

Name _____
Address _____

Score _____
Questions Missed: _____

Graded By _____

USPA OUTDOOR RULES TEST 2011

Percentage Score Requirements

95% FOR ALL UMPIRES SEEKING OR MAINTAINING UMPIRE CERTIFICATION

1. Red carries the ball to goal with Blue riding him all the way. As Red crosses the 30- yard line and prepares to tap the ball through the goal, Blue reaches behind Red's back and cross-hooks. What Penalty should be awarded?
 - a. ___ Penalty No. 2
 - b. ___ Penalty No. 1

2. Umpire A sees an infraction, calls the foul, and signals direction and Penalty to Umpire B, who was out of position and didn't see the play at all. Should the Umpires consult the Referee?
 - a. ___ Yes, unless they both saw the foul.
 - b. ___ No, there is no disagreement, just a single opinion.

3. Blue #4 is attempting a dribble turn. Red #2 turns inside and as Blue taps the ball, Red bumps shoulder to shoulder spoiling Blue's dribble.
 - a. ___ Foul Red - riding into the stroke.
 - b. ___ No Foul - Blue was dribbling.

4. The White team is awarded a Penalty No. 2. White #1 rides past the end line to change horses in the runoff area. While White #1 is changing horses, White #3 miss-hits the Penalty No. 2 and the ball goes wide of the goal mouth. The Umpires should?
 - a. ___ Award a free hit to the Green team because White #1 was improperly positioned.
 - b. ___ Award the White team a Penalty No. 2 re-hit.
 - c. ___ Resume play with a knock-in by the opposing team from the end line.

5. Blue #4 knocks in and rides to follow up. Red #2 circles to Blue's left and slightly ahead. Because Red may interfere with his ROW to the ball, Blue checks to avoid the possible collision. Red pulls out of the play and gives Blue safe passage to the ball. Foul or no foul?
 - a. ___ Foul
 - b. ___ No Foul.
 - c. ___ Foul, but delay the whistle and call it only if Blue miscues his next hit.

6. At the throw-in, the ball goes through the line up. Blue #4, lined up wide turns to his left to take the ball on his off side. Red #2, at a slight angle, turns to the right, to cross the LOB and take the ball on the off side. There will be a collision at the ball. Which player has the ROW?
- ___ Blue because he starts with the LOB on his off side and keeps it there.
 - ___ Red, because he is at a lesser angle to the LOB, even though he crosses it.
7. Team Blue has a player re-handicapped after the first game of a league putting Blue one goal over the upper limit of the event. What are the consequences?
- ___ Blue may finish the event, but must give the additional goal to any remaining opponent.
 - ___ Blue must replace the player and conform to the event limit.
 - ___ Blue can finish the event at the old handicap.
8. Blue hits a Penalty No. 4. Red #3 blocks the goal. However, Red #1 was standing within 30 yards of the hitter. What's the call?
- ___ Goal Blue. Red was improperly positioned.
 - ___ Goal cleared, play on.
 - ___ Re-hit to Blue. Even though the goal was not blocked as a result of Red #1's positioning.
9. Red #1 is on the ROW and carrying the ball at speed. Blue #4, defending, comes from Red's right at an angle to the line of the ball. As Blue flattens out to the line, his horse's rear quarter drifts in front of Red's horse, forcing Red to check. Blue pulls back to the near-side, and concedes Red the next hit.
- ___ Foul Blue - ROW violation created risk of collision.
 - ___ No Foul - Red kept possession, Blue conceded the next hit
 - ___ Delay the whistle. Call the foul if the infringement causes Red to mishit.
10. Blue #4 is hitting a Penalty No. 4. As he approaches the ball he sees Blue #2 changing mounts. Blue rides past the ball to approach again.
- ___ Throw-in - Blue must hit on first pass.
 - ___ No problem - Blue can take all the time he wants.
 - ___ Spot hit to the other team.
11. Blue is riding on Red's off side. Red can turn the ball to the left as there is no risk to Blue. Should Blue be on Red's near side:
- ___ Red may turn the ball to the right
 - ___ Red may turn the ball either left or right
 - ___ Blue has the line, therefore has the ROW
12. Blue rides with the LOB at a slight angle to his left. Red also rides with

