

CALIFORNIA FOOTBALL OFFICIALS ASSOCIATION

2009 SUMMER STUDY GUIDE QUESTIONS

INSTRUCTIONS: The 100 True and False questions are listed in two sections. Section one is comprised of Federation rules, section two is comprised of mechanics questions. In answering the mechanics questions, use the CFOA mechanics document; all questions relate to 5-man mechanics unless otherwise specified. Please **DARKEN THE CORRECT ANSWER** on your answer sheet by **completely filling in the oval**

SECTION ONE - 2009 FEDERATION RULES

1. A horse collar is defined as grabbing the inside back collar of the shoulder pads or jersey and subsequently pulling the runner down.
2. A horse collar is also defined as grabbing the inside collar of the side of the shoulder pads or jersey and subsequently pulling the runner down.
3. A horse collar is also defined as grabbing the inside front collar of the shoulder pads or jersey and subsequently pulling the runner down.
4. Pulling the runner down by grabbing the outside part of the jersey is not a horse collar and is a legal play.
5. If all other requirements of a horse collar are met, but the runner is brought down by a conventional tackle and not by the tackler pulling the runner down, the result is not a horse collar and the play is legal.
6. Three coaches may be in the two-yard area between the sideline and the team box during the dead ball period, but must retreat into the team box once the ball is snapped.
7. A scrimmage kick formation has been changed to now include 2 definitions: one type includes a holder with his knee on the ground in position to receive a snap seven or more yards behind the line of scrimmage. Another player must be three yards or less behind the holder in position to attempt a place kick.
8. In the above type of scrimmage kick formation, the numbering exception may be used on 4th down or trys. On 1st, 2nd, or 3rd down, only one interior lineman may wear a number other than 50-79 inclusive, and that player must snap the ball and be positioned between the ends (making him ineligible).
9. The other type of scrimmage kick formation has at least one member of the kicking team 10 yards or more behind the line of scrimmage in position to receive a long snap.

10. In the above type of scrimmage kick formation, the numbering exception may be used on 4th down and tries only.
11. A is fouled during a play that results in their TD. Ruling: The TD counts, A has a choice of having the penalty enforced at the succeeding spot (the PAT), or on the succeeding kick-off.
12. A's pass is intercepted by B and returned for a TD. A grasps B's facemask before the interception. Ruling: B may accept the penalty and accept the results of the play: TD. The penalty may be enforced at the succeeding spot (the PAT) or on the succeeding kick-off.
13. Same play as #2 above. Ruling B must decline A's penalty to accept the result of the play: TD. The PAT will occur from the 3 yard line, and the kick-off from the 40 yard line.
14. A's pass is intercepted by B and returned for a TD. A grasps B's facemask after the interception, and then A commits an unsportsmanlike act before or after the TD is scored. Ruling: B may accept the penalty and accept the result of the play: TD. B has a choice of enforcing both penalties against A from the succeeding spot (PAT) or both penalties from the succeeding kick-off, or one penalty enforced from the PAT, and the other penalty enforced from the kick-off.
15. The new rule regarding penalty enforcement on scoring plays now allows all fouls (including unsportsmanlike/non-player fouls) that occur by the opponents of the scoring team, from the moment the scoring play begins through the ready for play on the try to be penalized either on the try or on the subsequent kick-off. Exception: Penalties during the last timed down of the 4th quarter do not carry over to OT (except unsportsmanlike penalties).
16. A's pass is caught for a TD. B commits a personal foul during the TD scoring play; A decides to have the penalty enforced on the kick-off. During the successful 1 pt. try, B commits a roughing the kicker penalty. Ruling: A has two options; they may still enforce the personal foul committed during the TD play on the subsequent kick-off, while first enforcing the roughing the kicker on a replayed try for point (to allow for a potential 2 pt. Conversion), or they may keep the 1 pt. Conversion, and then enforce both penalties from the succeeding kick-off.
17. Fouls by the opponents of the scoring team on the last timed down of the first half can carry over to the 2nd half kick-off, however, fouls by the opponents of the scoring team on the last timed down of the 2nd half cannot carry over to overtime play. Exception: Unsportsmanlike fouls which are always penalized and always enforced at the succeeding spot.
18. Any penalty committed by either team after the ready for play and before the snap on an extra point, will be enforced on the extra point.
19. B52 with his head down, makes initial contact with the top of his helmet as he tackles runner A32. The covering official rules it was not an "intentional" act. Ruling: 15 yard penalty on B and disqualification if flagrant.

