

**Umpire Mechanics Exam (2009)**

1. U SHOULD CALL THEIR CREW NO LATTER THAN TWO DAYS BEFORE THE GAME. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
2. U THAT CAN NOT CONTACT A CREW MEMBER SHOULD CONTACT THE R IMMEDIATELY. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
3. U's RULE ON PLAYER'S EQUIPMENT. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
4. THE U MEETS WITH BOTH HEAD COACHES PRIOR TO THE GAME. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
5. THE U FACES THE R AND THE SCOREBOARD DURING THE COIN TOSS. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
6. BEFORE THE KICK OFF, THE U CONFIRMS THE KICKING TEAM COUNT WITH THE BJ. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
7. AFTER THE KICK OFF THE U SHOULD WATCH THE ACTION ON THE HOLDER AND THE KICKER FOR FIVE YARD'S OR UNTIL THE BALL HAS BEEN GROUNDED. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
8. THE U HAS GOAL LINE RESPONSIBILITIES ON A KICK OFF RETURNED FOR A TOUCHDOWN. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
9. THE U GIVES THE FINAL SIGNAL FOR AN ACCEPTED FOUL ENFORCED ON A FREE KICK. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
10. AFTER SPOTTING THE BALL ON SCRIMMAGE PLAYS THE U SHOULD SPRINT BACK TO HIS POSITION. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
11. THE U IS RESPONSIBLE FOR COUNTING THE OFFENSIVE PLAYERS AND CONFIRMING WITH THE R. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
12. AFTER THE READY FOR PLAY UNTIL THE SNAP THE U MUST NEVER TAKE HIS EYES OFF THE BALL. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
13. THE U IS RESPONSIBLE FOR THE BLOCKING ON THE LINE TACKLE TO TACKLE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
14. THE U'S POSITION IS BETWEEN THE ENDS AND 5-8 YARDS OFF THE BALL ON THE DEFENSIVE TEAM SIDE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
15. DURING A PASS THE U IS TO WATCH FOR PASS INTERFERENCE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
16. THE U SPOTS ALL BALLS BETWEEN THE INBOUND MARKS. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
17. DURING A SCRIMMAGE KICK THE U MUST NOTIFY AT LEAST TWO OTHER OFFICIALS THAT IT IS A LIVE BALL. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
18. ON FIELD GOALS, TRY'S AND PUNTS THE U SHOULD FAVOR THE LJ SIDE STILL BEING ABLE TO SEE ACTION ON THE SNAPPER. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
19. A FIST ON THE CHEST IS THE SIGNAL FOR A PLAYER WITH POSSESSION OF THE BALL IN THE END ZONE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
20. DURING A MEASUREMENT THE U MUST HOLD THE BALL ON THE GROUND. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
21. PENALTIES ARE WALKED OFF BY THE U. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_

22. AFTER A TRY THE U WILL RUN UP THE SCORING TEAM SIDELINE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
23. DURING A TIME OUT THE U WILL COVER THE BALL UNTIL THE READY FOR PLAY IS SIGNALLED. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
24. THE U SHOULD COVER THE BALL DURING ALL DEAD BALL INTERVALS. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
25. IN THE EVENT THAT THE R GOES DOWN THE U WILL REPLACE HIM. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
26. IF THE BALL BECOMES DEAD IN A SIDE ZONE THE U WILL SPOT THE BALL IN PLAY INSIDE THE INBOUNDS MARK ON THAT SIDE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
27. INTERIOR LINEMEN NUMBERING IS NOT THE RESPONSIBILITY OF THE U. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
28. TRAVEL ARRANGEMENT IS NOT THE RESPONSIBILITY OF THE U. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
29. THE U WILL ENTER THE FIELD ON THE SAME SIDE WITH THE R AFTER HALF-TIME. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
30. THE U WILL ASSIST WITH ILLEGAL FORWARD PASSES IF THE PASSER CROSSES THE SCRIMMAGE LINE. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
31. When enforcing a penalty, R notifies the U of the decision, spot of enforcement, and the number of yards to mark off. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
32. When there is a flag, R gets the official who threw the flag and asks the status of the ball, type of play, team committing the foul, number of player, and results of play. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
33. It is the R' responsibility to obtain the game kit from his class leader. If unable to do so, the HL should be notified to do so as he is the R's backup. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
34. The R should review the game card as part of the post-game conference. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
35. The R shall conduct a pre-game conference and distribute game cards. If he is not present, it is the HL responsibility to replace him. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
36. The R should count team A players and signal U with a fist at shoulder height in front of body for 11 players & an open hand if less than 11. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
37. At the end of the game, it is the R' responsibility to record the time the game ended. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
38. If U disqualifies a player, he goes with the R to the offending player sideline and the LJ comes in to cover the ball. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
39. The R is the only official to call the supervisor of officials with the details of a disqualification. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
40. HL does not have any player counting responsibilities because the R and U counts the "A" players and LJ & BJ count "B" (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
41. On free kicks signal to R by raising hand that you are ready, after you have counted the "R" players. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
42. On goal line plays (ball snapped on or inside "B's" 3 yd. line), communicate to BJ or U if you want them to rule on forward progress from their position to the location of snap. The request must be acknowledged and accepted by BJ or U. Move to goal line after snap to determine progress when necessary. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
43. Penalty enforcement is the responsibility of R and U to check. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_