- the LOB on his left but at a wider angle. Both will reach the ball at the same time. What is the call?
- ROW Blue only on his off-side.
 - Foul Blue if he remains on near-side.
 - Both of the above.
13. The Red team enters a 10-goal team in an 8-12 goal tournament. Red # 2, a 5-goal player, falls, leaving him unable to continue. Since there are no 5-goal players available, Red requests a 2-goal player as a substitute. The Red team now has an aggregate team handicap of 7 goals. Is this a legal substitution?
- No, the Red team's aggregate handicap does not fall within the upper and lower limits of the tournament.
 - Yes, once the game has started, the Red team may substitute an eligible player even though the Team's aggregate handicap falls below the lower handicap limit of the event.
 - The substitute is not allowed and the Red team must continue with three players.
14. Blue prepares to back the ball from the goal mouth. As Blue starts his swing, Red rides to bump and Blue is forced to check his swing. Blue had no offensive play to a teammate. Umpire A awards a Penalty No. 5 from the center. Umpire B suggests a spot hit as Blue only had a back shot and no offensive play. Which is the better call, spot or center?
- Spot
 - Center.
15. Blue flips the ball to the side under Red's mount. Red, trapped on the new ROW spurs his mount to clear the way. As he rides clear, his mount kicks the ball spoiling the follow-up play for Blue. Foul or no foul?
- Foul Blue - intentionally putting the ball under Red.
 - Foul Red - standing in Blue's ROW.
 - Foul Red - only if his mount kicks the ball.
 - No Foul. - breaks of the game.
16. Red is awarded a Penalty No. 3. As Red #3 positions the ball, he is joined by a teammate and they move the ball around for the right tee while discussing the play. The Umpire reminds Red #3 that he has only 5 seconds to finish teeing. Red is still teeing the ball after 5 seconds and requests more time. The Umpires should?
- Allow extra time because Penalties are important.
 - Sound the whistle and bowl in the ball.
 - Award a hit to the other team.
 - Call "Play"

17. Following a game, the Blue team gathers to review the video. They notice that a goal was incorrectly scored for their opponent in the 3rd chukker. The score, if kept correctly, would have given Blue a win rather than a loss. What now?
- ___ Too late. The game is over and nothing can be done.
 - ___ Protest. The Tournament Committee may change the score.
18. During the pregame discussions, the Red captain asks for the citizenship documentation of a Blue player. Because the papers are not immediately available, the Umpire should:
- ___ Accept the player's word and begin the game.
 - ___ Delay the game until the question can be answered.
 - ___ Advise the Red captain that the eligibility can be protested following the game.
19. Both teams arrive at the center line and jostle for position as the Umpire prepares to bowl-in. What should the Umpire do?
- ___ Bowl-in at once and get play started.
 - ___ Wait for players to position themselves.
 - ___ Blow the whistle and direct players to line up.
20. A Penalty No. 3 is awarded to the Red team. Umpire A places the ball on the 40-yard line and rides to pick up a ball on the field. Red # 3 circles, hits the ball wide of the goal mouth before "play" is called. The Umpire should:
- ___ Bowl the ball in at the 40-yard line.
 - ___ Allow a re-hit by the Red team.
 - ___ Award a free hit to the Blue team at the 40-yard line.
 - ___ The Umpires have the discretion to award a spot hit, a center hit, a Penalty No. 4, No. 3, or No. 2 to the Blue team.
21. Blue hits a long knock-in from the back line. The ball breaks and the larger piece lands well outside the 60-yard line. What is the call?
- ___ Replay the knock-in.
 - ___ Play the larger piece until play stops.
 - ___ Throw in from the point where the large piece lands.
22. The ball is hit deep by Blue #2. As Red #4 rides to back it, Blue #1, coming from behind and to the left of Red #4, passes Red, safely enters the ROW, and carries the ball down field. Red #4 pulls his mount to a walk, looks over his shoulder to the Umpire, and holds up his mallet hand with the mallet hanging from his thumb. What is the call?
- ___ Foul Blue for entering Red's ROW.
 - ___ No foul. Let the play continue.
 - ___ Foul Red - appealing. Spot hit to Blue.
 - ___ Foul Red - appealing. Severe penalty to Blue.