20. A flagrant foul may or may not involve physical contact and may include (but is not limited to) fighting, intentionally contacting an official, a foul so severe or extreme that it places an opponent in danger of serious injury, a foul that involves vulgar language or gestures, or a foul that involves persistent or extreme abusive conduct.
21. Any single flagrant foul mandates a disqualification.
22. A team may use unused 2nd half time-outs in overtime.
23. A team may use more than one time-out per overtime if it didn't use their time-out(s) in the prior overtime(s).
24. A1 throws a forward pass with his feet beyond the neutral zone. B3 is judged to hit A1 "late". Ruling: penalize B for a personal foul, not for roughing the passer.
25. A1 throws a backward pass from behind the neutral zone. B3 is judged to hit A1 "late". Ruling: penalize B for roughing the passer.
26. Contact by a defender far away from the direction of a pass is never pass interference but could be another foul.
27. Hindering an opponent's vision without making an attempt to catch, intercept or bat the ball is PI, even though no contact was made.
28. After the ready for play, each player of team A must be momentarily within 15 yards of the ball before the snap.
29. A period shall not be extended when a foul occurs that specifies a loss of down.
30. Player A12 may use headphones during an authorized time-out conference in the middle of the playing field.
31. Player A12 may use headphones during an authorized time-out conference, on the playing field within 9 yards of the sideline in front of his team bench.
32. A holder may legally rise off his knee to recover a muffed or fumbled snap, and then return to his knee to place the ball for a kick or again rise to advance, hand, kick, or pass.
33. The momentum rule applies between the 5-yard line and the goal line for all types of loose balls, including "grounded balls".
34. B intercepts a pass and scores. Both A and B foul (Holding) PRIOR to the interception. Ruling: Must replay the down.
35. B intercepts a pass and scores. Both A and B foul AFTER the interception. Ruling: Must replay the down (No Option).
36. K punts and both K and R foul (Holding) during the kick. R's foul is PSK. Ruling: Must replay the down.

37. K punts and both K and R foul (Holding) during the kick. R's foul is not PSK. Ruling: Must replay the down.
38. A team can spike the ball to stop the clock if they are in either a shot gun or T formation at the snap.
39. B1 intercepts and fumbles on the return. A1 recovers the ball inbounds. Ruling: the clock starts on the snap.
40. Between downs with the clock running, team A false starts. After the foul is enforced the clock is started and the period ends before the ball is snapped. Extend the period.
41. Breaking the offensive huddle with more than 11 players is always an illegal substitution foul.
42. Blocking by K on a free kick, before the ball has traveled 10 yards is legal.
43. Offensive face mask is always a 15 yard penalty.
44. It is illegal for a player to wear a bandana even if it is fully covered by the helmet.
45. During a scrimmage kick, a ball legally batted or muffed by K into an R player is ignored but it will be first touching.
46. The basic spot for a post scrimmage foul is the end of the kick or the 20 yard if it is a touchback.
47. It is not required to have a letter from a licensed medical physician approving the wearing of a cast at the game site.
48. A place kick holder must rise and have his knee off the ground in order to throw a forward or backward pass.
49. Offensive PI is still possible if a legal forward pass is touched by B in or behind the neutral zone.
50. During a successful 2 point try, A8 is guilty of offensive PI. The try is repeated after the penalty is enforced.

SECTION TWO – 2009 MECHANICS

51. All five officials are responsible for punctually starting both halves on time, and it is critical for the LJ/BJ to schedule their locker room visits to insure the teams are on the field when required.
52. The sideline policy should be discussed with each head coach during the pre-game meeting with the coaches. Determine if the head coach will be calling TO's.
53. The LJ has primary responsibility for instructing the ball persons on both sides of the field but the HL should introduce himself to those on his side.
54. Three minutes prior to kickoff, the LJ/BJ must have their respective teams on the field and captain's ready for the coin toss.
55. At three minutes prior to kickoff, the R/U will proceed onto the field, with the R facing the scoreboard. The LJ brings his captains from sideline, the HL/BJ from opposite sideline.
56. The R will obtain the choice of heads or tails and verbally confirm it prior to the actual coin toss.
57. After the 15 minute half-time period is complete, post the 3 minute warm-up period on the clock.
58. Ball persons may come on the field to retrieve the "old" ball on incomplete passes.
59. Ball mechanics require that the U always stand between the inbounds lines while waiting for other officials to get him a ball.
60. Bean bags may be blue or white.
61. On penalty enforcements, the LJ should be at the enforcement spot, and the HL at the succeeding spot.
62. The offended team captain should be given penalty options when choice is not obvious. Go to the head coach if options are complex, or game situations dictate.
63. After the ball is spotted, the referee should take as much time as he wishes to declare the ball ready-for-play as long as he is consistent.
64. When marking progress, the flanks should get as close to the pile of players as possible.
65. On a kickoff, the LJ/BJ share responsibility for knowing whether the ball is kicked into the air or directly into the ground.

