

VAFA Multiple Choice Quiz

- 1. If a stretcher is called for and the injured player elects to walk off the ground, how long before he can come back on to the ground?**
 - a. No specified time
 - b. He can't
 - c. 20 minutes
- 2. A player is about to have a shot at goal from the 45 metre arc. A team mate is infringed 30 metres from goal. What is the decision?**
 - a. 25 metre penalty
 - b. FK 30 metres from goal
 - c. Shot at goal from the 45 metre arc
- 3. During a kick out from full back, no player is allowed within how many metres of the kick off line?**
 - a. 5 metres
 - b. 10 metres
 - c. 15 metres
- 4. If the ball hits the runner of the attacking team after being kicked by a player of the attacking team and then passes over the goal line between the goal posts, what is the result?**
 - a. Goal
 - b. The player gets another kick to be taken where the ball hit the runner
 - c. The umpire will throw the ball up at the centre of the kick off line
- 5. A player is taking a shot at goal after the siren. He kicks the ball and it is punched through the scoring area by a defender? Does the score count?**
 - a. Yes
 - b. No
- 6. A player argues with a boundary umpire in a demonstrative manner after one of his team mates kicks the ball out of bounds on the full. What should the field umpire do?**
 - a. Warn the player and position him on the mark
 - b. Pay a 25 metre penalty
- 7. A player has a free kick for out of bounds on the full. While still outside the field of play, he kicks the ball which does not enter the field of play. It lands 40 metres up the ground still outside the line. What is the decision?**
 - a. On the full 40 metres away
 - b. Another kick from the original mark
 - c. Throw in from the original mark
- 8. What is the length of the goal square (which is really a rectangle)?**
 - a. 8 metres
 - b. 9 metres
 - c. 10 metres
- 9. A defending player has a free kick between the goal and behind post. He goes behind the scoring line, the ball slews off his boot and hits the behind post on the full. What is the result?**
 - a. He gets another kick
 - b. Boundary throw in
 - c. Free kick to the other team

- 10. In what circumstances can a player be legally challenged in a marking contest?**
- Pushed in the back
 - Pushed in the side if the ball is within 5 metres
 - Bumped in the side if the ball is within 5 metres
 - None of the above.
- 11. How many players are allowed to contest a boundary throw in?**
- The two nominated ruckmen.
 - Any two nominated players.
 - Any number of players.
- 12. A player is taking a shot at goal after the siren. A team mate of the kicker is struck in the head with a forearm after the ball lands short of the goal line. What is the result?**
- Report the offender but no free kick is awarded because the ball was not in transit when the incident occurred.
 - Report the offender and award a free kick where the incident occurred.
 - No report or free kick because the ball was not in transit when the incident occurred.
- 13. The ball goes out of bounds for a throw in but the field umpire fails to notice the boundary or goal umpire's signal. In the meantime you pay a free kick. What should you do?**
- Blow time on and order the boundary umpire to throw the ball in where the ball crossed the line.
 - The free kick stands and is taken where the infringement occurred.
 - The free kick is taken where the infringement occurred or where the ball crossed the line, depending which is the greater advantage to the team offended against.
- 14. The ball goes out of bounds for a throw in but the field umpire fails to notice the boundary or goal umpire's signal. In the meantime the ball has crossed the line for a behind. What should you do?**
- Blow time on and order the boundary umpire to throw the ball in where the ball crossed the line.
 - Give the all clear for the score. Proceed as per the kick in.
 - Give the all clear for the score and then have the ball throw in next to the behind post.
- 15. When a player is awarded a mark or free kick just before the siren sounds and he is actively bleeding, what should you do after blowing your whistle to acknowledge the siren?**
- Allow him to take the kick.
 - Send him from the field and allow the nearest team mate to take the kick.
 - Nothing. The quarter has ended.
- 16. At a kick in, the kicker steps on one of the lines of the goal square with his non-kicking foot. What should you do?**
- Blow your whistle, signal time on and throw the ball up at the top of the goal square.
 - Nothing. He hasn't stepped out of the square.
 - Pay a free kick to the nearest player from the opposition team