

Name \_\_\_\_\_ Phone # \_\_\_\_\_



Church \_\_\_\_\_

City \_\_\_\_\_

## **SPARKS-A-RAMA OFFICIALS' EXAM**

### **THIS IS NOT AN OPEN BOOK TEST**

#### **TRUE OR FALSE**

- \_\_\_\_\_ 1. The only thing an official must concern himself with are the details of all of the rules.
- \_\_\_\_\_ 2. An official is not a spiritual leader out on the game floor.
- \_\_\_\_\_ 3. It is good to avoid the coaches on your line if at all possible and not talk to them at all.
- \_\_\_\_\_ 4. It is a sign of incompetence and ignorance of the rules on your part if you consult with your circle director.
- \_\_\_\_\_ 5. A secondary objective of being an official is to see that the overall running of the meet goes smoothly.
- \_\_\_\_\_ 6. Clean up is not a part of the job of an official.
- \_\_\_\_\_ 7. All participants, including judges, must wear gym shoes while on the gym floor.
- \_\_\_\_\_ 8. Sparks may put spit on their sneakers.
- \_\_\_\_\_ 9. Every team member must compete in at least three events.
- \_\_\_\_\_ 10. A line judge's hand in the air means he has a question to ask the Circle Director
- \_\_\_\_\_ 11. There is no tag rule in the Sparks-a-Rama.
- \_\_\_\_\_ 12. Our emphasis should be upon winning and not on having fun.
- \_\_\_\_\_ 13. While the rules are to be enforced, leniency is to be observed as long as it does not give a team an advantage.
- \_\_\_\_\_ 14. Judges should coach as well as judge.
- \_\_\_\_\_ 15. Judges must meet with the Circle Director after each heat, before the winners are indicated, to go over any possible disqualifications.
- \_\_\_\_\_ 16. The decision of the Circle Director may not be appealed to the Meet Director.

**SHORT ANSWERS**

Disqualifications could be called by:...but are not to called unless leniency gives a team an advantage

(17) the \_\_\_\_\_ or (18) a \_\_\_\_\_ for:

*(Do not give specific game rules infractions)*

19 \_\_\_\_\_

20 \_\_\_\_\_

21 \_\_\_\_\_

22 \_\_\_\_\_

23. Define a false start: \_\_\_\_\_

\_\_\_\_\_

**TRUE OR FALSE**

\_\_\_\_\_ 24. In the Beanbag In and Out, there are three heats with five players each.

\_\_\_\_\_ 25. In the Beanbag In and Out, player #1 is the one farthest from the team's starting diagonal.

\_\_\_\_\_ 26. In the Beanbag In and Out, the last player drops the beanbag in the container as they are running into the center for the scoring pin.

\_\_\_\_\_ 27. In the Sparky Bowl, there is NOW a 60 second time limit and DON'T move clubbers up towards the center pin..

\_\_\_\_\_ 28. In the Sparky Bowl, the players stand behind the 13-foot hash mark to throw the ball or beanbag. and DON'T move clubbers up towards the center pin..

\_\_\_\_\_ 29. In the Sparky Bowl, the coaches retrieve the ball or beanbag if it misses the pin.

\_\_\_\_\_ 30. The Safari is a game we are not playing in Iowa this year.

\_\_\_\_\_ 31. In the Sparky Train, the first heat is 5 girls.

\_\_\_\_\_ 32. The Sparky Crawl is a game we are not playing in Iowa this year.

\_\_\_\_\_ 33. In the Rabbit Hunt, the rabbits may stand anywhere in the circle.

*2011 Sparks-a-Rama Officials' Exam - Page 3 of 3*

- \_\_\_\_\_ 34. In the Balloon Battle, the balloons must be hit over the rope.
- \_\_\_\_\_ 35. The Balloon Battle has three heats.
- \_\_\_\_\_ 36. In the Sparks-A-Rama the officials run around the circle keeping an eye on their team.
- \_\_\_\_\_ 37. There will be an extra (no scored) heat in the Sparky train.
- \_\_\_\_\_ 38. There will be an (un scored) game seven at the Iowa Sparks-A-Rama this year.
- \_\_\_\_\_ 39. You will probably be asked to get involved as a player in a few fun games.
- \_\_\_\_\_ 40. In the Balloon Battle, the coaches hold the rope.
- \_\_\_\_\_ 41. In the Balloon Battle, if a balloon touches the floor the game is over for that heat.
- \_\_\_\_\_ 42. In the Rabbit Hunt, any player hit above the waist does not need to leave the circle.
- \_\_\_\_\_ 43. If the Sparky train becomes "uncoupled" they are disqualified.
- \_\_\_\_\_ 44. In the Sparky Train, the last player runs into the center for the pin or beanbag.
- \_\_\_\_\_ 45. In the Balloon Pop, all players must straddle their diagonal line.
- \_\_\_\_\_ 46. In the Balloon Pop, the 15th player, after breaking the balloon, must gain possession of the center pin or beanbag.
- \_\_\_\_\_ 47. In the Sparky Train, if a team becomes "uncoupled", the judge should stop it at his diagonal only until it becomes "recoupled".
- \_\_\_\_\_ 48. In the Sparky Safari, a beanbag falling off the head must hit the floor before it is replaced on the head.
- \_\_\_\_\_ 49. In the Balloon Battle, a heat lasts 60 seconds regardless of how many times it hits the floor.
- \_\_\_\_\_ 50. The tiebreaker in the Sparks-a-Rama is one heat of the Balloon Pop.

**Mail or fax your completed test at least three weeks prior to the event to Ron Glynn**