23. White #4 rides on the LOB to hit an off-side back shot. Blue #1 coming from White's left for a ride-off, travels parallel to White #4 for thirty yards. White #4 checks down to avoid the ride off. Blue #1 accelerates and enters the ROW safely. As Blue # 1 arrives at the ball, he slows his speed to carry the ball to goal. White #4, coming from behind, spurs his mount, accelerates, and runs into the rear quarters of Blue #1. What is the call?
- Foul on Blue for infringement of White's ROW.
 - Foul on White #4 for rough and abusive play.
 - No foul, Blue entered the ROW and White got to the play late.
24. The Umpire's arm is cocked for a throw in when the 30 second horn sounds. The Umpire should:
- Put the ball in play to ensure players get the maximum time.
 - The ball is out of play, the chukker ends.
25. In a 20-goal league, Blue #3 (9 goals) is injured by a foul. Red #3, the highest handicapped player at 7 goals, is removed from the Red Team in accordance with Penalty No. 7. What are the substitution alternatives?
- Either team can substitute up to 20 goals but must stick with 3 players.
 - The new handicap limit with three players is 13. The higher team handicap currently on the field.
 - Red, the fouling team, must substitute down to 11 goals.
26. Blue #2 dribbles the ball down field at speed pursued by Red #3. As Blue leans forward to tap again, Red closes, rides Blue off shoulder to shoulder and backs the ball.
- Foul Red
 - No Foul
27. Blue carries the ball on the off-side. Red rides from the right to bump. Blue checks slightly, Red miss-times the play, and passes close in front of Blue. Foul or no foul?
- Foul Red - crossing.
 - Foul Blue - Blue's check created the danger.
28. Following a hard ride off, Red # 3 quickly dismounts and starts leading his mount to the sidelines. Which of the following apply?
- Stop play and allow time out if the mount is visibly lame.
 - Penalize Red for delay of game if the mount does not appear to be lame.
 - Disqualify the mount from re-entering the game.
 - All of the above.

29. Halfway through the second chukker the Blue Captain says he thinks the score is wrong. What is the proper procedure?
- Tell him you will work it out at half-time and keep the game going.
 - Stop the game when the ball is out of play and work it out with the scorekeeper.
 - Tell the Captain it is too late. He should have paid closer attention.
30. Red hits a Penalty No. 4 and on the first hit, the ball breaks. What is your call?
- Goal - if the larger piece scores.
 - Knock-in - if the larger piece misses.
 - Re-hit regardless of where the pieces go.
31. Red #1 hits a short shot down field. As Red rides to strike again, Blue #4 comes for an off-side bump. Red, seeing Blue approach, cocks his arm for a strong fore-shot. Blue bumps Red and hits the back-shot. Foul or no foul?
- Foul Red – faking a stroke.
 - Foul Blue – riding into a stroke.
 - No Foul – the stroke had not begun..
32. Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate uses the opportunity to ride up and hook Blue. Is this a legal play?
- Yes.
 - No.
33. Red # 4 closely pursued by Blue # 1, rides to the ball. Red checks and pushes the ball to the right. Blue checks also, and now at slow speed, rides off Red fairly and plays the ball on his off side.
- Foul Blue. His only play is to get out of the way.
 - No Foul. Red did not have to wait for Blue to clear, and the slow speed removes any danger or risk from Blues play.
34. Blue #2 carries the ball down field with the LOB on his right. At mid-field he is met by Red #4 and Blue #3 riding directly toward him. Blue #3 is attempting to ride-off Red #4 and clear the way for his teammate. What is the call?
- Foul Blue #2 - one meeting two.
 - Foul Red #4 - meeting a player with the ball on the off-side.
 - Foul Blue #3 - Riding Red across the ROW of Blue #2.

