



2011 SICOA SPRING WORKSHOP FOOTBALL RULES EXAMINATION

In this examination, 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. A-1, B-1, K-1 and R-1 would be examples of players on these teams with their respective numbers. Please do not read into any question by making up scenarios or your own rules. Each section pertains to the 2010 edition of the National Federation of State High School Rulebook Please answer every question and refer to the respective rulebooks for clarification. Answer each question on your answer sheet and submit answer sheet when completed. Keep this test sheet for future reference. Questions 1-60 are worth 1 point. Questions 61-70 are worth 3 points.

All answers are either true or false

OFFICIALS UNIFORM

1. Caps may be adjustable or fitted
2. Shirts may have a zipper front or V neck front
3. Bean bags are optional officiating equipment
4. Under shirt, if worn, must be solid black

PRE-GAME

5. The line judge is responsible for meeting with and instructing the chain crew
6. The referee and umpire are the designated officials to meet with head coaches
7. By rule in a four man crew, the linesman approves the game ball(s)
8. The umpire rules on the legality of player equipment

COIN TOSS

9. The coin toss is conducted by the referee
10. Each team may have a maximum of five (5) players at the coin toss
11. The home team always has the option to call heads or tails at the toss to start the game
12. The winner of the toss can elect to kick, receive, defend a goal or defer to the second half

START OF THE GAME

13. A game is started by a scrimmage kick
14. A team must have a minimum of eleven players to start a game but may continue with less than eleven following the opening kick-off
15. A scrimmage kick and a free kick are the same
16. Once the ball is kicked, it may never be recovered by the kicking team

SCRIMMAGE PLAYS

17. In order for a legal formation, team A must always have a minimum of seven (7) players on their line of scrimmage.
18. In order to be awarded a new set of downs, team A must always get to the line to gain
19. There is no penalty that can automatically award the offense a new series of downs.
20. A scrimmage kick can only be done during a down or untimed down

PASSING PLAYS

21. A forward pass that falls to the ground is always ruled dead
22. A forward pass can only be thrown by a player that immediately receives the ball from the center
23. A backward pass that falls to the ground is always ruled live
24. Any player that at the snap is not lined up as an end or back is automatically ineligible from receiving a forward pass

RUNNING PLAYS

25. A runner is any player that is in possession of a live ball
26. A runner in possession of a live ball cannot be tripped by any defensive player
27. Once a pass is caught by a receiver and advanced, the pass is over and the receiver is now classified as a runner.
28. The quarterback can never be a runner

PLAYER EQUIPMENT

29. A player's mouthpiece must be any color but clear
30. By NFHS rule, socks are not listed as required player equipment
31. If a player wears an eye shield, any color but blue is acceptable
32. A player's mouthpiece must be affixed to his face mask at all times

TIME-OUT

33. A team is awarded three time-outs per quarter
34. Only the head coach is authorized to call a time-out
35. During an officials time-out, there are two authorized conferences a coach may have with his team
36. A charged time-out may be called by the head coach to review a situation or administration with the referee. During this time-out, both teams have full time out privileges.

EXTRA POINT & FIELD GOAL ATTEMPT

37. When the ball crosses the goal line during a field goal attempt, it is now dead
38. An extra point attempt is classified as an untimed down
39. If time runs out in any quarter after a touchdown, an extra point attempt will be done as an untimed down
40. A field goal attempt that falls short at team B's 5 yard line may be recovered and advanced by any team B player

LIVE BALL FOULS

41. A false start is a live ball foul
42. An illegal shift is a live ball foul
43. Illegal motion is a live ball foul
44. Illegal substitution can be either a live or dead ball foul

DEAD BALL FOULS

45. All unsportsmanlike fouls are administered as dead ball fouls
46. A snap infraction is a dead ball foul
47. Holding is a dead ball foul
48. A late hit on the ball carrier who is on the ground is a dead ball foul

FOOTBALL FUNDAMENTALS

49. During a down, if each team commits a foul other than unsportsmanlike acts; this is classified as double fouls.
50. There can be no pass interference by either team if a forward pass does not go beyond the line of scrimmage
51. A grounded backward pass anywhere on the field is a live ball that may be recovered or advanced by either A or B.
52. Once any defensive player touches a forward pass beyond the line, all team A players are eligible to catch and advance the football.

MORE FOOTBALL FUNDAMENTALS

- 53. A pass caught by any member of the defense is call an interception
- 54. A live ball in flight is classified as a loose ball
- 55. The result of any live ball that is recovered in Team A's or Team B's end zone results in either a touchdown, safety or touchback.
- 56. A touchdown may only be scored by a member of Team A

UNSPORTSMANLIKE ACTS

- 57. Two unsportsmanlike flags against any player or non-player results in automatic ejection.
- 58. Multiple unsportsmanlike acts are administered in the order in which they occurred
- 59. Any coach that is disqualified must leave the confines of the playing field for the remainder of the game and may have no verbal or visual contact with his team
- 60. A player that takes a swing at an opponent and misses shall be flagged for unsportsmanlike conduct

Questions 61 – 70, Please Identify The Officials Signal (There may be more than one correct answer)



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2011 SICOA SPRING WORKSHOP EXAMINATION ANSWER SHEET

PLEASE PRINT YOUR NAME

Return This Answer Sheet To Your Proctor When You Have Completed The Testing

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Number	Identify The Signal
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