

THEORY TEST FOR 'C' BADGE UMPIRE

PROCEDURE

- Complete the theory test using the form at the end of the test paper and the current Rule Book.
- Take completed form to a 'Craft Night' (formally 'Rules Night') for marking and discussion.
- Craft night will then concentrate on positioning, signalling, control etc.,

On successful completion of the theory test, it is advisable to practice umpiring and then endeavour to complete the practical element of the qualification as soon as possible.

THEORY TEST revised 1/6/09

The use of cards should be mentioned only when considered appropriate for an offence. You should answer each question as asked or decide what action would be appropriate for the scenario given in the question. Only brief answers are required.

Questions 1 to 47 refer to GENERAL PLAY

1. The goalkeeper is temporarily suspended, following the award of a Penalty Corner. What are the minimum pieces of clothing / equipment a replacement goalkeeper must wear?
2. A team arrives with no keeper or kit and informs you that they wish to play with 11 outfield players. What do you decide?
3. A goalkeeper substitution is to be made. What must the umpire do?
4. A player slips and slides on the park, giving him a nasty graze which bleeds profusely. What do you do?
5. The ball is played forward at the start of the game.
6. Before the game starts you spot a stick that has an extreme curvature. What is the permitted bow size?
7. The ball is cleared by the defence upfield and hits one of the opposition on the foot deflecting to one of the defenders teammates who then plays the ball. What do you do?
8. A player hits the ball straight off the pitch when taking a sideline hit.
9. A bully is awarded for an incident in the circle. Where is the bully taken?
10. A 14.63m hit out by a defender deflects off an attacker's stick on the defence 23m line and goes out of play behind the attacker's back line.
11. The ball, crossed from outside the circle by an attacker, deflects off a defender's stick into the goal.
12. A defender, in the 23m area, uses the back of his stick to rob an attacker of the ball.
13. An attacker outside the circle scoops the ball over the head of a defender to another attacker in the circle, who then scores.
14. An attacker, in the circle, with only the goalkeeper to beat, deliberately hits the ball high into the goal.
15. A player between the 23m areas plays a safely raised ball with his stick above head height.
16. A defender stands on the goal line to cover the goalkeeper who has advanced. A raised shot hits the defender on the shoulder and goes into the goal.

17. The goalkeeper makes a diving save. The ball runs a short distance to an attacker who deliberately puts it back into the goalkeeper's body and continues to play it with their stick.
18. A defender near the corner flag tries to make a tackle from behind. The defender misses the ball and hits the attacker and the attacker's stick.
19. A defender in the circle deflects a shot at goal with the stick above his shoulder over the back line.
20. Two attackers outrun the defence. The goalkeeper remains on the goal line. One of the attackers crosses the ball into the circle to the other attacker who is unmarked. The cross is raised into the circle. The attacker receiving the ball hits it while it is in the air into the goal.
21. A defender inside the circle scoops the ball to the opposition circle, to an unmarked teammate, who hits the ball into the goal.
22. A player in space is about to receive a high ball. What must an approaching opponent NOT do?
23. The goalkeeper intentionally lies on the ball in the circle to prevent a shot at goal.
24. A goalkeeper runs out of the circle into the 23m area and kicks the ball clear.
25. An attacker wins a free hit just inside the 23m area. He passes the ball to a team mate who is 3m distant but outside the 23m area.
26. The keeper makes a save with his stick and then pushes the ball over the back line with his gloved hand.
27. Play is in the circle. So is the umpire. A ball hit by an attacker inside the circle strikes the umpire's foot and enters the goal.
28. The ball becomes lodged in the goalkeeper's pads during play inside the circle.
29. A defender while trying to make a tackle in the circle deliberately pushes an attacker, who has the ball.
30. A defender in the circle holds back an attacker by the shirt while waiting for a long corner to be struck.
31. What is the penalty for a deliberate foul by a defender in the 23m area but outside the circle?
32. An attacker is approaching the back line outside the circle with the ball. A defender is leaning heavily on the attacker while trying to get into a position to tackle.
33. A defender deliberately fouls an attacker who is not in possession of the ball just inside the circle. It is likely that a goal could have been scored.
34. A defender, under pressure from an attacker, deliberately hits the ball over his or her own back line.
35. An attacker successfully rounds the goalkeeper and is faced with an open goal. A defender accidentally hits the attacker's stick when trying to make a fair tackle and no goal is scored.
36. What 2 things must an attacker ensure occurs when the self pass is engaged?
37. A defender prevents the quick taking of a free hit between the 23m area by standing close to the ball.
38. A free hit is awarded to a defender near the back line and just inside the circle. The hit is taken from the other side of the circle, on the circle line.
39. How close to the ball can an opponent be when a free hit is taken?
40. Just outside the dotted 5m area, the attacker takes a free hit. The ball is hit directly towards the circle. It deflects off a defender's stick just before it enters the circle and falls to an attacker who hits the ball into the goal.
41. An attacker successfully rounds the goalkeeper and is faced with an open goal. A defender, who cannot reach the ball, deliberately fells the attacker from behind with the stick to prevent a certain goal. What card should the umpire show to the defender?

