

2016 CFOA Mechanics Test

1. To indicate double stakes, the officials should:
 - a. Verbalize but not signal
 - b. Move their index fingers back and forth at chest level
 - c. Cross their wrist at chest level
2. On sweeps towards his sideline, the Head Linesman or Line Judge should,
 - a. Step back towards the offensive backfield, allow the play to pass you, then, follow the play down the side line
 - b. Hold the line of scrimmage, allow the play to pass you, then, follow the play down the side line
 - c. Release at the snap and go 5 yards downfield, allow the play to pass you, then, follow the play down the side line
3. One of the keys to avoiding inadvertent whistles is to avoid blowing the whistle unless the ball can be actually be seen in possession of a runner who is down or forward progress is stopped.
 - a. True
 - b. False
4. B27 intercepts a pass on the B14. The covering official should drop his bean bag at the spot of the interception.
 - a. True
 - b. False
5. On fumbles behind the line of scrimmage the spot of the fumble must be bean bagged.
 - a. True
 - b. False
6. After the snap the Umpire should key on the center and guards.
 - a. If they block aggressively, then read run
 - b. If they pass block, then read pass
 - c. Both of the above
7. After the Umpire spots the ball, he remains over the ball until the Referee gives the ready for play signal or he is released by the Referee.
 - a. True
 - b. False
8. Cross field mechanics refers to a mechanic in which a wing official looks across the field to the opposite wing official for forward progress.
 - a. True
 - b. False
9. After the ball is spotted, the Referee moves to a position that is visible to the clock operator, approximately 10 yards from the line of scrimmage and 5 yards wide of the huddle and declares ready for play.
 - a. True
 - b. False

10. In 3-person officiating, prior to a scrimmage play snap: the Referee is behind A on the side opposite the Linesman, usually 3-4 yards deeper than the deepest back; the Umpire is usually 3-8 yards behind B's line near the guard/center gap opposite the Linesman; and the Linesman straddles the line of scrimmage on the sideline.
- a True
 - b False
11. In 3-person officiating, on a field goal or try attempt: the Referee judges whether the kick goes between the uprights on both a field-goal attempt and a try, and determines if the ball passes above the crossbar on a try; and the Umpire determines if the ball passes above the crossbar on a field goal attempt.
- a True
 - b False
12. 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
13. In 4-person mechanics, the Referee checks the 25-second count and provides a visible count the last 5 seconds of the 25-second play clock.
- a True
 - b False
14. If the Referee/Back Judge has the goal line, the Head Linesman/Line Judge are not to blow their whistles unless they have the runner OOB prior to crossing the goal line.
- a. True
 - b. False
15. Which official is responsible for: Down, Distance, Line to Gain and Clock Status?
- a. Referee
 - b. Umpire
 - c. Wing Officials
 - d. Back Judge
 - e. All of the above are correct
16. On fouls to be enforced on kick-offs, the Back Judge will give the signal to the press-box.
- a. True
 - b. False
17. If a play threatens the back corner of the End Zone,
- a. the Back Judge and Wing Officials should make eye contact prior to giving a signal
 - b. the Back Judge immediately signals touchdown and then confer with wing officials
18. If a pass is complete in the Back Judge's area of responsibility, he should
- a. when dead ball, sound whistle, give dead ball signal, and move towards forward progress
 - b. when line to gain is reached and there is a dead ball, give time out signal twice
 - c. Both of the above

19. In 5-person mechanics, the Line Judge is responsible for all timing situations, including 25-second count, time-outs, quarter changes and the time between a score and the succeeding kickoff.
- a True
 - b False
20. 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
21. In 5-person mechanics, for the coin toss the Back Judge and the Line Judge remain at the hash marks to observe team members not involved in the coin toss and who shall not be on the field of play. The Back Judge and the Line Judge bring a game ball from each team.
- a True
 - b False
22. In 5-person mechanics, on a scrimmage play, flanks do not release downfield until the ball carrier crosses the line of scrimmage or until receiver(s) on the flank's side of the field have gone at least 10-12 yards downfield.
- a True
 - b False
23. In 7-person mechanics, the Back Judge's basic position is 7-10 yards behind and just outside the shoulder of the deepest punt receiver, either inside or outside the hash marks, depending on the location of the receiver.
- a True
 - b False
24. In 7-person mechanics, the Back Judge handles all timing duties as in 5-person mechanics.
- a True
 - b False
25. In 7-person mechanics, the Side Judge and Field Judge are responsible for action on and by the widest receiver on their respective sides of the formation based on a snap-shot at the snap even in a trips formation.
- a True
 - b False