

PRACTICE EXAM

SCMAF FLAG FOOTBALL RULES

CIRCLE ONE

- T F 1. Prior to the kickoff, officials raise their arms to indicate to the referee that they are ready.
- T F 2. Prior to the game, the head coach shall verify to the referee and umpire that all players are legally equipped.
- T F 3. An invalid fair catch signal is penalized from the previous spot.
- T F 4. Fumbles may be recovered and advanced by the defense.
- T F 5. It is not always a safety if a team commits a penalty in its own end zone.
- T F 6. All dead ball fouls must be administered.
- T F 7. The SCMAF flag football field is 80 yards by 40 yards with 10 yard end zones.
- T F 8. All players except the kicker must wear shoes.
- T F 9. Officials may take a time out when heat or humidity may create a health risk to players.
- T F 10. The winner of the coin toss cannot defer the option to the second half.
- T F 11. Coaches may roam the entire sideline as long as they don't interfere with play.
- T F 12. The referee's preliminary signal is given before discussing penalty options with the captain.
- T F 13. All players are eligible pass receivers except the quarterback.
- T F 14. Two forward passes thrown by Team A during the down is illegal.
- T F 15. The signal officials give to indicate to each other the clock is not to start, is crossed wrists held over the head.
- T F 16. Two man mechanics use either a double referee system or a referee and a line judge.
- T F 17. Following any long gain or change of possession, the covering official should inform the referee the result of the play.

- T F 18. Unused time-outs may be carried over into overtime periods.
- T F 19. The referee shall have authority to correct obvious errors in timing if discovery is prior to the first live ball following the error unless the period has officially ended.
- T F 20. Replaced players have 10 seconds to leave the playing field.
- T F 21. Any foul which has a material effect on the play or gives an advantage to one team should be promptly called.
- T F 22. All coaches must remain in the box at all times.
- T F 23. The ball carrier must attempt to evade the defense players. He/she may not charge into a defensive player. The penalty for charging is 12 yards.
- T F 24. A period is extended for one untimed down if there was a live ball foul by either team during the last timed down, and the penalty was accepted.
- T F 25. In Federation rules, it is important to bean-bag the end of a kick anywhere on the field.
- T F 26. Officials reporting penalties to the referee must know the status of the ball at the time of the foul.
- T F 27. Official(s) not in the area where the ball became dead should backup their fellow official by blowing their whistles after the official near the ball blows his.
- T F 28. Officials should not blow the whistle unless they see the ball.
- T F 29. Officials should call a penalty for an illegal block even if they didn't see the approach by the blocker.
- T F 30. Goal line and short-yardage mechanics (two man) calls for only one official on the line of scrimmage.

ANSWER KEY

1. T	11. F	21. T
2. T	12. T	22. F
3. T	13. F	23. T
4. F	14. F	24. T
5. T	15. T	25. F
6. T	16. T	26. F
7. T	17. T	27. F
8. F	18. F	28. F
9. T	19. F	29. F
10. F	20. F	30. T

NAME _____
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PHONE # (_____) _____ DATE _____

80% Passing Score Required

**2005 SCMAF FLAG FOOTBALL
OFFICIALS CERTIFICATION TEST #1
MECHANICS**

TWO MAN MECHANICS (1-20)

Circle one

- T F 1. The Referee's preliminary signal is given after discussing penalty options with the captain.
- T F 2. The deep official on a punt should line up 3 to 5 yards behind the punt receiver.
- T F 3. In Federation rules it is important to bean-bag the end of a kick anywhere on the field.
- T F 4. Officials use their hats to mark the spot of first touching of a kick.
- T F 5. Officials should call a penalty for an illegal block even if they didn't see the approach by the blocker.
- T F 6. Officials should not blow the whistle unless they see the ball.
- T F 7. Two man mechanics use either a double referee system or a referee and a line judge.
- T F 8. Prior to the kickoff, officials raise their arms to indicate to the Referee that they are ready.
- T F 9. Officials reporting penalties to the Referee must know the status of the ball at the time of the foul.
- T F 10. The official timing delay of game gives a visual hand signal the last five seconds.
- T F 11. In relaying the ball officials form a chain and use long overhead passes.
- T F 12. The Referee should give penalty options to the offended team's captain on all penalties even if the option is obvious.
- T F 13. Following any long gain or change of possession, the covering official should inform the Referee the result of the play.
- T F 14. Goal line and short yardage mechanics (two-man) calls for only one official on the line of scrimmage.
- T F 15. Flank officials starting positions should be as close to the players as possible.

