



2020-2021 Football Mechanics 5-Game Official Exam

NOTE: In the exam situations, A—refers to the offensive Team and B—refers to their opponents the defensive team. K—refers to the kicking team and R—refers to the receiving team. A1, B1, K1 and R1 are players of these teams. If team possession changes during the down, each team retains its identity. In kicking situations, it is not during a try and no fair-catch signal has been given unless specified. Unless stated, acts occur while: the ball is inbounds; a forward pass is legal; any out-of-bounds is between the goal lines. Line means scrimmage line. Reference to a foul is to a player foul which is not unsportsmanlike. There is no foul or change of possession, unless it is mentioned, and penalties are considered accepted for enforcement. The questions in this examination are to be answered on the basis of a five-game official crew of game officials (Referee, Umpire, Head Linesman, Line Judge, Back Judge) as outlined in the current NFHS Football Game Officials Manual, unless a four-game official crew is specifically designated.

- 1 The game official is not required to wear black football shoes, which may include some white accents, with black laces.
True
False
- 2 The penalty marker shall be used to mark the appropriate yard line by a game official where an infraction has occurred.
True
False
- 3 No game official shall use alcohol on the day of the contest or any form of tobacco product (e-cigarette or similar item) beginning with the arrival at the competition site until departure following the completion of the contest.
True
False
- 4 After a score or try, prior to the free kick, all game officials need to encourage both teams to take free-kick positions quickly.
True
False
- 5 After a score or try, prior to the free kick, the referee does not need to check with the line-to-gain crew for questions and positions.
True
False
- 6 The game officials retain clerical authority over the game through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the game officials had jurisdiction.
True
False
- 7 The line judge is the game official who will indicate the end of the fourth period.
True
False
- 8 The smooth conduct of the game is dependent upon how well the officiating crew on the field works with the the clock operators and members of the line-to-gain crew.
True
False

- 9 If a team-personnel altercation is in a game official's area, he/she should attempt to stop initial confrontation.
- True
False
- 10 Only the referee must consistently administer and enforce team-box and coaches' area restrictions.
- True
False
- 11 The head linesman is the only game official who is to notify the opposing coach of a disqualification.
- True
False
- 12 The line judge or head linesman should notify the coach on his/her side as to the reason for disqualification.
- True
False
- 13 It is mandatory that any coach receiving two unsportsmanlike fouls carrying 15-yard penalties vacate the stadium area.
- True
False
- 14 The game official - escorting the team with the second-half choice - obtains from that team's head coach its second-half choice and communicates same to the referee.
- True
False
- 15 The back judge and umpire should bring an approved game ball from each team to the coin toss.
- True
False
- 16 The back judge is to give a visible count of the last five seconds when on-field play clocks are not utilized.
- True
False
- 17 At the conclusion of the coin-toss procedures and after the captains have been dismissed, all game officials move together for final instructions from the referee.
- True
False
- 18 In the presence of the umpire, the referee shall instruct the visiting captain to give "heads" or "tails" choice before the coin toss.
- True
False
- 19 The referee's use of a field microphone adds another dimension to communication – a positive dimension when used properly.
- True
False
- 20 When using a field microphone, the referee may not announce the number of the player who committed the foul.
- True
False

- 21 The head linesman should take care of the game ball after approval by the referee.
True
False
- 22 The umpire shall coordinate the inspection of playing field and pylons.
True
False
- 23 The referee notifies all other game officials when period-shortening procedures are in effect.
True
False
- 24 The clock operator(s) should report to the game officials at the stadium at least 30 minutes before the game time.
True
False
- 25 Game officials should arrive at the site of the game at least 45 minutes before the scheduled game time.
True
False
- 26 The head linesman should check the line-to-gain equipment and meet the crew before the game.
True
False
- 27 In the pregame conference, the back judge should review starting time and be sure an auxiliary stopwatch, which records accumulated time, is available.
True
False
- 28 The referee shall secure the name of the captain or team representative who will make decisions regarding penalty acceptance or declination.
True
False
- 29 Football game officials must have a football sense which supersedes the technical application of the rules so that the game goes smoothly.
True
False
- 30 The umpire shall furnish a clipping device for use in measuring first downs. Use of a second clip is recommended.
True
False
- 31 The penalty marker shall be a light gold flag (15 inches x 15 inches) with a middle pouch weighted with sand or beans, etc.
True
False
- 32 The game officials' appearance does not affect the attitude of coaches, players and fans.
True
False