66. On a kickoff, the BJ should stand in a position to prevent the kicker from kicking the ball until the R has blown his whistle and signaled the ball ready for play.
67. On a long kickoff, the Umpire should cover the pylon on the LJ side of the field.
68. On a long kickoff return the BJ covers the goal line and signals TD. Prior to signaling TD the BJ should always check with the flank official if the runner has threatened the sideline.
69. The LJ and BJ are on the goal line pylon for punt attempts from inside the opponent's 35 yard line.
70. On punts, the LJ leaves the LOS at the snap, but is still careful to watch for illegal blocks behind the LOS until the kick occurs.
71. On a blocked punt the R remains between the numbers while the HL/LJ cover the sideline. The R covers the goal line if it is threatened.
72. On punt formations, the R will line up on the LJ side of the kicker, 10 yards wider and 5 yards deeper than the kicker.
73. On punts, the BJ will be positioned 5 yards behind and 10 yards wide of the receiver(s) on the HL side of the field.
74. When a runner's forward progress has been stopped and he is being driven backwards or sideways, a fumble may still occur if B "strips" the ball from A.
75. The U should turn and help with low passes downfield or low passes into the flat down the LOS only after the lineman are no longer a threat.
76. On pass plays only the HL is to remain on LOS until the pass is thrown. The widest receiver is their primary responsibility.
77. On pass plays, the BJ initially has primary responsibility for the receiver(s) inside the widest receivers (slot or tight end), but switches to zone coverage after the snap.
78. When ruling on whether a pass has gone forward or backward, the flank official to which side the ball is thrown has primary responsibility, but the opposite flank and the R helps.
79. On plays to the far side of the field, the HL/LJ will move off of the sideline and come onto the field as far as necessary to cover the play. Always start play on the sideline.
80. When an offensive player goes in motion, the flank official that the motion man starts away from will have primary responsibility for him until the snap. The opposite flank should assist if an obvious infraction occurs.
81. As the seconds close to end the quarter, the R or BJ has the game clock (whichever person is facing the clock), while the U is to focus on the action of the ball.

82. On pass plays, the R looks through the QB and watches for illegal acts by a back or tackle on the opposite side. Flanks can help if no receivers are in their zone.
83. On a regular play from scrimmage, the R will always line up on the wide side of the field.
84. If the R/BJ has the goal line, the HL/LJ are not to blow their whistles unless they have the runner OB prior to crossing the goal line.
85. The R must move towards the OB spot on sideline running plays to assist with clean up, but may stay near the 9 yard marks to get a wider view if the run is away from him and the BJ is in the OB area. If the QB is the runner he will go OB with him.
86. On scrimmage plays, the R is responsible for counting the offense, while the U/BJ are responsible for counting the defense. The LJ/HL count the teams on their sideline.
87. The U has primary responsibility for the snapper, guards and tackle to the R's side of the formation. Shift to the point of attack once the initial action ceases.
88. The HL/LJ have no responsibility for knowing whether the passer is beyond the LOS, if the pass was touched beyond or behind the LOS, or if ineligible players are downfield behind the U.

FOUR MAN CREWS

89. The Line Judge is the only flank official allowed to use off mechanics.
90. If a crew is using box mechanics and they anticipate an on-side kick, the umpire moves up to the 50 opposite the HL.
91. The umpire is the only official that should instruct the ball boys prior to the game.
92. The LJ and HL are responsible to get the captains.
93. The Referee and Umpire count the offense and the LJ and HL count the defense.

THREE MAN CREWS

94. The LJ instructs the game clock operator.
95. On a free kick the HL lines up on the restraining line of the receivers.
96. On plays on or inside the 5 yard line, the HL is on the line of scrimmage and the LJ plays Off at the goal line.
97. On a Try or Field Goal the LJ will always rule on the success or failure of the kick.
98. On a Try or Field Goal the referee is always responsible for roughing the kicker and holder.
99. During the game the LJ has the option of using off or on mechanics.
100. If the LJ uses off mechanics, the referee is responsible for the sideline opposite the HL on running plays.