35. Blue #4 hits a long shot to goal from the right side of the goal. Umpire A, leading the play, has no view of the goal. Umpire B, following behind the hitter, does not have an ideal perspective, but thinks the ball may have passed over the post, not between the posts. The Goal Judge signals a goal. What now?
- Goal Blue - the Goal Judge had the best view.
 - No goal - unless the Umpires and Goal Judge all agree.
 - Whatever Umpire B rules after talking to the Goal Judge.
 - Umpire should get a consensus from the players.
36. Red #4 taps the ball sharply to his right and turns quickly to follow. Blue #1, following, cannot check in time and knocks Red down. What is the call?
- Foul Blue - dangerous riding.
 - Foul Red - not allowing time to clear.
37. Red #2 has ridden on the near-side of Blue #3 for several strides. Blue moves Red to the left and takes a hard off-side neck-shot to goal. Blue's follow-through strikes Red's mount in the forelegs. What is the call?
- Foul Blue - striking into the legs of Red.
 - No Foul - Blue was playing the ball.
 - Foul Red - Once ridden off, Red should have pulled away.
38. The Umpires disagree on a call and the Referee signals for a conference. The Umpires should ride quickly to the Referee, each describe the call he made and answer any questions posed by the Referee. The Referee must uphold the opinion of either Umpire or call offsetting fouls. Is this statement correct?
- Yes.
 - No.
39. Blue scores at the south goal and several players ride to change mounts. When all players line up and the ball is put in play, The Blue team is again attacking the south goal. Play continues and Blue scores again at the south goal. What now?
- Wrong goal - score for Red.
 - No recourse - goal Blue and play goes on.
40. Blue hits the ball up on the near-side. Red rides at a wide angle to the LOB from Blue's right. Red will get to the ball before Blue, but it will be close. What are the potential fouls?
- Foul Red - if he fails to keep the LOB on his near side.
 - Foul Blue - if he doesn't switch to his off-side.
 - Both the above.

41. In the 5th period of a fast game, a cloudburst causes a delay of play. Following the rain, a discussion starts as to whether or not to continue the game. Who makes the call?
- The Host Club Tournament Committee.
 - The team Captains should talk it over and make the decision.
 - The Umpires should make the call after discussions with captains and Committee.
42. Red hits the ball forward and it rebounds off a divot toward Blue and Blue meets the ball directly and now has the ROW. However, Blue must:
- Play the ball on either side.
 - Give Red an opportunity to clear.
 - Blue can do whatever he wants since he has the ROW.
43. Red is awarded a Penalty No. 4 during a low-goal game on a rough field. Red #3 is not a strong hitter, and asks Red #4 to follow him on the approach. Red #3 rides to the ball at an angle to dribble the ball to the right of goal. As Red #3 swings at the ball, his horse ducks out causing a clean miss and Red #3 rides past the ball. Red #4 follows to pick up the play. Blue #3 comes straight out from goal to play the now live ball. Red #4 and Blue #3 are going to collide at the still stationary ball. Where is the line and who has the ROW?
- ROW Blue. The line is from the goal mouth to the ball.
 - ROW Red. The line and ROW are in the direction Red #3 was riding.
 - Neither. The ball did not move so both Red and Blue must be very careful.
44. Team Blue scores 15 seconds after the 7 minute horn. The Umpire should:
- Sound the whistle and end the chukker.
 - Sound the whistle to save time and call for a line up.
 - Ride for the throw in with the clock running.
45. Team Red has played two games in a league and has a player raised by a goal for the last game. Under the Rules, Blue may finish the league playing off the new, higher, handicap. Must a goal also be awarded to the two teams Blue has already played?
- Yes. It might make a difference in net goal standings.
 - No. Once over, the previous games stand.