**FLAG FOOTBALL
2005 OFFICIALS CERTIFICATION TEST #1
MECHANICS
PAGE 2**

- T F 16. The signal officials give to indicate to each other the clock is ready to start, is crossed wrists held over the head.
- T F 17. Any Foul which has a material effect on the play or gives an advantage to one team should be promptly called, as should all fouls involving unnecessary roughness and unsportsmanlike conduct.
- T F 18. Officials responsible for counting players shall signal to each other by use of a closed fist.
- T F 19. Official(s) not in the area where the ball became dead should "backup" their fellow official by blowing their whistles after the official near the ball blows his.
- T F 20. Officials marking forward progress should stand in a natural position one foot ahead of the other.

THREE MAN MECHANICS (21-25)

- T F 21. The line judge (three-man) must be on the line of scrimmage at the start of every play.
- T F 22. (Three-man) The line judge is on the free kick line of the kicking team for the kick-off.
- T F 23. In Three Man Mechanics, the Referee should notify the coaches after each time out the remaining number of time out they can call.
- T F 24. (Three-man) The head lineman's position at the start of the play is on the opposite side as the down box.
- T F 25. The Referee (three-man) is responsible for timing.

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**2005 SCMAF FLAG FOOTBALL
OFFICIALS CERTIFICATION TEST #2
RULES 1-5**

Circle one

- T F 1. The SCMAF flag football field is 100 yards by 40 yards with 10 yard end zones. (SCMAF V-B)
- T F 2. Offsides is a term to indicate a player is illegally in the neutral zone in games conducted under Federation Rules. (2-8)
- T F 3. A muff is considered any touching of the ball by the receiving team. (VI-2-C)
- T F 4. A forward pass has gone beyond the neutral zone if at any time during the pass, any part of the ball is beyond the neutral zone. (2-28-3)
- T F 5. Replaced players have ten seconds to leave the playing field. (3-7-2)
- T F 6. Prior to the start of the game, the head coach shall verify to the Referee and umpire that all players are legally equipped. (1-5-4)
- T F 7. The clock starts on the Ready for Play signal following an accepted delay of game penalty. (3-4-3i)
- T F 8. A-87 and B-3 leap off the ground and simultaneously secure the ball, they both touch the ground at the same time, but B-3 touches on the side line. Ruling - completed pass by A. (2-4-2)
- T F 9. It is legal, on a scrimmage kick, to make fair catch anywhere on the playing field. (2-9-1, 6-5-2)
- T F 10. To make a legal catch, a player who catches the ball, while airborne, must have the ball in his possession when he first returns to the ground. He must have both feet in-bounds. (2-4-1)
- T F 11. Penalty colored gloves are legal if the opposing coach grants permission. (1-5-3a)
- T F 12. All coaches must remain in the team box at all times. (SCMAF VIII-A)
- T F 13. SCMAF rules call for 5 and 10 yard penalties. (SCMAF Penalty Chart P. 28)
- T F 14. A period is extended for one untimed down if there was a live ball foul by either team during the last timed down, and the penalty was accepted. (3-3-3a)
- T F 15. Touching of the ball by an official in the field of play is a dead ball (2-42)

