

## NZ Theory Examination July 2007 - ANSWERS

The following answers would have achieved full marks.

Section 1	Answer (2 marks each)	Rule Reference
1/1 a (i) (ii) b (i) (ii)	Stepping (Black C) Free pass (White) Umpire B White GS and White GK	14.3 (i) 3.1.2 (i) (ii) 3.1.6 (iii) 8.1
1/2 (i) (ii) (iii) (iv)	2 Held ball (White GK) Throw in Black Umpire A	13.3 10.1 18.4.2 (iii) Penalties 1 10.1 3.1.6 (iv)
1/3 (a)  (b)	Stand beside and away and not move or attempt to take part in play physically or verbally. Take up the position clearly directed and indicated by the Umpire. The player taking the Free Pass must take up the position clearly directed and indicated by the Umpire and pass within 3 seconds and obey the footwork rule. Pass to the nearer third.	18.3.2  18.1.2 and 13.5.2 (i)
1/4 (i) (ii)	Yes No No No	4.4 6.1.2 20.2.3 3.4.2 3.5.2
1/5 a(i) a(ii) b(i) b(ii)	Any on court player The Umpire A toss up between any two players allowed in the area of play where the ball was. With Black WD in possession of the ball	7.1 (i) 7.1 (i) 7.1 (vi) b 7.1 (vi)
1/6 (i) (ii) (iii) (iv)	10 feet or 3.05 m Not more than 50mm or 2inches Full length of the post 690-710 mm or 27-28 inches	1.2.1 1.2.1 1.3 18.4.2 (ii)
1/7 (a) (b)	Let play continue Award a Throw In to Black	11.1 and 8.2 18.4.2 (ii)
1/8	1. After a Goal has been scored (vacant position) 2. Stoppage for injury/illness (any position as long as injured player involved) 3. After an interval (any)	5.2 (i) (ii) (iii) Refer Rule 7.1 and 7.2
1/9 (i) (ii) (iii) (iv)	Captain Player taking the Throw In Timekeeper The Umpires	3.5.1 18.4.2 (i) 3.3.1 (iii) 3.1.2 (i)
1/10 a(i) a(ii) b(i)  b(ii)	Award a Penalty Pass to White Retake the Toss Up After the captains have notified the Umpires of the result of their toss. The end designated the northern half	18.5.6 18.5.5 3.1.4  3.1.4

<b>Section 2</b>	<b>Answer (2 marks each)</b>	<b>Rule Reference</b>
2/1 (a)	Ready for appeal, Indicate centre pass after a goal, a good position to take toss if needed, eye contact	Protocol 4
(b) (i)	Mid court	Protocol 5
(b) (ii)	Instruct the Scorers	Protocol 5
2/2		
(a)	Give a 1 minute warning to the Black team	21.1.2
(b)	Start the game	4.3 and 21.1.3
(c)	The Umpire shall instruct Black to move one of the on-Court players into the C position for the star of the game	4.3 and 21.1.3
2/3 (a)	Uniforms, jewellery, adornments and fingernails ( <i>any two</i> )	3.1.2 (ii) a-d
(b)	Be ready to go on court, Keep centre passes, be aware of the surrounds and the needs of the Umpire, look after the match Umpires during the Intervals eg refilling the drink bottles ( <i>any two</i> )	Protocol 7 (reserve Umpires)
2/4 (a)	Longer (sustained) roll	Protocol 2
(b)	Hold one arm straight in the air	Whistle protocol and Match ending protocol
(c)	Turn and face timekeeper to acknowledge Whistle Roll	Protocol 2
2/5 (a)	Any action the Umpire deems appropriate including advancing the penalty	19.2 and 19.3
(b)	Penalise White C for off side and award a free pass to Black inside the Goal Circle	19.1 (b)

<b>Section 3</b>	<b>Answer (3 marks per question) (Brackets indicate optional words)</b>	<b>Rule Reference</b>
3/1	(a) Over a third Black, shooting after having contact with the ground outside Goal Circle Black GA, Centre Pass not caught or touched wholly in the Centre Third White. (b) Award a free Pass to White in black's Goal Third near the transverse line. (c) Over a third= At a centre pass if feet are astride the transverse line (opposing team member) play continues. The subsequent pass is considered to have been made from the Goal Third. A ball may not be thrown over a complete third.	13.5.2 (i) and 15.2 (i) 12.2.2  13.5.2 (i)  12.2.4 and 13.5.2 15.2 (j)
3/2	(a) Contact Black WD and Offside White WA (b) Let Play Continue Advantage Rule applies (c) It is an advantage to White to continue as White GS has the ball and could shoot for Goal.	17.2 (v) 3.1.6 (viii)
3/3	(a) Simultaneous off side Black WD and White C, ball not involved. ( <i>The question incorrectly stated Black WA instead of WD. Allowances were made for this in marking answers.</i> ) (b) Let play continue (c) A Toss Up taken in the Goal Third between Black WD (WA) and White C.	9.2 (ii)  9.2 (ii) 9.2 (ii)
3/4	(a) Let play continue (b) up to 2 minutes injury time allowed for White C. Restart play. (c) Throw in White where Black GK jumped into court and did not land before playing the ball.	15.3  7.1 (iii)
3/5	(a) Contact Black GD (b) Where Black GD was standing. (c) Black GD	10.4  17.1 Penalty for 17.1 Penalty for 17.1

3/6	(a) Restart play with Black WA off court. Black may replace or play short. (b) Award a Free Pass to White for stepping, discount goal (c) Penalise Black GD for causing contact and award a penalty pass to White where Black GD caused contact.	7.2 (iii) (c) 15.1 (i) and 14.3  17.2 (i)
3/7	(a) Simultaneous possession White C, Black GA and simultaneous out of Court White C and Black GA (b) Award a Toss Up on court between White C and Black GA (c) First infringement simultaneous possession penalised.	10.5  10.5 refer 18.5.1 (ii) 10.5 refer 18.5.1 (ii)
3/8	(i) Clarify "why" (ii) Yes (iii) A (bench side Umpire) (iv) a=facilitate getting the GS on court b=once the player is on court, restart play	7.3.1 7.3  3.4.1
3/9	(a) At the next interval (b) Penalise for off side OR warn as appropriate OR suspend her for x goals	3.1.6 (xiii) refer rule 20 20.1.2
3/10	(a) Obstruction Black GK and Contact White GS (b) Award a penalty pass or Shot to White where White GS is standing (c) First Infringement penalised.	17.2 (iv) and 16.1 penalty for 16.1 and 17.2 14.3 (ii) Penalty for 16.1 to 16.5