

# **RULES FAMILIARISATION PAPER - 2011**

## **Aim:-**

This paper is aimed at helping umpires, players and coaches improve and gain a better understanding of the current rules and interpretations. The paper will be marked so that you are able to identify if there are any areas in which you may need to improve your knowledge.

**We encourage everyone to use a current rule book to assist with finding the correct answer.**

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Name: \_\_\_\_\_

Club: \_\_\_\_\_

Division: \_\_\_\_\_

## **Instructions:**

1. Circle the correct answer for each question on the answer sheet provided
2. Please use the Rules of Hockey 2011 (available at [www.hockey.org.au](http://www.hockey.org.au)) or purchase a copy from your local association.
3. 75% correct answers in each section results in a pass mark.
4. **This paper is not to be changed or modified unless authorisation is sort from the HQ umpiring committee.**

2011 Rules Familiarisation Paper - Written by Julie Ashton-Lucy & Aleeta Micallef  
(Sections have been taken out of previous exam papers from 2002, 2005, 2008,  
2009 & 2010)

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## ANSWER SHEET

Name: \_\_\_\_\_ Mark: \_\_\_\_\_ /40

### Section 1

1. T F
2. T F
3. T F
4. T F
5. T F
6. T F
7. T F
8. T F
9. T F
10. T F
11. T F
12. T F
13. T F
14. T F
15. T F
16. T F
17. T F
18. T F
19. T F
20. T F

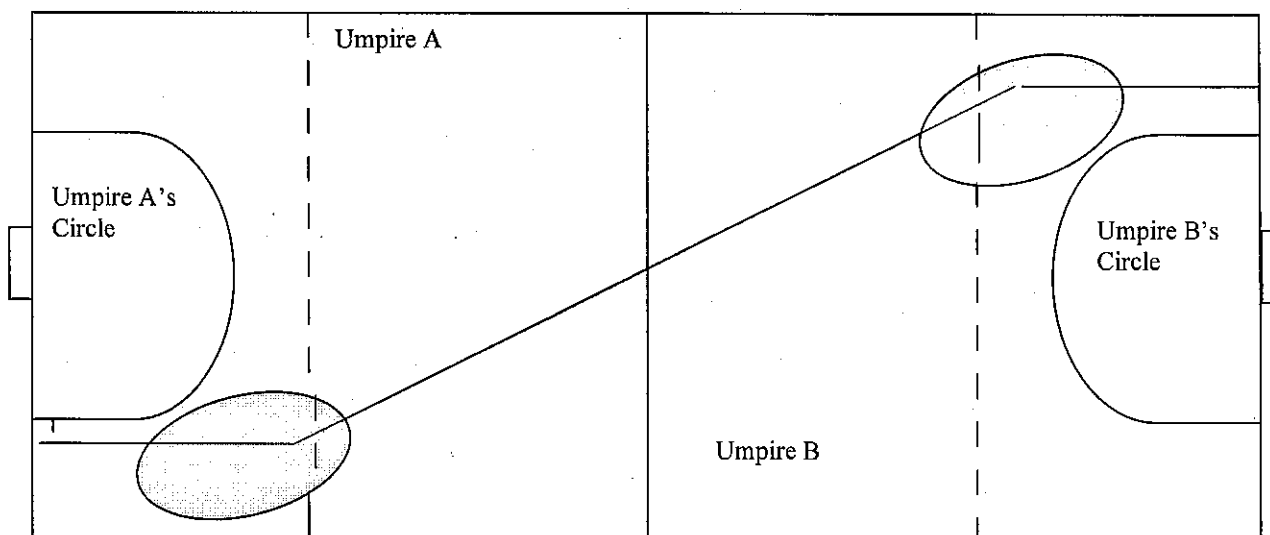
### Section 2

21. A B C
22. A B C
23. A B C
24. A B C
25. A B C
26. A B C
27. A B C
28. A B C
29. A B C D
30. A B C
31. A B C
32. A B
33. A B C
34. A B C
35. A B C
36. A B C
37. A B C
38. A B C D
39. A B C
40. A B C