46. Blue is awarded a Penalty No. 4. As he approaches the ball, he taps the ball to the right to create a new LOB and perhaps draw a foul against a defending player attempting to meet the ball. The foul does not occur and the hitter is close to goal with little room to maneuver. Blue then hits a hard neck-shot to drive the ball through the pack of players clustered in the goal mouth.
- No Foul - Blue has the ROW and can do what he pleases.
 - Foul Blue - carelessly endangering other players or mounts.
47. Blue and Red ride to the ball on opposite sides of the LOB. As Blue moves to the right to execute a ride-off, Red also drifts to the right so contact is not made. As Blue prepares to hit on the near-side, Red raises the mallet and strikes across Blue's mount.
- Foul Blue - no contact was made.
 - Foul Red - striking into the mount.
 - Foul Blue - not taking the ball on the off-side.
48. Blue hits the ball down field. As Red closes to ride him off, Blue cocks his mallet and begins a downswing although well away from the ball.
- Foul Blue - hitting into Red's mount.
 - Foul Red - riding into Blue's stroke.
49. Red # 2, concentrating on the ball, cocks his arm and begins his downward swing for a neck shot toward goal, as Blue # 3 rides at an angle with speed to ride-off Red on his nearside. As Red # 2 completes his swing, the mallet hits Blue # 3 in the face.
- Foul on Red because he is responsible for his mallet at all times.
 - Foul on Blue for riding into the stroke.
 - Bowl in - neither player was at fault. Just the breaks of the game.
50. After the warning horn in the 2nd chukker, the ball bounces off the boards but remains on the field. What are the consequences?
- Play on until time expires or play is stopped.
 - The chukker ends when the ball hits the boards.
51. Blue #3 protests the Umpire's call loudly, abusively, and with an offensive personal reference to the Umpire. An immediate ejection is justified. No preliminary warning or penalty is required.
- True
 - False
52. After the 7 minute warning horn, a Penalty No. 4 is awarded to Red. How much time should be allowed until the final horn?
- Whatever time remains in the chukker, but not less than 5 seconds.
 - Regardless of the time on the clock, only 5 seconds should be allowed.

53. Red #3 and Blue #4 follow the ball on opposite sides of the LOB. Red rides Blue off and hits the ball straight forward on his near-side. As the two ride on, Blue pulls ahead of Red so his knee is even with the neck of Red's mount. Blue raises his mallet for a near-side back-shot. What is your call?
- Foul Red if he does not immediately move to his off-side.
 - Blue does not have a play, the two players are over-lapped.
54. Blue #3 knocks in to the right and carries the ball forward. Red #2 positions himself slightly ahead, and to the left, of Blue. Blue checks, taps the ball right then leaves it for Blue #4 coming behind, and takes Red #2 out of the play. Blue #4 taps the ball forward to establish a line and looks for an open team mate. Is this "failure to move the ball?"
- Yes, on Blue #3 if he taps more than once after checking.
 - Yes, on Blue #4 if he doesn't run or hit away.
 - Both answers are correct
55. Red, hitting a Penalty No. 4, sees the ball move slightly as he approaches. Knowing the ball is now in a depression, he taps it out 5 yards, then hits toward goal. Should Red be penalized for endangering the opponents defending the goal?
- Yes.
 - No.
56. The teams line up, each on its own side of center, and move toward the Umpire as he prepares to bowl in. The play should be stopped if the teams come within 5 yards of the Umpire before the ball is released.
- True.
 - False.
57. In the 3rd chukker, Blue #3's horse slips and falls, injuring Blue #3's leg. Blue #3, a 4-goal player, is replaced within 15 minutes by a 3-goal player and the game continues. At the start of the 5th chukker, the 4-goal player comes out and announces that he is able to resume play. Is this acceptable?
- No. Once Blue #3 is out, he stays out.
 - Yes. If recovered, Blue #3 can return.
 - No. Blue is now substituting a 4-goal player for a 3-goal player the team's handicap cannot be raised during game.
58. Blue needs to replace an injured 2 goal player in an 8 goal tournament. A player is available from another team that is out of contention but has one game to play. Can this player be used?
- Yes
 - No

