

Name: _____ Score: _____
Address: _____ Questions Missed: _____

_____ Graded By: _____

2009 ARENA RULES TEST

1. Red #3 hits a Penalty No. 4 to the left of the goal. The ball rebounds and Red #3 rides for a near-side forehand as Blue #3 comes out of goal to clear the ball.
 - a. ___ Foul Blue.
 - b. ___ Foul Red.
 - c. ___ No Foul.

2. Red #2 rides to the ball with the LOB on the right and Blue #2 riding him hard on Red's near-side. Red #1 quickly rides past both players and hits a near-side back-shot, keeping the LOB to her left throughout the play.
 - a. ___ Foul.
 - b. ___ No foul.

3. Red #3 hits the ball to the wall on his left. As the ball rebounds, Blue #1 meets the new LOB on the off-side and rides hard to the wall. Red follows his hit, the ball rebounds to his left, and Red crosses over the new line and takes the ball on his offside. The two collide.
 - a. ___ Foul Red - crossing to get to the off-side.
 - b. ___ Foul Blue - not letting Red follow his play.

4. Red #2 hits a long, hard ball which rebounds at an angle from the corner. Blue #1 meets the rebound on the off-side as Red turns and comes out of the corner without crossing the LOB. Who has the ROW?
 - a. ___ Red - as the last hitter and following the ball.
 - b. ___ Blue - assumed ROW when the ball came off the wall.
 - c. ___ Both - as long as they keep the LOB on their off-side.

5. A technical foul may be called for unsportsmanlike conduct between chukkers, with the following chukker starting with a Penalty shot.
- True
 - False
6. Red #1 carries the ball on the offside. As Blue #2 attempts a nearside play, Red #1 hooks Blue #2 and then hits the ball forward. Both players advance to the ball with Red #1 ahead of Blue #2. Red #1 taps a tail shot and turns to the right across the old LOB. Blue #3 is following the play on the nearside and collides with Red #1.
- Foul Red - turning across the old ROW.
 - Foul Blue - not adjusting to the new LOB.
 - No foul. Neither player was on the new LOB.
7. Blue #3 hits a Penalty No. 4, which rebounds only a foot off the wall and to the right of goal. Blue#2 meets the rebound and hits the ball under his mount's neck along the wall toward goal. Red #3, defending goal, clears the ball before Blue#2 can follow up and hit again.
- Foul Red - goal tending.
 - No foul unless Blue had turned and was following the new LOB.
8. Both teams commit a personal foul at approximately the same time. What is the call?
- No foul shot taken and the ball bowled in at the center of the arena.
 - No foul shot taken and the ball is bowled in at the point of the alleged infraction, but not closer than 15 yards from either goal.
 - Award a Penalty No. 3 to the team that won the coin toss.
9. If a foul is called and overruled, and no goal scored play shall be resumed by:
- The ball is bowled in at center of the arena.
 - The ball is bowled in at the point of the alleged infraction, but not closer than 15 yards from either goal.
 - A Penalty No. 4, hit from the spot by the defending team.
10. Blue #2 hits the ball down the arena but the ball stops two feet from the wall. Blue #2 follows his shot and stops at the ball with his right stirrup iron just behind the ball. Red #3 galloping directly behind Blue #2 runs into the back of Blue #2's horse. Who fouled?
- Foul Blue for stopping on the line.
 - Foul Red for dangerous riding.
11. Blue #3 hits a Penalty No. 4 to the left of the goal. As Red #3 quickly rides out from goal to clear the ball, Blue #3 crosses the projected LOB, rides to the left wall, and turns to meet the rebound.
- Foul Blue – the left rebound is generally Red's play.

- b. ___ No foul – Blue has the right to cross over and make a play on the ball.
c. ___ Foul Red – if he does not give Blue a chance to position.
12. How many yards must teams be from the Umpire during a throw-in?
a. ___ 3 yards
b. ___ 12 feet
c. ___ 5 yards
13. If a goal is scored at approximately the same time a foul is called on the attacking team and confirmed,
a. ___ The goal counts and a Penalty No. 5 awarded to the defending team.
b. ___ The goal does not count and the ball is bowled in at the center of the arena.
c. ___ The goal does not count and play resumed by the appropriate Penalty hit.
14. In the event of a member of the fouled team being ahead of the ball when a Penalty No. 2, 3 or 4 is taken:
a. ___ The fouled team is awarded another Penalty hit at the ball provided a goal has not been scored.
b. ___ The ball is bowled in between the teams at the center of the arena.
c. ___ The fouled team is awarded a Penalty one goal.
15. If the ball is driven outside or leaves the arena and bounces back into the arena while the game is in progress:
a. ___ Keep playing, the ball is in play.
b. ___ Blow the whistle, stop the clock, bowl the ball in at center of the arena.
c. ___ Blow the whistle, stop the clock, bowl in the ball at the point closest to where the ball left the arena but not closer than 15 yards from the goal.
16. Improper Play is:
a. ___ Striking an adversary's or a teammate's mount with hands, whip or mallet.
b. ___ Interfering in the game when dismounted.
c. ___ Using whips or spurs unnecessarily or excessively.
d. ___ All of the above.
17. If the fouled team hits or hits at the ball on a Penalty hit prior to the Umpire calling play:
a. ___ The fouled team is awarded another Penalty hit at the ball provided a goal has not been scored.
b. ___ The ball is bowled in between the teams at the point of where the ball was hit at.
c. ___ The ball is bowled in at center of the arena.
18. In the event of improper positioning by the fouling team on a penalty hit:
a. ___ The fouled team is awarded another hit if goal is not scored.