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## UMPIRES POSITIONING –

- The grey areas marked by circles below indicate where the greatest assistance is required by your co-umpire. Move down the line so that you are able to assist with decision making. Always be on a 45° angle to your other umpire so that you can maintain visual contact of both the umpire and the play.
- Never blow your whistle for infringements in your co-umpires circle. Offer an assisting signal IF YOUR COLLEAGUE looks at you for help. Otherwise you do not signal or blow your whistle when play is in their circle area.
- If your co-umpire is unsure about a major decision (i.e. goal, penalty stroke, penalty corner) and your assisting signal is not clear or they wish to discuss the decision, then it is up to the engaged umpire to blow time and walk across to ask the disengaged umpire for help. Under no circumstances should the disengaged umpire impose on their co-umpires circle and blow time to tell them what they believe the decision should be.
- Always follow play out of defence, make your first movement wide before running up the field behind play. This early wide movement will assist you to re-gain a 45 degree angle to play. When play is heading towards you (into attack), then you should anticipate play and move ahead so that you are able to be one step ahead of the play. Once again be wider than play and maintain a 45 degree angle as play is moving into attack.
- The disengaged umpire on penalty corners should stand close to the middle of the field and within 5mts of the halfway line so that they are able to assist their co-umpire on Penalty Corners. Their role is to offer assistance in relation to the height of the 1<sup>st</sup> shot at goal, should it hit a runner, the disengaged umpire can show if it hit the player above or below knee. Also whether a ball was actually going into goal or going wide when a defending player is hit near the goal.



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## Section 1 – Answer True (T) or False (F) on the Answer Sheet Provided

### Q 1-20

1. A goalkeeper can use their gloves to clear a ball (a short distance) while they are within the circle they are defending and as part of a goal saving action.
2. The disengaged umpire (refer diagram above) cannot blow infringements in the engaged umpire's circle.
3. When a player is issued a green card by the umpire, it means they have received a warning as well as a 2 minute suspension.
4. When a yellow card is issued to a player, it represents a temporary suspension for a minimum period of 5 minutes.
5. When a team is attacking in 23 metre area both teams have to be 5 metres from the hit being taken.
6. If a sports trainer is called onto the field to treat a goalkeeper, the goalkeeper must leave the field.
7. A self play free hit has to be 2 clear actions.
8. The player taking a penalty corner push out from the back line must have at least one foot outside the field of play.
9. Every ball that is played into the circle, which is raised, should be penalised.
10. If the ball travels more than 5 metres outside the circle on a penalty corner the penalty corner rules no longer apply.
11. A defender breaks on a penalty corner therefore they must go to the halfway line and cannot be replaced by another defender.
12. At half time and full time in the game the penalty corner has to be played out.
13. A player taking a stroke does not have to be playing distance from the ball before beginning the stroke.
14. Every clash of the sticks in a tackle should result in a penalty.
15. A Defender can take a free hit from anywhere inside the defending circle.
16. If a free hit is awarded to the attacking team on the edge of the circle, the hit should be taken where the infringement occurred.
17. A self play free hit can be used when taking a Centre Pass, Long Corner, Side Line hit and Free Hit.
18. A defender is taking a 15m hit after the ball has gone over the backline. Both teams have to be 5 metres from the hit.
19. A goalkeeper breaks on a penalty corner; they must go to the halfway line and remain there until the penalty corner is played out.
20. Before a player can be issued with a yellow card they must have been shown a green card previously in the same game.

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## Section 2 – Circle one answer for each question on the answer sheet provided

### Q 21–40

21. A ball is played over the back-line by an attacker and no goal is scored. When the defender is re-starting play where should they place the ball?
- A. Up to 15m from and in line with where the ball crossed the back-line (but the ball does not need to be taken all the way up to this area)
  - B. Anywhere that is approx 15m from the back-line
  - C. Anywhere in the circle
22. A goalkeeper stops a legitimate shot at goal with their stick above their shoulder. The ball rebounds from the goalkeeper's stick over the backline outside the goal box. What is the correct decision?
- A. Corner hit
  - B. Penalty corner
  - C. Penalty stroke
23. A penalty corner has been awarded. The defenders are setup and the goalkeeper breaks before the ball is put into play from the backline. What should you do?
- A. Replay the penalty corner and allow the goalkeeper to stay.
  - B. Send the goalkeeper to the centre line.
  - C. The goalkeeper can stay however the team defends the penalty corner with one less player.
24. A player lifts their stick over their opponent's head when attempting to play the ball. What action should be taken?
- A. Verbally warn the player that this is dangerous and penalise with a free hit
  - B. A yellow card should be awarded plus a free hit
  - C. No action should be taken as there is no issue
25. A defender performs a tackle which brings down an attacker intentionally within the 23 m area. What should the umpire do?
- A. A yellow card should be given and a penalty corner should be awarded.
  - B. A green card should be awarded as well as a free hit to the opposing team
  - C. Free-hit to the attacking team and verbally warn the defending player.
26. When a free hit is awarded the player taking the free hit must;
- A. Make sure the ball has been stopped before they can take the free hit or self pass
  - B. Make sure the ball travels a metre before they can continue on with a self pass
  - C. Must play the ball to a team mate who is at least 5 metres away
27. A defender who has both hands on the stick, attempts to do a legitimate flat stick tackle. In doing so the ball hits the knuckles of his/her hand. Do you?
- A. Play on – the ball would have hit the stick had the hand not been there.
  - B. Free hit to the defenders – playing the ball straight into opponent's hand
  - C. Free hit to the attackers – ball is not allowed to touch any part of the hand
28. On taking a penalty stroke an attacker uses a 'Dragging Motion' to flick the ball towards goal, is this legal?
- a. Yes, the ball may be pushed, flicked, scooped or dragged from the penalty spot
  - b. Yes, as long as they only played the ball once.
  - c. No, a drag is not permitted to be used for penalty strokes.