44. We are to enter the field 45 minutes prior to kick off. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
45. If the ball is legally touched in your area, start the clock. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
46. The covering official should actually see the ball in possession of runner who is down or whose forward progress is stopped or ball out of bounds before sounding his whistle. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
47. Whenever a fumble occurs, the covering official will mark the spot of the fumble with his beanbag. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
48. Verify the correct down on every play and communicate with at least 2 other officials. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
49. On short free kicks towards the HL sideline touched by "R" , wait for the R to wind the clock and then give a follow up wind the clock signal. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
50. If you have not been contacted by U concerning travel/meeting site at least 2 days prior to the game, call U, R or other crew member for information. Call supervisor of officials when you are unable to contact U, R or other crew member. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
51. During a Free Kick, count the K players, and confirm the count with the L J. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
52. After first and third quarters, with R and U, mark card with down, distance, yard line, and clip for the team in possession. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
53. The R should answer any questions to anyone may have about the game once the game is over. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
54. On a Try situation play, kick or scrimmage, acknowledge other officials and give the live ball signal. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
55. The official with the longest amount of service should conduct the pre-game conference should the R be late or absent. (T) \_\_\_ (F) \_\_\_ Mechanic (Reference) \_\_\_\_\_
56. The supervisor of officials is responsible for getting you your game assignments (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_
57. Have uniform clean, neat and you can polish your shoes during pre game if your shoes aren't shined. (T) \_\_\_ (F) \_\_\_ Mechanics (References) \_\_\_\_\_
58. All officials are to mark their game cards with disqualifications information. (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_
59. If player #88 is in a normal guard position and is the last player on the line of scrimmage towards the HL sideline, the HL is responsible to know that players number. (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_
60. On a short free kick towards the HL sideline touched by "R", wait for the R to wind the clock and give a follow up wind the clock signal. (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_
61. At the end of the 1st half the R should review the game card to insure all officials have them properly & completely marked. (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_
62. The R should review the game card as part of the post-game conference (T) \_\_\_ (F) \_\_\_ Mechanics (Reference) \_\_\_\_\_

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63. The R should let the coin hit the ground to show the results of the toss

(T)\_\_\_\_ (F)\_\_\_\_ (Reference) \_\_\_\_\_

64. In the event of a disqualified player by the R of the visiting team the HL will accompany the R and the disqualified player to the sideline until the process is complete.

(T)\_\_\_\_ (F)\_\_\_\_ (Reference) \_\_\_\_\_  
Mechanics

65. LJ is responsible to notify the R when 50 seconds of time have elapsed during a charged time out.

(T)\_\_\_\_ (F)\_\_\_\_ (Reference) \_\_\_\_\_  
Mechanics

Extra Credit: Only the Back Judge is allowed to use a BLUE BEAN BAG to mark the spot of a possession change

(T)\_\_\_\_ (F)\_\_\_\_ (Reference) \_\_\_\_\_  
Mechanics