



Name: _____

Date: _____

Umpire Mechanics Test

True/False

KEY: R - Referee; U - Umpire; L - Linesman; LJ - Line Judge; BJ - Back Judge; LOS - Line of Scrimmage; NZ - Neutral Zone; LTG - Line To Gain; OOB - Out of Bounds; GL - Goal Line; A - Offensive Player; B - Defensive Player; K - Kicking Team; R - Receiving Team

Directions: Place a "T" for True or an "F" for False in the space provided.

Pre-Game Responsibilities

- _____ 1. For varsity contests, officials should arrive at least 1 ½ hrs. before scheduled game time.
- _____ 2. A pre-game conference is optional.
- _____ 3. The U has primary responsibility for instructing the ball persons.
- _____ 4. Prior to the start of the game, the head coach shall be responsible for verifying to the R in the presence of the U, that all of his players are legally equipped and in compliance with the rules.
- _____ 5. No player shall participate while wearing illegal equipment. This applies to any equipment, which in the opinion of the umpire is dangerous, confusing or inappropriate.
- _____ 6. The Umpire has authority to declare equipment illegal if he determines it is inappropriate equipment.
- _____ 7. Only legal game balls, approved by the Referee, may be used during a contest.

Free-Kicks: Kick-Offs

- _____ 8. On a kickoff, the U should position himself on R's 20 yd. line opposite side of the L.
- _____ 9. The U is also responsible for counting R.
- _____ 10. If an on-side kick is anticipated, the U will move to R's free-kick line.
- _____ 11. On a kick out-of-bounds, untouched by R, the nearest official must throw his flag.
- _____ 12. On a free-kick following a safety, all officials assume same relative positions and responsibilities as they would for a free-kick after a try-for-point.
- _____ 13. On pooch kicks towards his sideline, the U must cover the catch and watch for Fair Catch and Fair Catch infractions.

Scrimmage Kicks: Punts

- _____ 14. There is no provision in the NFHS football rules for a player with an ineligible number to report to the Referee and become eligible.
- _____ 15. On scrimmage kick formations, the U is responsible for action on the snapper.

- _____ 16. After the snap, the U should step toward the neutral zone and be alert for roughing the snapper.
- _____ 17. Following the punt, the U should pivot to observe blocks and move toward return area observing players away from the ball.

Prior To The Snap

- _____ 18. The U is responsible for illegal snaps.
- _____ 19. On scrimmage plays, the R/U are responsible for counting the offense, while the BJ/LJ are responsible for counting the defense.
- _____ 20. Each official should be responsible for: Down, Distance, LTG, and Clock Status.
- _____ 21. The U may rule on a false start by a restricted lineman.
- _____ 22. The U should not rule on encroachment by either the offense or the defense.
- _____ 23. The U should verify 5 players numbered 50-79 on the offensive line and ineligible receivers.

Running Plays

- _____ 24. The U should always find one position and remain there so defensive players know where he is.
- _____ 25. After the snap the U should key the center and guards. If they block aggressively, then read run. If they pass block, then read pass.
- _____ 26. The U is not responsible for reading the point of attack.

Forward Progress

- _____ 27. 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.
- _____ 28. Forward progress is determined by the wings. The primary whistle should come from either the L or LJ.

Pass Plays

- _____ 29. The U assists the R to determine whether the passer's feet were in or behind the neutral zone when the ball is released.
- _____ 30. On pass plays the U should remain 5 -7 beyond the expanded neutral zone.
- _____ 31. On passes over the middle, the U will turn with the ball and assist in ruling on completion.

Goal Line Mechanics

_____ 32. The U should refrain from giving the Touchdown signal.

Penalty Administration & Enforcement

_____ 33. There are only two types of plays: loose ball plays and running plays.

_____ 34. On the first sideline warning, the covering official sounds whistle, drops penalty marker, gives proper signal, then reports infraction to referee.

_____ 35. The L is primarily responsible for and proceeds to the succeeding spot.

Overtime

_____ 36. Unused 2nd half time-outs may not be carried over into an overtime period. Each team will start the overtime period with one (1) time out.

Inadvertent Whistle

_____ 37. One of the keys to avoiding inadvertent whistles is to avoid blowing the whistle unless the ball can be actually seen in possession of a runner who is down or forward progress stopped..

Recommended Crew Communication Signals & Mechanics

_____ 38. After the ball is spotted, remain over the ball until the R gives the Read For Play Signal or released by the R.

_____ 39. Signal: Fist at (slightly above) shoulder level – This signal indicates of 11 players on offense or defense when counting complete.

_____ 40. False Start Signal – Used to communicate between R & U that this play requires protection for snapper in accordance with the rules.

Questions #'s 41 - 50 Penalty Enforcement Yardage Summary

In the place provided, place a 5, 10 or 15 for the appropriate loss of yardage for penalty enforcement. In addition, if the penalty includes Loss of Down, place: LOD in the space provided also.

_____ 41. Illegal block below waist

_____ 46. Invalid or illegal fair-catch signal

_____ 42. Illegal Substitution

_____ 47. Illegal touching

_____ 43 Clipping

_____ 48. Intentional Grounding

_____ 44. Illegal block in the back

_____ 49. Kick-catching interference

_____ 45. Sideline interference (2nd offense)

_____ 50. Ineligible receiver illegally downfield