FLAG FOOTBALL
2005 OFFICIALS CERTIFICATION TEST #2
RULES 1-5
PAGE 2

- T F 16. The Referee shall have authority to correct obvious errors in timing if discovery is prior to the first live ball following the error unless the period has officially ended. (3-1-7)
- T F 17. Offensive pass interference is enforced at the spot of the foul. (SCMAF Penalty Chart P.28)
- T F 18. Officials may take a time out when heat or humidity may create a health risk to players. (3-5-7h)
- T F 19. The winner of the coin toss may not defer the option to the second half. (3-2-3)
- T F 20. All players except the kicker must wear shoes. (1-5-1g)
- T F 21. Forward handling is when the runner releases the ball when the entire ball is beyond the yard line where the runner is positioned.
- T F 22. SCMAF rules state Team A has 20 seconds to snap the ball after the Referee declares it ready for play. (SCMAF Penalty Chart P.28)
- T F 23. B holds at the line during a punt that becomes dead inbounds. If the foul is accepted, the clock shall start on the snap.
- T F 24. Third down and goal to go on the Team B one-Foot line. With three seconds remaining in the fourth quarter, the clock running, b-55 slaps the ball away from the snapper. After administration of the penalty the clock will start on Ready for Play Signal. (3-3-3)
- T F 25. Coaches may roam the entire sideline as long as they don't interfere with play. (SCMAF VIII-A)

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2005 SCMAF FLAG FOOTBALL
OFFICIALS CERTIFICATION TEST #3
RULES 6-10

Circle one

- T F 1. All dead ball fouls must be administered. (10-4-1)
- T F 2. Inadvertent whistle options shall be in effect if there is an accepted penalty during the down. (SCMAF XII-R)
- T F 3. Player A5 inadvertently loses his/her flags. He/she is then handed the ball. Ruling: Ball dead immediately. (SCMAF XII-N-1A)
- T F 4. For Team A, pass interference restrictions begin when the ball is in the air. (7-5-7)
- T F 5. The Penalty for an illegal forward pass is enforced from the spot of the pass. (7-5-3)
- T F 6. SCMAF quarters are 5 minutes regulation time. (SCMAF X-A)
- T F 7. An invalid fair catch signal is penalized from the previous spot. (6-5-7 Pen., 10-4-3d)
- T F 8. All players are eligible pass receivers except the quarterback. (SCMAF XII-K-1)
- T F 9. Two forward passes thrown by Team A during the down is illegal. (7-5-1, XII-K-5)
- T F 10. Unused time-outs may not be carried over into overtime periods. (SCMAF X-C)
- T F 11. Regulation clock is used the last three minutes of the game. (SCMAF X-C)
- T F 12. Kickoffs are dead upon recovery by the offense. (SCMAF XII-D3)
- T F 13. The offense has twenty yards to go on all first down plays. (SCMAF XII-E)
- T F 14. It is unsportsmanlike if a player attempts to focus attention upon himself with any delayed, excessive, or prolonged act. (9-5-1C)
- T F 15. The snap of the ball is a loose ball play. (10-3-1-a)

FLAG FOOTBALL
2005 OFFICIALS CERTIFICATION TEST #3
RULES 6-10
PAGE 2

- T F 16. Cross body blocks are illegal. (SCMAF XII-B-1)
- T F 17. It is not always a safety if A commits a penalty in its own end zone. (10-5-3)
- T F 18. The ball carrier must attempt to evade the defense players. He/she may not charge into a defensive player. The penalty for charging is 10 yards. (SCMAF XII-C-1)
- T F 19. Team B may run an intercepted pass out of its own end zone. (SCMAF XII-K-3)
- T F 20. A backward pass may be recovered in the air and advance by Team B. (SCMAF XII-N-1F)
- T F 21. If a forward pass is caught simultaneously by two opponents then the ball becomes dead and belongs to the offense. (7-5-2)
- T F 22. Fumbles may be recovered and advanced by the defense. (SCMAF XII-G-1-3)
- T F 23. QB A7 throws an intentional backward pass out of bounds to conserve time. Penalty: Illegal pass. (7-5-2)
- T F 24. A substitute who enters the playing area during a fight shall be disqualified. (9-8-1k)
- T F 25. B may commit pass interference before the pass leaves the passers hand. (7-5-7)

**2005 SCMAF
FLAG FOOTBALL
OFFICIALS CERTIFICATION TEST
ANSWER KEY**

**Test #1
Mechanics**

1. F
2. F
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**Test #2
Rules 1-5**

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**Test #3
Rules 6-10**

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