- 33 Both arms crossed in front of the chest is the recommended crew communication signal for game officials to indicate 11 players in game when counting is complete.
- True
False
- 34 All game officials need to establish and maintain the same tempo throughout the game.
- True
False
- 35 While serving on the line-to-gain crew, the crew shall refrain from using items that would distract them from their responsibilities (i.e., electronic devices).
- True
False
- 36 All game officials shall enter the field together at least 30 minutes before game time or at an earlier time if required by the state association.
- True
False
- 37 The game official must draw distinction between contact necessary to make a legal block or tackle, and that which targets defenseless players.
- True
False
- 38 The play clock operator should always run the 25-second play clock prior to an extra point try, prior to a kickoff and prior to the kick following a safety.
- True
False
- 39 Use of any replay or television monitoring equipment in making any decision related to the game is prohibited, unless used in compliance with Rule 1-3-7 NOTE as authorized in a state association postseason contest.
- True
False
- 40 The umpire, on a kickoff, if a short kick is anticipated, should be positioned on R's free-kick line.
- True
False
- 41 The umpire, on a kickoff, before the kick, holds arm above his/her head to indicate he/she is ready.
- True
False
- 42 The umpire, on a kickoff, on a kick to his/her side, signals game clock to start when the kick is touched, only if the ball is even or upfield from the umpire.
- True
False
- 43 Before the kick on the kickoff, the line judge should count R players.
- True
False
- 44 The referee, on a kickoff, before the kick, should monitor bench area.
- True
False

- 45 After the kick on the kickoff, the back judge is to observe legality of blocks and action away from ball.
True
False
- 46 Before the kick on the kickoff, the line judge should hold a bean bag to mark first touching by K.
True
False
- 47 The head linesman should move cautiously with play along the sideline on a kick to the opposite side of field on a kickoff.
True
False
- 48 The line judge, on a kickoff, should watch for any infractions involving K's free-kick line.
True
False
- 49 The line judge, on a kickoff, if a short kick is anticipated, should observe legality of blocks and action away from the ball.
True
False
- 50 After a kick on a kickoff, the line judge should be alert for first touching by K, and should mark spot with bean bag.
True
False
- 51 After a kick on a kickoff, the line judge should be in position to take over coverage of runner in his/her area on long return.
True
False
- 52 Before a kick on a kickoff, the back judge should take charge of the ball.
True
False
- 53 The back judge, on a kickoff, should count R players.
True
False
- 54 The back judge, on a kickoff, should be in position to take over coverage of the runner in his area on a long return.
True
False
- 55 Before the kick on the kickoff, if the ball falls or blows off the tee, the referee should sound whistle to prevent action.
True
False
- 56 Only the head linesman shall assist the referee with halftime intermission responsibilities.
True
False
- 57 All game officials should leave the field together between halves.
True
False