59. Red #2 carries the ball down field with Blue #3 riding hard to hook. As Red #2 hits a strong neck-shot to goal, Red #3 takes Blue #3 out of the play with a dangerous bump. The ball passes through the goal as the whistle sounds. Does the goal count?
- No. The ball is dead at the sound of the whistle.
 - Yes. The ball was in the air when the whistle sounded.
 - No. Play was stopped by a foul on the attacking team.
60. Red #2 is injured by a foul and the teams are reduced to three players per side. After the half-time break, Red #2 feels up to returning to the game. What is the proper procedure?
- Red #2 can return to the game between chukkers and the player removed from the other team can also return.
 - Once the teams have gone to three on a side Red #2 is done for the game.
 - If the Captains agree, Red can return.
61. Blue #2 carries the ball on his off-side. Red #1 engages a ride-off on Blue #3 and prepares to take the ball on his nearside, meeting Blue #2 at an angle to the LOB from ahead and to Blue #2's right. Red #1 and Blue #3 pass in front of Blue #2 at a close distance. What is your call?
- Foul Blue #2 - one meeting two.
 - Foul on Red #1 for creating a dangerous play.
62. A quick line change traps Blue on the ROW. Blue checks and pulls off to the right clearing the way for Red who has held up to avoid a collision. As Red moves on the new and now clear ROW, Blue executes a near-side hook and then plays the ball. Is this a legal play?
- Yes.
 - No.
63. Blue #3 changes horses following a goal. As a result, he is slow returning to the subsequent throw-in and his Captain asks that the throw-in be held up. Should this request be granted?
- No
 - Yes
64. An Undefined Penalty No. 3 is awarded to Blue. Blue #3 hits badly; the ball strikes a goal post, bounces back on the field and stops three feet from the post. What is the procedure?
- Ball is in play and LOB is from the post.
 - Blue cannot hit or hit at the ball until Red has played the ball.
 - Dead ball. Free hit to Red 12 feet from post.

65. Red rides from the left of the LOB. Blue rides from the right of the LOB. The two players are at approximately equal angles to the LOB. Both plan to take the ball on the off-side and their extended paths will intersect at the ball. What is the call?
- Foul Blue.
 - Foul Red.
 - No Foul - first come, first served.
66. Blue is awarded a Penalty No. 2. How should the Officials position themselves?
- One Umpire behind the hitter, the other behind the left goal post, and the Goal Judge behind the right goal post.
 - One Umpire behind each post, Goal Judge out of the way.
 - One Umpire behind the hitter, one on the line, Goal Judge behind a post.
67. A player is delayed in arriving for a game. He calls ahead and authorizes his groom (an eligible player with current handicap) to start in his place. The player arrives two minutes into the second chukker. What are his options?
- The player may enter the game at the end of the chukker and complete the game.
 - The player may enter during the second chukker when play is stopped.
68. Red's horse takes a fall in the 3rd chukker and is replaced. Can the horse return to the game?
- Yes
 - No
69. A new line catches Red across the ROW. Red moves properly to clear the ROW and, in moving off, his mount kicks the ball creating another line change and placing Red safely on a new ROW. What is the call?
- Foul Red - ROW infringement.
 - Foul Red - at the moment his mount kicks the ball.
 - No Foul - Red did nothing improper at any time.
70. Blue hits for goal as Red #4 bumps and knocks Blue's mount off balance. The whistle sounds just before the ball passes through the goal. Does the goal count?
- No. The ball is dead at the sound of the whistle.
 - Yes. If the foul against Red is confirmed.
71. Blue #3 turns the ball and starts up field. Red #2 also turns and is positioned well ahead waiting for Blue to hit up. Which of the following is true?
- Blue may hold the ball unless, Red comes to defend him.
 - If Red comes to defend and Blue does not hit, throw-in.
 - If Red comes to defend and infringes Blue's ROW, foul Red.
 - All the above.