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29. For what type of infringements should a penalty stroke be given?
- Bringing an attacker down in the circle
  - A defender intentionally using the back of their stick to clear the ball in the circle
  - A defender saving a shot at goal in front of the goal with her body.
  - All of the above
30. During the taking of a penalty corner, a flicked ball crosses the goal line at about shoulder height, without causing any defenders to take legitimate evasive action (at the top of the circle). What should be the decision?
- A free hit to the defence should be awarded as the ball was higher than 18 inches when it crossed the goal line.
  - A goal should be awarded
  - Another penalty corner should be awarded
31. A player takes a sideline hit; it is travelling at knee height into a space between two opponents. Should this be penalised for being dangerous?
- Yes, as it could lead to danger as it is knee height
  - Yes, as it would be dangerous if it was from a sideline hit
  - No, play on as it was not causing any danger
32. Is it necessary for an umpire to blow all balls that are above waist height?
- No – need to consider whether there is any danger (legitimate evasive action). Common sense should be used
  - Yes – all lifted / raised balls should be blown
33. A player is warned and receives a green card, do they:
- Consider themselves lucky and make sure they don't do it again.
  - Leave the field immediately as they are suspended for 2 minutes.
  - Make their way to the side line as they have a minimum of 5 minutes suspension.
34. If a ball becomes lodged in a goalkeepers pads whilst they are attempting to save a shot at goal, what should the umpire do;
- Award a bully
  - Award a penalty stroke
  - Award a penalty corner
35. When a free hit is taken by an attacker within the 23metre area, who needs to be standing at least 5 metres away from the ball?
- Only the defending team
  - Only the players inside the 23 metre area
  - All players
36. The attacking team has been awarded a penalty corner. They use a set play and trap the ball just outside the circle and lay it off to their left. This player on the left uses a slap shot and hits the ball through space and into the goal at waist height. What would your decision be?
- Goal, slap shot doesn't have a height restriction
  - Free hit to the defence, shot wasn't 460mm (18 inches) when it crossed the goal line.
  - Decision would depend on how close players were to the ball.
37. If a player receiving a ball that is raised over a distance using a flick or scoop, is clear of other players at the same time the ball is raised, then no players of the opposing team should approach within 5 metres until:
- The receiving player has made contact with the ball
  - The receiving player has controlled the ball and it is on the ground
  - The receiving player has been given enough time to play at the ball

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38. Before the ball can enter the circle from a free hit taken inside the 23 metre attacking area, it MUST:
- A. Be passed to another player who is at least 5 metres away
  - B. Be 'self passed' and then dribbled 5 metres
  - C. Must travel at least 5 metres from the point of the free hit (not necessarily in a single direction)
  - D. All of the above
39. A defender mis-traps the ball and it hits their foot. There are no attacking players around. What action would you take?
- A. Award a free hit to the attacking team
  - B. Call play on as there was no advantage gained by the defender
  - C. Ignore what happened
40. An attacker has broken into the circle on a penalty corner before the ball has been hit out from the back line. What should you do?
- A. Just play on and see if any advantage is gained by the attacking team.
  - B. Send the attacker to the centre line and allow another member of their team to take their place on the attacking circle.
  - C. Award a free hit against the attacker and give the player a green card.