- 58 The referee should signal time to start game clock to time intermission.
True
False
- 59 The back judge should secure the game ball, hand it to the kicker, and instruct him/her to wait for referee's signal before he/she kicks.
True
False
- 60 The umpire determines which team has choice for second half.
True
False
- 61 All game officials should return to the field at least five minutes before the second half is to begin.
True
False
- 62 Between halves, all game officials should discuss the overtime procedure, if applicable.
True
False
- 63 Between periods, the umpire quickly takes the ball to a corresponding point on the other half of field and reverses directions.
True
False
- 64 Between periods, the line judge will check number of down and distance to gain.
True
False
- 65 If play is in progress and time expires for the period, the horn should be sounded.
True
False
- 66 On a scrimmage kick out of bounds in flight, the referee lines up the covering official at the spot where the ball crossed the sideline by using an outstretched arm.
True
False
- 67 During an injury time-out, the referee will summon appropriate health-care professional(s) and/or coaches onto the field.
True
False
- 68 During an injury time-out, the back judge makes sure summoned appropriate health-care professional(s) and/or coaches are not on the field for coaching purposes.
True
False
- 69 The umpire will attempt to keep players a significant distance away from the seriously injured player(s) during an injury time-out.
True
False

- 70 When time expires and ball becomes dead at the end of the period, the referee will sound whistle and repeat time-out signal twice.
True
False
- 71 If the visible game clock is used and if time expires prior to the snap, the referee will sound his/her whistle to prevent snap, if possible.
True
False
- 72 When the visible game clock is not used, the line judge will notify the referee approximately four minutes before the end of the second and fourth periods.
True
False
- 73 If the ball is snapped immediately after time has expired at the end of the period, the back judge will sound his/her whistle loud and long.
True
False
- 74 During a time-out, the line judge will observe Team A until the referee is ready to start play.
True
False
- 75 All game officials, during a time-out, should confirm number of remaining time-outs.
True
False
- 76 The back judge, during a time-out, should time 60-second interval and notify referee at 45 seconds and again when 60-second interval expires.
True
False
- 77 During a time-out, the umpire should maintain position over ball.
True
False
- 78 The head linesman, during a time-out, should check number of time-outs remaining for each team.
True
False
- 79 During a time-out, the line judge will inform each team's huddle of down and time remaining in period.
True
False
- 80 When measuring for a first down, the back judge will place foot just behind yard line where clip is to be placed to align linesman so that chains are parallel to sidelines.
True
False
- 81 The referee, when measuring for a first down, will rotate the ball so the long axis is parallel to sideline.
True
False

- 82 When measuring for a first down, the back judge will take the forward indicator from crew members at place of measurement.
True
False
- 83 The head linesman will mark foremost point of ball for down-marker operator on all first downs.
True
False
- 84 When measuring for a first down, the referee will spot the ball at the proper place when measurement is completed.
True
False
- 85 In administering penalties, the umpire will make note of enforcement spot for penalty.
True
False
- 86 Only the back judge, in administering penalties, will record unsportsmanlike penalties.
True
False
- 87 The umpire will assist in relaying foul information to appropriate sideline.
True
False
- 88 The line judge should be ready to have line-to-gain equipment moved after penalty administration.
True
False
- 89 When there is a double foul, the referee will signal each foul, facing the press box.
True
False
- 90 After a safety, try or field goal, the back judge will begin timing one-minute interval after the head linesman signals score or no score.
True
False
- 91 All game officials should hustle up sidelines to free-kick position and then fill out game cards after a safety, try or field goal.
True
False
- 92 The referee, on a running play, should move behind play toward side of field to which play advances to cover runner if he/she is downed near line.
True
False
- 93 On a running play, the umpire should check for disconcerting signals by B.
True
False
- 94 The back judge, on a running play, should assist with relay of ball in side zone from wing official to referee.
True
False

- 95 In an unbalanced formation, the strength of the formation is determined by the number of eligible receivers outside of the offensive tackles.
True
False
- 96 If motion occurs, the strength of the formation is not determined until the snap.
True
False
- 97 The head linesman and umpire should be ready to adjust coverage if potential passer decides to run.
True
False
- 98 The line-to-gain indicator shall be set to establish a 10-yard neutral zone before a field-goal attempt by free kick, after fair catch or awarded fair catch.
True
False
- 99 When the offensive formation shows trips to one side (three receivers), the back judge has the two outside receivers.
True
False
- 100 The umpire should verbally alert defenders when passer has released the ball.
True
False