72. Red #3 knocks in and carries the ball toward the 60. Blue #2 rides ahead and slightly to the left squeezing Red toward the boards. Blue infringes Red's ROW, forcing Red to check to maintain possession of the ball. Should a foul be called against Blue?
- Yes. Blue fouled even though Red maintained possession.
 - No. Red still has the ball, don't stop the play.
73. Blue No. 4 taps the ball forward and to the right and continues to dribble toward the goal mouth. As Blue nears the goal line, a Red defender is caught standing in Blue's path. What is the call?
- Foul Red, if Red does not attempt to clear the ROW.
 - Foul Blue - if Red is not given a chance to clear and they collide.
 - Both of the above
74. Shortly after the end of the game, Red #3 walks to the Umpire trailer and makes insulting and derogatory remarks about the officiating. The Umpire should:
- Ignore the outburst, the game is over.
 - File a report for a possible conduct violation.
75. White #1 has the ROW. Red #4 crosses close in front to position himself for a near-side shot. White checks hard to avoid a collision but retains possession of the ball. Red, realizing he caused White to check, does not make a play but permits White to make the next play. Red then rides White off and backs the ball.
- Foul Red - when he crossed White.
 - Foul - Red if he plays the ball before White.
 - No Foul - White maintained possession.
76. Blue #1 drops her mallet and rides to the sidelines to obtain a replacement. When play next stops, she asks permission to remove the mallet on the field. Should permission be granted?
- No - no time out for a dropped mallet.
 - Yes - time out is not requested to retrieve the mallet, but to remove a potential hazard from the field.
77. Red is awarded a Penalty No. 2 from a spot three yards from the goal mouth. The Blue players, assuming a score, ride to center field for the bowl-in. As Red approaches the ball, his horse ducks out and the ball is shanked to the right of goal.
- Improper positioning Blue – score the goal for Red.
 - Improper positioning Blue – re-hit to Red
 - Knock in to Blue

78. Team Red enters an 8-12 goal USPA tournament event with a 7-goal team. The Captain states that his team's handicaps are all in order and the team will assume the 8-goal minimum handicap. Can the Committee accept the entry?
- Yes.
 - No.
79. Red rides to the ball pursued by Blue. Red checks. Pushes the ball forward slightly, rakes it back and turns around the ball. Blue looks for a foul, what is the Umpire's call?
- Red has established control of the ball and may make a play.
 - Foul Red. There has been no line change.
80. Umpire A, in position following the play, sees Blue #4 drift back and forth in front of the ball carrier, Red #1. Umpire A blows the whistle, looks to Umpire B, points toward the goal Red is attacking and holds up 4 fingers. Umpire B, knowing that Umpire A had a good view of the play and seeing a zigzag foul himself, acknowledges with a hand signal. Umpire A then announces the foul and Penalty. Is this a correct procedure?
- Yes.
 - No.
81. Red #3 twirls his mallet overhead. Which of the following rules might be violated?
- Rule 28. if the mallet hit, or came close to hitting, a player or mount.
 - Rule 30. if the act was intended to draw the Umpire's attention to a possible foul.
 - Rule 33. If the twirl was disrespectful of a call or non-call.
 - Any of the above.
82. Blue hits the ball forward. The ball lands on a divot and bounces to the side. Red, previously out of the play, may now meet the ball fairly and assume the ROW. Blue can check and turn to remain safely out of Red's new path, but elects to ride through so as to be better positioned to defend Red's run down the field.
- Foul Blue - not clearing the new ROW.
 - No Foul - bouncing off a divot is not a line change.
83. Blue #4 prepares to hit an open near-side back-shot. Red #1 is riding parallel to Blue with the line on his off-side trying to poke the ball forward. Blue's mallet strikes Red's mount. What is your call?
- Foul Blue - hitting into Red's mount.
 - No Foul - the striking of Red's mount was inadvertent.
 - Foul Red - Red should have made way for Blue's stroke.
84. Following a goal, Blue changes mounts and is 20 yards from, and on the wrong side of, the center line when the ball is thrown in. The Umpire should:

