

2019 MECHANICS QUIZ

MEMBER VERSION

1. In 5-person mechanics, for the coin toss, the Referee escorts to the center of the field the team whose team box is on the side opposite the chains.
 - a. True
 - b. False
2. In 5-person mechanics, on sweeps toward his sideline, the flank should:
 - a. Step back towards the offensive backfield, allow the player to pass him and then follow the play down the sideline
 - b. Hold the line of scrimmage, allow the play to pass him and then follow the play down the sideline
3. In 5-person mechanics, on pass plays this official has primary responsibility for the receiver(s) inside the widest receivers (tight end or slot), but switches to zone coverage after the snap
 - a. Head Linesman
 - b. Line Judge
 - c. Back Judge
4. In 5-person mechanics, on a goal line play (A going in) with a snap inside 5-yard line, at the snap the flank officials release to the goal line and officiate back to the ball.
 - a. True
 - b. False
- 5.. Regardless of the number of officials, prior to the start of the game, the head coach shall be responsible for verifying to the Referee, in the presence of another official, all the players on the team are legally equipped and in compliance with the rules.
 - a. True
 - b. False
6. When the flanks read pass, they are to:
 - a. Remain of the line of scrimmage until the pass crosses the neutral zone
 - b. Move downfield 7-10 yards, approximately halfway between that zone and the deepest receiver on their respective sides.
7. While in a shot gun formation, an offensive lineman may legally block below the waist if the offensive player who is lined up in the free-blocking zone is in a 2-point stance.
 - a. True
 - b. False
8. In 5-person mechanics, on a scrimmage kick, the Head Linesman releases from the line of scrimmage after the ball has crossed the neutral zone and then moves slowly downfield covering his side between the neutral zone and the deep receivers.
 - a. True
 - b. False

9. The basic position for a Referee for a play from scrimmage is 12 to 14 yards deep and 12 to 14 yards wide and on the throwing arm side of the quarterback.
- a. True
 - b. False
10. At the snap the Side Judge and Field Judge are on their respective sides of the field 20-22 yards beyond the line of scrimmage. On running plays, the deep flanks maintain a 10 to 15-yard cushion and have progress inside the 2-yard line.
- a. True
 - b. False
11. When the offense is in a trip's formation, the Back Judge's keys are:
- a. All 3 receivers
 - b. The 2 widest receivers
 - c. The 2 inside receivers
12. In 4-person mechanics, in a punt formation, the Line Judge is 5-7 yards wider than and in front of the deepest receiver, in position to cover the sideline as well as the kick.
- a. True
 - b. False
13. Regardless of the number of officials, after the Umpire spots the ball for a scrimmage down, then remains over the ball until the Referee gives the ready for play signal or is released by the Referee.
- a. True
 - b. False
14. In 4-person mechanics, in enforcing penalties: the Umpire marches off the penalty; the Head Linesman proceeds to the succeeding spot; the Line Judge holds the enforcement spot; and all officials determine if the Umpire assesses the penalty properly in all respects.
- a. True
 - b. False
15. In 4-person mechanics, the Referee checks the 40/25-second count and provides a visible count the last 5 seconds of the 40/25-second play clock.
- a. True
 - b. False
16. The flank official that the motion man starts away from will have primary responsibility for the player until the snap. The opposite flank should assist if an obvious foul occurs.
- a. True
 - b. False
17. In 5-person mechanics, on a kickoff: the Back Judge is responsible for determining whether K has at least 4 players on each side of the kicker when the ball is kicked.
- a. True
 - b. False

18. During a time out, each flank official moves to a position halfway between the ball and his respective sideline and observes his team on the sideline.
- True
 - False
19. In 5-person mechanics, on a field-goal attempt from any distance, the flank official who is looking at the back of the holder has responsibility for the entire line of scrimmage, and the other flank official is with the Back Judge to rule on the success of the kick.
- True
 - False
20. As the 40\25-second count is winding down, the Back Judge should:
- Raise his arm with 10 seconds left
 - Raise his arm with 5 seconds left
 - Raise his arm with 5 seconds left then motion the remaining time with a parallel motion
21. The kicker's restraining line for onside or pooch kickoffs should be officiated as a plane, and any player, other than the kickers or holder, breaking the plane before the ball is kicked should be called for encroachment.
- True
 - False
22. The basic position for a Referee for a play from scrimmage is 12 to 14 yards deep and 12 to 14 yards wide and on the throwing arm side of the quarterback.
- True
 - False
23. In 4-person mechanics, just before the kickoff, the Umpire is at Team R's 30-yard line outside the sideline opposite the Line Judge.
- True
 - False
24. In 5-person mechanics, on a kickoff: the Referee is positioned on R's goal line on the Head Linesman's sideline just outside the hash marks.
- True
 - False
25. Regardless of the number of officials, for varsity contests, officials should arrive at least _____ before scheduled game time.
- 30 minutes
 - 60 minutes
 - 90 minutes