INSTRUCTIONS FOR TAKING THE 2009 RULES TEST

The Rules Test Questions are posted by position on our web site at <u>www.CVFOA.org</u>. The 2009 Rules Test has been changed from last years in one significant way. This year's test 1) only requires you to answer the questions as True or False and 2) supply the appropriate Rule Reference(s) from the 2008 (LAST YEARS) Rule/Case Book. Because the preparation of this test took place prior to the 2009 Rules Books being sent out we will be using the 2008 Rules. If there is a conflict in any test question between the 2008 and 2009 rules changes, credit will be given if appropriate.

You have selected the test for your preferred position of **Referee.** Complete the test and submit it to Wayne Alley or Rich Gudewicz, your class leaders, on or before the September 15, 2009 scheduled class. Your answers can be submitted to them via email or regular mail any time prior to this meeting date, if you prefer; the sooner you complete and submit the test the better.

Taking the test is simple. Read the question, locate the answer from the appropriate section in your "2008" Rule Book and answer True or False. Then record the Rule Number and Section Number/Letter (as needed) on the line noted "Rules Reference that supports your answer". NOTHING ELSE IS REQUIRED in the way of explanation.

If you answer the question correctly (T/F) "AND" note the correct rules reference, your answer is CORRECT. If "EITHER" of these items is wrong or missing then your answer is INCORRECT. Sample question:

1) No Player shall fight.

If You Answer: X True False – Rules Reference 9-4-1 (Correct Answer) If You Answer: True X False – Rules Reference 9-4-1 (Incorrect Answer) If You Answer: X True False – Rules Reference 1-1-1 (Incorrect Answer)

If your test is not submitted by the September 15th date your true score will be reduced by 5 points.

If you are not satisfied with your grade you may resubmit once within 2 weeks from the date it is returned to you with corrected answers and your grade will be adjusted to the highest score you receive.

If you do not submit answers by the end of the September 15th meeting your grade will be zero.

The test is made up of the first 35 questions directly specific to the field position selected at 2 points per question (70 points). Also, there are the last 30 additional questions directly specific to the remaining four positions at 1 point per question (30 points). A total of 100 possible points.

Good luck and hopefully you will learn at least one thing you don't know or have forgotten. If you have any questions contact Wayne or Rich.

- 1. During the last timed down of the quarter, A1 throws a legal forward pass. The pass is completed but A10 is flagged for pass interference. B accepts the penalty which includes loss of down. The quarter is extended by an untimed down.
- Time expires during the last timed down of the 2nd quarter as A1 runs the ball and is tackled by B1. During the run B's coach questions the heritage of the crew. B's coach is flagged for unsportsmanlike conduct. The quarter is extended by an untimed down.
- **3.** 3rd and 15 from K's 40 yard line. K3 is in a scrimmage kick formation. The snap is high and K3's legal kick is shanked out of bounds at K's 30 yard line. It is 4th down for K at their 30.
- **4.** 3rd and 15 from K's 30 yard line. K3 is in punt formation. The snap is high and K3's kick is blocked. The loose ball is recovered by K7 at K's 25 yard line. K7 advances the ball to K's 47 yard line. The clock is stopped to reset the chains. The clock starts on the snap.
- 5. With time expiring in the 4th quarter, it is A's ball 2nd and 8 from B's 40. A1 intentionally throws the ball forward to the ground in order to stop the clock. A1's action took place after immediately taking a snap 3 yards from the snapper while in a shotgun formation. This is an illegal forward pass.
- 6. On a hot and humid night, after A is short of the line to gain on 4th down, the ball is awarded to B at B's 42. The R takes an official's time out for water due to the heat. It is legal for the teams to hold an authorized conference.
- **7.** PSK fouls apply to fouls by R behind and beyond the expanded neutral zone.