- b. ___ The ball is bowled in at center of the arena.
c. ___ The ball is bowled in towards the boards at the location of Penalty hit..
19. If a Penalty is called, but not confirmed, with less than 5 seconds left on the clock;
a. ___ 5 seconds is put on the clock and the ball bowled in at the point where the ball was when the whistle was blown.
b. ___ The defending team is awarded a free hit from the spot.
c. ___ No time is added to the clock and the ball is bowled in at the point of the alleged infraction but not closer than 15 yards to either goal.
20. What is considered a legal hook in the indoor arena?
a. ___ Hooking up to the shoulder of the rider.
b. ___ Hooking below the level of the mount's back.
c. ___ Reaching across the legs of your opponent's horse.
d. ___ None of the above.
21. Which of the following is false?
a. ___ Following a goal, play is resumed by a bowl in at the center of the arena.
b. ___ The team that scores the most goals wins.
c. ___ Goals awarded by Handicap or Penalty shall count as one point goals scored.
d. ___ A ball hit from beyond the center line which scores directly or off the wall but not off the roof structure and without being touched by any mount or any player other than one original hit by the striker, shall count 2 points.
e. ___ If a ball is hit prior to the whistle blowing ending the period and scores after the whistle blows ending play in the period, the goal counts one point.
22. A player hits a Penalty #2 and the ball stops halfway across the plane of the goal line. Is this a goal?
a. ___ Yes
b. ___ No
23. When play is begun with a bowl-in, which of the following is true?
a. ___ The umpire indicates the "center line" of the bowl-in extending from his hand to the wall.
b. ___ Each team positioned on the same side of the center line as the goal it is defending.
c. ___ Players shall be at least 3 yards from the Umpire and not moving forward.
d. ___ No contact between players until the ball leaves the Umpire's hand.
e. ___ All of the above.
24. The only option for a regulation arena game is four periods of 7-1/2 minutes with a sounding horn to signal the end of the period.

- a. True
b. False
25. Blue #2, riding ahead of his team mate, picks up a pass from him and dribbles along the wall on his nearside toward their goal. Red #3 goes to meet the ball on her offside. Who fouled?
a. Blue
b. Red
26. Before the players line-up, the Umpire gathers the team captains to pick sides for the throw-in. While talking to both captains, he notices a strong smell of alcohol on the Red Captain's breath. What should the umpire do?
a. Ignore it, get the game going.
b. Find the Manager of the Club and discuss it.
c. Notify the Red Captain that under Rule 3.b, he is disqualified to play.
27. If a goal is scored at approximately the same time a foul is called on the defending team and confirmed,
a. The goal counts and a bowl in at the center of the arena.
b. The goal counts and a penalty shot awarded to the fouled team.
c. The goal counts and play will then continue at the 15 yard line as in Penalty No. 1.
28. The Tournament Committee announces prior to the tournament that all tied games will end in "sudden death" overtime. At the end of a tied game, the team captains agree to have a "shoot-out" rather than play a "sudden death" period.
a. "Shout-out" should be played because the captains agree.
b. "Sudden death" must be played as pre-announced by the Tournament Committee.
29. Red approaches a Penalty 5 from the center at a gallop. Blue is positioned 5 yards away directly between the ball and the goal mouth. Red's hard hit rebounds off Blue's mount but before either Red or Blue can adjust to the new LOB, Red runs into Blue. What's your call?
a. Foul Blue – ROW violation when the Umpire called "Play."
b. Foul Red. He put the ball into Blue and must give Blue a chance to clear.
30. When attempting a Penalty No. 2, 3 or 4 and the ball is hit at and missed:
a. The ball is in play and live for either team.
b. Dead ball. Penalty 5. b. awarded the defenders.
31. Blue #3 hits a Penalty No. 3 which goes 20 yards before stopping short of the wall.
a. Red gets the next play at the ball.
b. Throw-in at the 15 yard line.
c. Throw-in at the center.
d. Penalty No. 5.b awarded to Red.

32. Red #3 hits the ball straight up to and in front of Blue #2 now riding exactly on the LOB at a gallop 10 yards ahead of Red. As Blue continues toward the ball at the same pace, Red spurs his horse and runs into the rear of Blue's mount.
- Foul Blue, entering Red's ROW.
 - Foul Red, for dangerous riding.
 - Foul Blue. He must clear out of the way for Red.
33. Blue #1 dribbles the ball toward his goal from the middle of the arena. Red #3 rides from the right of the LOB and rides into Blue's dribble. Is this a foul?
- Yes
 - No
34. In a shootout tiebreaker, Red's mount ducks out at the ball and Red circles for her second pass.
- Not permitted – one approach only in a shootout.
 - No problem – Red is allowed two approaches to a Penalty hit.
35. Blue mis-hits a Penalty 4 which rolls slowly toward the wall. As Red rides to clear the ball, he is hooked by Blue who then hits the ball to goal and scores. Is this a legal play?
- Yes
 - No