hits the ground, or is possessed downfield, the BJ has the HL's one-third of the field between the hash marks and the sideline as well as the middle-third of the field (two-thirds) and will immediately pick up the returner with the ball and the LJ has the initial blocks around the returner. This also means that the LJ has their own one-third of the field if the ball lands in, or is possessed by the returner in the LJ's one-third portion of the field. The LJ will use a punch-off signal to indicate to the BJ that the LJ is on the ball and the BJ needs to pick up the initial blocks that occur around the returner. In 4-man, the HL will use a punch-off signal to the LJ in this same scenario.

74. **T/F** All kicks, regardless if they're muffed by Team R or First Touched by Team K, retain their status as a kick regarding Force into Team R's end zone and will always be a Touchback if the kick breaks the plane of Team R's goal line. A bean bag will not be tossed when Team R muffs a kick.

75. **T/F** Whenever a team gains possession of the ball between their own 5-yard line and their own goal line a bean bag must be dropped on the yard line that they gained possession of their opponent's loose ball due to the Momentum Rule.