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- 8. A3 takes the snap at his 30 and runs to his 45 where he is hit and fumbles.While the ball is loose, A7 holds. This is a foul during a loose ball play.
- **9.** A1 throws an incomplete pass on 2nd down. The ball is spotted correctly and the R puts it in play. The clock operator erroneously starts the clock. A3 runs the ball and is stopped short of the first down. The R puts the ball in play and A is getting ready to snap it when A's head coach calls a time out to discuss the timing error. By rule the R cannot correct the error.
- **10.** 4th and 8 for A from B's 30. A1 takes the snap and drops back to B's 35 and throws a forward pass to A2 at B's 33. A2 immediately throws a forward pass to A3 who is tackled at B's 15. This is a legal play.
- **11.** The clock starts on the ready if it was stopped due to an inadvertent whistle during a forward pass.
- 12. 4th and 6 from K's 25. K1 kicks the ball. R1 at his 45 signals for a fair catch. The BJ sees K5 charging towards R1. As soon as R1 touches the ball, the BJ blows his whistle. Unfortunately, R1 muffs the catch. The ball is recovered by K7 at the 50. K has the choice of taking the ball at the 50 or replaying the down.
- **13.** The basic spot is the succeeding spot for an unsportsmanlike foul, a dead ball foul, a nonplayer foul, and when the final result is a touchback.
- 14. 4th and 8 from K's 40. K1 kicks the ball which is caught by R1 at his 14. Prior to the ball being caught, R5 is flagged for a block in the back at R's 40. This is a PSK foul.

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- **15.** 3rd and 5 from B's 25. A1 throws a completed forward pass to A2 who is downed at B's 5. A2 accidentally stepped out of bounds while running a sideline pattern at the 20 and returned inbounds at the 15. A2 is correctly flagged for illegal participation. This is a loose ball play and the penalty if accepted will be administered from the previous spot.
- 16. 2nd and 8 from A's 30. A1 throws a legal forward pass to A2. A1 is roughed by B1. A2 advances to A's 40 where he fumbles and the ball is recovered by B5 who is immediately tackled at the A 35 yard line. The penalty if accepted is administered from the previous spot and results in an automatic 1st down for A.
- 17. On a try, the U has spotted the ball in the middle of the field. The R has blown the ready for play. A requests a time out. After the time out is over, A1 advises the R that they want the ball on the left hash. The R should allow the request.
- 18. On a try, the U has spotted the ball in the middle of the field. The R has blown the ready for play. Before the ball is snapped B7 encroaches. After penalty enforcement and before the ready for play A1 advises the R that they want the ball on the left hash. The R should allow the request.
- **19.** For all free kicks, the free kick lines are always 10 yards apart.
- **20.** It is legal for the coach to wear a headset during an authorized conference that is held in the middle of the field.

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- 21. Fourth and 10 from team K's 20 yard line. K1's punt is blocked. The ball, which never crossed the neutral zone, rolls to team K's 10 yard line. K3 recovers the ball and punts it again. The ball goes out of bounds at team K's 40 yard line. K3 is guilty of an illegal kick.
- **22.** The penalty for a substitute not leaving the field before the snap is administered from the succeeding spot.
- **23.** A roughing the kicker foul on a successful kick try during the first possession in overtime can be enforced from the succeeding spot. The offensive team will start on the 25 yard line.
- 24. Team A moves to the line and all players are set with 8 players on the line of scrimmage. End A8 then slowly moves backward and continues moving backward as the ball is snapped. At the snap, A8 was in his backfield six yards behind his line. A8 is guilty of illegal motion.
- **25.** The referee stops the game clock because A1 is bleeding. Team A requests and is granted a charged timeout. During the timeout, A1 receives medical treatment, his bleeding stops and the wound is properly covered with a legal bandage. A1 need not leave the game.
- **26.** Fourth and seven for team A from its own 45 yard line. B1 intercepts a pass at his own six yard line. After running a few steps, he is hit and fumbles. The ball rolls and hits the pylon, which is properly placed. It's a touchback; it's team B's ball at its own 20 yard line.
- 27. Fourth and one for team A on team B's 17 yard line. Runner A1 is thrown for a three-yard loss. After the play, B2 is flagged for a personal foul. It will be team A's ball, first and goal on team B's 10 yard line.

