

Name _____ Phone # _____



Church _____

City _____

**SPARKS-A-RAMA
OFFICIALS' EXAM
2012**

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.

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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.

- _____ 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.

If you want Ron to grade your test please mail it to him. This test was not mandatory but if you took it you will be a better official by having studied it.