42. A player lying on the ground passes the ball to a team-mate.
43. What is the minimum duration of a temporary suspension (yellow card)
44. The umpire gives a 14.63m hit out and then realizes that it should have been a long corner. What does the umpire do?
45. The umpire yellow cards a substitute player on the bench for misconduct. What must happen next?
46. How far is the penalty spot from the goal line?
47. Is it permitted to use the edge of the stick when safely playing a backhand shot at goal?

Questions 48-63 occur during the taking of a PENALTY CORNER

48. How many players are allowed behind the back line to defend a penalty corner?
49. A player runs to his kit bag and changes his stick to take part in the Penalty corner. What do you do?
50. A defender puts on a face mask, his team clears the attack upfield and he then runs out the circle to join the attack without removing his face mask. What do you do?
51. The attacker injecting the ball has both feet behind the back line.
52. An attacker flicks the ball into an on running defender who is 2m distant. The ball hits the defender below the knee.
53. The goalkeeper deliberately lies down before the first shot at goal.
54. After a Penalty Corner has been awarded but before it can be taken, the umpire controlling the players at the half way line blows for half time.
55. The attacker receiving stops the ball on the circle line then hits along the ground into the goal.
56. The attacker receiving the ball outside the circle deflects the ball to a team-mate inside the circle who safely flicks the ball into the roof of the net.
57. The goalkeeper blocks the first shot at goal, which is a flick. The ball falls to an attacker who hits the ball safely into the roof of the net.
58. The attacker receiving the ball outside the circle brings it into the circle and hits at goal. Another attacker deflects this hit into the net above the backboards.
59. The ball is missed by the attacker receiving and runs to a team-mate on the 23m line. He hits the ball into the circle, and another attacker hits it high into the goal.
60. The attacker receiving the ball outside the circle brings it into the circle and flicks the ball towards goal. The ball hits the on running defender on the thigh. The defender was within 5 metres when the ball struck.
61. The attacker receiving runs into the circle collects the push out and passes it to a team-mate.
62. A defender persists in crossing the back line before the ball is put into play.
63. What is the maximum height for a legitimate safe flick at goal during a Penalty Corner?
64. The ball is received 2m outside the circle and is immediately driven towards goal. Another attacker in the circle brings the ball under control and safely hits it into the roof of the net.

Questions 65-75 occur during a PENALTY STROKE

65. The goalkeeper saves a goal bound stroke with the back of his stick.
66. The attacker takes a penalty stroke before the whistle is blown.
67. The goalkeeper deflects the ball over the crossbar.
68. The goalkeeper catches a goal bound ball above his head.
69. The attacker takes two steps before flicking the ball into the goal.
70. The goalkeeper, standing on the goal line, waves his stick and arms during the taking of the Penalty Stroke. He makes a save.
71. The goalkeeper dives and stops the ball in the circle. On getting to his feet, he then accidentally kicks the ball into the goal.
72. The goalkeeper anticipates the direction of the stroke and dives before the ball is played. He saves the penalty stroke.
73. The attacker “feints” before playing the ball.
74. Where must all players, except those involved in the Stroke, stand during a penalty Stroke
75. What is the sole duty of the “disengaged umpire” at a Penalty Stroke?

SCOTTISH HOCKEY

1 WRITTEN TEST ANSWER GRID TO BE COMPLETED AND TAKEN TO THE 'UMPIRES CRAFT NIGHT' FOR MARKING:

Name:.....

Address:.....

Tel:.....(H).....(B)

Club:.....**Date of Birth**.....

Email:.....

Use abbreviations such as FH, PC, PS. Do not write long-winded answers.

Make a decision – Goal, No Goal etc

Distinguish between an "FH" and "Hit at 14.63m"

No need to mention cards, with one exception.

1.		21.		41.		56.	
2.		22.		42.		57.	
3.		23.		43.		58.	
4.		24.		44.		59.	
5.		25.		45.		60.	
6.		26.		46.		61.	
7.		27.		47.		62.	
8.		28.		48.		63.	
9.		29.		49.		64.	
10.		30.		50.		65.	
11.		31.		51.		66.	
12.		32.		52.		67.	
13.		33.		53.		68.	
14.		34.		54.		69.	
15.		35.		55.		70.	
16.		36.				71.	
17.		37.				72.	
18.		38.				73.	
19.		39.				74.	
20.		40.				75.	

PASS MARK 95% (71)