

## 2008-09 NFHS-NCAA Rules Test (8-26-08)

Mark T or F in the correct blank on the answer sheet.

1. Players shall enter the pool feet first at all times.
2. Before the game the referees must make a pre-game inspection to ensure that the field of play, equipment, etc., comply with the rules. The referees must report deficiencies to the coach and administrator in charge so that any possible corrections can be made prior to the game.
3. The referees must postpone the start until the corrections are made.
4. After the game, the referee must report violations with field of play, equipment, caps, suits to the state association office or other designee and assigning authority so that they may be corrected.
5. Side lines are required for the pool if the course width is greater than 20 meters (66 feet).
6. According to the current rules, the side lines must be colored correctly.
7. The 2-meter line may be measured until 7/1/09 in meters or yards.
8. The maximum length of the course is 25 meters.
9. The reentry area must be 2 meters wide.
10. There shall be a minimum of two shot clocks used in each game, preferably one located opposite each front court referee..
11. Balls no longer have to be predominantly yellow.
12. Video replay may be used by the referees during the game.
13. The cap number of the backup goalkeeper must be 13.
14. The water polo suit required to be used for all female water polo players except the goalkeeper is one with high back with broad straps.
15. A defender shall be excluded for 20 seconds after grabbing an offensive player's suit and causing exposure.
16. A ball is shot over the end line. The goalkeeper goes over the end line to recover the ball. The referee excludes the player for 20 seconds.
17. The rule for change of sides by the referees is the same in an all-deep pool as it is in a shallow-deep pool.
18. If oil or grease is discovered on the body after the start of a game, the player is removed for the remainder of the game, with immediate substitution.
19. With recommendation from a doctor, a referee may allow a player to compete with a finger splint.
20. A release is required for a player to use a mouthguard.
21. The head coach is required to attend the pre-game meeting.
22. If the suit is ripped on a female player, play shall either be halted for the player to put on a replacement suit if the referee had prior knowledge of its availability or the player may be substituted and may return later to the game.
23. Each team is required to have a replacement set of caps available.
24. In making a live-time substitution, if the substitute enters before the player leaves, the substitute is excluded for the remainder of the game and a penalty throw is awarded.
25. Shorts are not permitted to be worn by referees unless there is special authorization due to weather conditions.
26. If equipment is available at the desk to time timeouts, the game timer shall time timeouts. The referees must determine prior to the game if the game timer or the referee shall time the timeouts.
27. The time of the beginning of the jurisdiction of the referees begins 15 minutes before the beginning of the game.

28. The referee may not overrule a goal judge in determining if a goal scores.
29. Referees may wear ear plugs.
30. The referee may award a red card to a coach from 30 minutes before a game to five minutes after the game or until any protest filing procedure is completed.
31. If a coach receives a red card during a game, the coach must leave the facility for the remainder of that game.
32. During the next game, a coach who received a red card in the previous game must leave the facility for that game.
33. The referee shall issue a red card to an assistant coach who stands, moves up to the 5-meter line and coaches.
34. The host team must accommodate a minimum of one observer at the scoring table.
35. Correctable errors should be addressed at the end of the game.
36. Correctable errors include technical errors made by players.
37. If the head coach is issued a yellow card, the head coach may still walk to the 5m line while on offense.
38. If the head coach is issued a red card, the assistant coach may walk up to the 5m line when on offense.
39. If the desk fails to signal a third personal foul, the innocent team at the time of the discovery of the error may decide to not reset the time to the point of the error.
40. If the game clock is reset to the point of the error, all fouls and goals are removed.
41. Each team may have one 30-second timeout per game.
42. The length of regular-season varsity games is 7 minutes.
43. Variations in period length, length and duration of timeouts are allowed in tournaments as long as they are stated on the entry blank.
44. A timeout is called after a goal is scored. The teams resume play by lining up as after a goal.
45. If the score is tied at the end of four periods, 3-minute sudden-victory overtime periods are conducted until a goal is scored.
46. If a team calls for a timeout when neither team has possession, the referee blows the whistle and calls a penalty foul against that team.
47. If a team on offense calls for a timeout more than the number permitted or at times not permitted, the referee blows the whistle and awards a penalty foul against that team.
48. Either team may call a timeout after a goal.
49. If a team on defense calls for a timeout at a time not permitted, the referee may ignore the call for the timeout.
50. If a team on defense calls for a timeout at a time not permitted, the referee may blow the whistle and award a red card against that coach.
51. The team on defense may call for a timeout before a penalty throw.
52. The shot clock is reset when a timeout is called.
53. The team on offense may call a timeout before a penalty throw.
54. The team calling a regular timeout may shorten that time out by notifying the referee.
55. During a 30-second timeout the team may swim over to the side of the pool.
56. The number of timeouts allowed in a regular game are three 2-minute timeouts and one 30-second timeout.
57. The team in possession of the ball retains possession if a pass is tipped out of bounds by the defense over the sideline and the possession clock is not reset.