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- **28.** Fourth and 7 for team A from B's 27. A's field goal attempt is unsuccessful and dead in the end zone. B's ball 1 and 10 on B's 27.
- **29.** Using the VHSL 35 point differential rule in a regular season game, the clock will start again on the ready for the free kick following the try after a touchdown.
- **30.** A snaps the ball from the right-side inbounds spot. A commits an illegal motion penalty. A's run ends in the leftside side zone. After enforcement the ball is at the left-side inbounds spot.
- **31.** With 3rd and 10 from B's 40, A1 takes the snap and runs wide and pitches to A2. A2 catches the ball behind the neutral zone and runs to B's 10 where is he downed. B1 holds before the pitch is made. If the penalty is accepted, it is A's ball 1st and 10 from B's 30.
- **32.** With 1st and 10 from B's 25, A is in a shotgun formation. It is legal for A1 to spike the ball immediately after receiving the snap at B's 30 to conserve time.
- **33.** With 3rd and 3 from K's 10 yard-line, the scrimmage kick by K1 is blocked by R1 and rebounds into K's end zone. R scores a touchdown when the ball is simultaneously recovered in the end zone by K2 and R2.
- **34.** Post-scrimmage kick penalty enforcement does not apply to tries or successful field goals.
- **35.** The spot where the run ends is where the runner loses player possession or where the ball becomes dead in his possession.

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36. Snapper A1 is positioned over the ball following the ready for play signal but has not placed his hand(s) on the ball. A1 has a hand on the ground and then stands erect to call out a blocking assignment. No Infraction.

37. On 4th and goal from the 5-yard line, the ball is marked ready for play with the nose of the ball just touching the 5-yard line. Following A1's incomplete pass the ball should be placed in the exact position as it was for 4^{th} down. The chains are then moved the length of the ball and it is B's ball 1^{st} and 10.

38. Prior to the ready for play on a try, A's captain requests that the ball be placed on the right side inbounds line. Prior to the snap A4 false starts. A's captain asks for the ball to be placed in the middle of the field after penalty enforcement. Spot ball in the middle of the field per the captains' request.

39. Prior to the ready for play on a try, A's captain requests that the ball be placed on the right side inbounds line. A then deploys in a spread formation. A1 does not like the defensive coverage and requests a timeout. After the timeout A's captain asks for the ball to be placed in the middle of the field. Ball must stay spotted at the right side inbounds line.

40. During a try, K1's place kick hits lineman K2 who is behind the neutral zone, and caroms between the uprights and above the crossbar. Ball is dead, replay down.

41. The officials determine that a player is apparently unconscious because he is unable to receive information and/or unable to respond to questions or the player's responses are inappropriate. To re-enter the game, the player must have written authorization from a physician

42. On second down the linesman brings the umpire a rubber ball, the coach on the linesman's side has asked that the leather ball be changed to rubber as it has started to rain. This request is denied because the ball can only be changed after a free kick or to start a new series.

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43. During the pre game meeting with the coach to verify legal equipment, a dark eye shield is noticed on one player. The head coach presents a note from a medical physician that says the dark eye shield is required due to a previous eye injury. Legal due to the physician's note.

44. The ball is snapped from the right-side inbound line and the run ends in the left-side zone. A1 is illegally in motion. The penalty is accepted. The ball should be spotted at the right-side inbound line after penalty administration.

45. After the ball has been marked ready for play, but prior to the snap it is discovered that A1 and A2 both are wearing number 81. A1 is on the end of the line, A2 is in the backfield, A has five linemen numbered 50 - 79. It will become a foul at the snap for illegal numbering.

46. K is attempting a try by kick. After the ball is snapped the offensive guards and tackles each grab the jersey of an adjacent teammate. The kick by K1 is successful. Interlocked blocking, 10-yard penalty.

47. First and 10 for A on A's 20 yard line, A1 drops back to the A 10 yard line and throws a screen pass to number 42 who is on the 15-yard line. Number 42 slips to the ground and lineman number A77 turns and catches the pass at the 16-yard line and advances to A's 35-yard line. Penalty for illegal touching by number 77. 5 yard penalty including loss of down is enforced from the 16-yard line.