58. The game clock operator or referee shall signal with 15 seconds remaining in the timeout for players to take up their positions and again at one minute to start play.
59. Protests may be filed at the time the event to be protested occurs.
60. A direct shot may be taken after a double exclusion foul.
61. A direct shot may be taken after a stoppage of play for a referee to reset a clock.
62. A direct shot may be taken after a stoppage of play for a player to replace a cap
63. A goal counts if the shot ball hits an overhead obstruction and goes into the goal.
64. A goal counts if the defense puts the ball into its own goal.
65. The ball is shot on a free throw after a timeout is taken. The goal counts.
66. A player may take a direct throw by picking up the ball and transferring the ball from the non-dominant hand to the dominant hand.
67. The possession clock is always reset on single exclusion fouls.
68. The possession clock is always reset on a double exclusion foul.
69. With regard to ball-under, a player can not take the ball under to keep an opponent from getting the ball.
70. Referees should not penalize an attacking player who momentarily enters the 2-meter area without interfering with the play.
71. A goal throw will count as a goal for the opposing team if the goalkeeper drops the ball while taking the throw and allows it go into the goal.
72. A goal throw is awarded if a defensive player deflects a pass and sends the ball out over the goal line.
73. All free throws are taken from the point of the foul provided that the foul is outside the 2 meter line.
74. A field player pushes off the bottom to play the ball at 7 meters. The referee calls a penalty foul.
75. A field player pushes off the bottom to play the ball at 7 meters. The referee calls an exclusion foul.
76. In defending a player taking a free throw, the arm must be behind the player's head.
77. The possession time is 30 seconds.
78. When simultaneous fouls are called against the same team by both referees and one is for an ordinary foul and the other is for an exclusion foul, the exclusion foul shall be applied and the ordinary foul ignored.
79. A team is not required to make a bad pass to advance the ball from the back court to the front court.
80. When simultaneous awards are made for ordinary fouls but for opposing teams, a referee shall only change his decision if the referee realizes a mistake has been made.
81. A free throw is awarded to the defending player if the defending field player tips out a shot over the side line at or behind this location.
82. If the defending goalkeeper tips a shot over the side line, a free throw is awarded to the team on defense.
83. An excluded player must go to the reentry area before being substituted during a timeout or after a goal.
84. A player excluded for the remainder of the game for misconduct must leave the bench and sit in the bleachers for the remainder of the game.
85. An excluded player may swim under the side line in order to swim to the reentry area.
86. If there is an excluded player and a shot is taken at the end of the period which is tipped out by the goalkeeper, the team with the excluded player starts with a

- player in the reentry area.
87. A team which has 7 or more players eligible to play must play with a goalkeeper unless the goalkeeper has been excluded and is in the reentry area.
  88. If a goalkeeper has been excluded and the team on offense calls a timeout, a substitute wearing a goalkeeper's cap may be substituted for an exiting field player during that exclusion period.
  89. If a player from the team calling a timeout commits an act of misconduct during the timeout, the offending player is removed from the remainder of the game with immediate substitution and play is restarted by the team calling the timeout putting the ball into play.
  90. If a player commits a minor act of misconduct after a goal, the player is excluded for 20 seconds and play starts with the team down a man.
  91. A player excluded for the first time climbs from the pool and walks to the exclusion area. The player receives a second exclusion foul.
  92. The player in the above question must go to the reentry area before the substitute may enter.
  93. Flagrant misconduct has replaced the use of the term brutality for brutality or for fighting fouls.
  94. A player commits misconduct on the way from the pool after his/her third personal foul. The referee should award that player a red card.
  95. The referees award simultaneously a penalty foul and an exclusion foul, one to each team. Both of the fouls are punished.
  96. A team awarded a penalty throw in the final minute of play may elect not to take the throw and instead may elect to keep possession of the ball with a free throw at or behind half and a new possession clock.
  97. If simultaneous penalty fouls are awarded against a player from each team, a neutral throw is awarded.
  98. When simultaneous fouls are called against the same team by both referees and one is for an ordinary foul and the other is for an exclusion foul or penalty foul, both players are excluded and a neutral throw is held.
  99. A player commits an act of brutality (flagrant misconduct) during dead time. The player is excluded for the remainder of the game, the substitute enters after 20 seconds and a live-time penalty throw is awarded.
  100. The ball turns over. An excluded player turns around and rejoins play without going to the reentry area. The player is charged with another exclusion foul and the ball turns over.
  101. A player commits a minor act of misconduct after his second personal foul, an exclusion foul. A penalty throw is awarded.
  102. It is an exclusion foul for any defensive field player to attempt to play or block a shot with two hands while inside the 5-meter area.
  103. A player commits a minor act of misconduct immediately after receiving his third personal foul, a penalty foul. Two penalty fouls are awarded, the first dead-time, the second live-time. If the second one scores, the substitute may enter.
  104. An excluded player interferes with play on his way out. The referee excludes the player for the remainder of the game and awards a penalty foul.
  105. The foul of a minor act of misconduct includes minor disrespect against a referee and minor acts against another player.
  106. The use of profanity may be considered a minor act of misconduct.
  107. An illegal entry at any time by a player on offense shall result in an additional exclusion foul for that player and a penalty shot being awarded to the offended team.

108. An example of a player not entitled to participate is the entrance of a player with three personal fouls during play.
109. An example of a player not entitled to participate is the entrance of a substitute player before the excluded player reaches the reentry area.
110. A field player raises two hands on defense inside the 5 meter line during a 6 on 5 play. That player shall be assessed a penalty foul.
111. A field player raises two hands on defense after committing an ordinary foul outside the 5 meter line. That player shall be charged with an exclusion foul.
112. When administering a penalty throw, one referee lines up the goalkeeper while the other referee administers the throw.
113. The defensive players on either side of the player taking a penalty shot may only move straight forward after the whistle has blown but before the ball has left the player's hand.
114. If the goalkeeper is excluded and a field player moves into the goal to defend against a penalty throw, the player may raise two hands but can deflect the ball with only one with no penalty.
115. If a player is bleeding, the rules provide that the player is immediately removed, appropriately treated, and can return as a substitute later.
116. A player is injured. The referee suspends play for three minutes. If the player can not continue, the player is substituted for and can not reenter the game later.