48. Team A sets in a scrimmage-kick formation with number 79 in the deep position as the potential kicker. Number 33 is positioned as an interior lineman between the ends as an exception to the numbering requirement. A shifts and number 33 assumes a position on the end of the line. Number 33 remains ineligible during the scrimmage kick because his initial position was an exception to the numbering system.

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49. A's lineman take their positions and snapper A1 has made preliminary adjustments. Prior to the snap A1 removes both hands. Legal for snapper to remove both hands.

50. A's ball first and goal from the 2 yard line, A4 drops back to pass, offensive lineman A2 blocks B2, maintains contact and drives B2 2-yards off the line of scrimmage. The pass is completed to A6 in the end zone. A2 is not illegally downfield.

51. 4th & 10 on the K20. R2 AND R3 give valid fair catch signals. R2 muffs the kick and the ball ricochets toward R3 who is blocked by K3. The ball is recovered by K5 at the 50yd line. Award a Fair Catch to R at the spot of the block by K3 or re-kick from K's 10.

52. 4th and 3 at the R22. K1's FG attempt is good, but while the ball is live, R1 is flagged for a personal foul facemask at R's 11. K can take the points off the scoreboard and have 1^{st} down at R's 11 or keep the points and have the penalty enforced from the succeeding spot.

53. 4th & 8 at the K30. K1 muffs the snap and is under heavy duress after recovering the ball. He is scrambling as he approaches the LOS. While running he kicks the ball rugby style at the K32. R1 gives a fair catch signal at the R45 and catches the ball. Illegal Kick by K1.

54. With the clock winding down to end the game, the clock is stopped for a 1st down. The scoreboard clock shows 0:00 but the horn didn't sound. The game has ended.

55. K1 is attempting a field goal or try. His kick has a low trajectory and it strikes the back of K2, who is a yard behind the neutral zone, but caroms forward and passes between the uprights and above the crossbar. Dead ball, no score.

56. 4th and 30 from K's 20. K1's kick is partially blocked and rolls to the K's 25. There is a massive scramble for the ball. The ball is recovered by K3 at K's 18. The LJ advises that R4 was the first to touch the ball at K's 25. K's ball, 1^{st} & 10 on K's 18.

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57. 4th & 12 on the B32. B6 holds eligible A3 on the B28 before the pass is thrown. The pass is muffed by A2 on the B33 and falls to the ground. 1st & 10 for A on B 17.

58. 3rd and 3 from K's 10 yard-line, the scrimmage kick by K1 is blocked by R1 and rebounds into K's end zone. The ball is simultaneously recovered in the end zone by K2 and R2. Touchdown

59. A12 arrives at the huddle making the 12th player in the huddle. Momentarily after A12 arrives, the huddle breaks and A1 goes immediately to his sideline to the team box. Legal action.

60. 1st & 10 at the 50yd. Just before the snap, A1 comes from your sideline onto the field to make the 11th A player. He sets just inside the sideline outside the numbers and is legally on the line of scrimmage. A3 runs to the B42. Legal Play.

61. 3rd & 10 at the R15 with :12 left in the 4th qtr. On the FG attempt, R1 blocks the kick behind the line of scrimmage. The ball rolls to the R20 where K2 recovers and advances to the R17. 4th & 12 for K-untimed down if clock ran out.

62. Team A moves to the line and all players are set. End A9 then slowly moves backward and continues moving backward as the ball is snapped. At the snap, A9 was in his backfield six yards behind his line and there were 7 players on the line at the snap. Illegal motion.

63. The R stops the game clock because A1 is bleeding. Team A requests and is granted a charged timeout. During the timeout, A1 receives medical treatment, his bleeding stops and the wound is properly covered with a legal bandage. A1 must sit out for at least one play.

64. A1 runs for a TD. During his run, B2 is flagged for incidental facemask. TD and the penalty if accepted may be enforced on either the try or the subsequent kickoff.

65. A's linemen go into a three point stance and back A1 goes in motion simultaneously. A1 legally sets before the snap. Illegal Motion

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