- a. Recognize the improper procedure, blow the whistle and give a center hit to Red.
 - b. Sound the whistle, stop the clock, and let Blue line up properly.
 - c. Recognize the foul, delay the whistle, and sound it only if Blue gets involved.
85. Red #1 misses a goal and circles slowly as his teammate changes mounts. While Red #1 is circling, and his teammate is off the field, the ball is placed and Blue #3 is ready to knock-in. Should play continue and the ball be hit in with both players out of position?
- a. Yes.
 - b. No.
86. Blue #2 hits a strong off-side neck-shot. As he strikes, he crosses the new LOB extended back from the ball and turns to his left to follow up his hit. Red #3, following Blue #2, turns inside Blue and also rides toward the ball. Who has the ROW?
- a. Blue - the last hitter retains the ROW.
 - b. Red - only if he plays the ball on his off side.
 - c. Red - on either side as long as he is at the lesser angle.
87. Blue #3 informs the umpire that his horse is "off" and he wants to change it. Which of the following are true:
- a. If the horse is visibly lame, the Umpire will grant time out to change.
 - b. The player may elect to change on his own time.
 - c. If time out is allowed, the mount may not return to the game.
 - d. All of the above.
88. In the fifth chukker, the Blue Captain advises the Umpire that Red #2 is playing a mount removed for lameness earlier in the game. The Umpire should:
- a. Stop the game and declare a forfeit in favor of Blue.
 - b. Ask the other Umpire and Referee what they think.
 - c. Advise both teams that the game will continue under protest.
89. Red #4 rides to turn a ball and taps the ball to his right creating a new line and ROW. As Red turns to follow the new line, Blue #1 riding fast down the old line takes the ball on the near-side passing at a right angle immediately in front of Red. Red reacts to the play by pulling his horse to a halt. What is your call?
- a. Foul Red - appealing for a foul.
 - b. Foul Blue - making a play.
 - c. No foul. The two acts offset one another.

90. Red #3, a 6 goal player, is injured and out of the game. There is a 6 goal player on the sidelines, but he is a member of another team that has been knocked out of the tournament. Can this player finish the game at hand or must Team Red continue as best it can?
- The substitution can take place if the opposing team agrees.
 - The substitution is permitted.
 - If the Committee approves, the substitution is OK.
91. Blue #1 carries the ball down field followed closely by Blue #3. Red #4 rides from the right, attempts a hook, and passes behind Blue #1 and ahead of Blue #3.
- Foul Red - hooking at too great an angle.
 - Foul Red - ROW infringement against Blue #3.
 - No Foul.
92. A No. 2 Penalty is announced against Red. The Red Captain argues loudly that the call is incorrect. A violation of Rule 33 is called. As the ball cannot be moved forward from a Penalty No. 2, the foul should be announced as a Penalty No. 5 (center hit) or a Penalty No. 4 (Umpire's discretion) following the conversion of the Penalty No. 2. True or False?
- True.
 - False.
93. Blue and Red ride hard to the ball. Blue gets there first and turns the ball in front of Red. Red checks, passes close behind Blue. What is your call?
- No foul, Blue changed the line, Red passes behind.
 - Foul Blue, not enough distance to turn in front of Red.
94. Blue and Red ride to the ball on opposite sides of the LOB. As Blue comes to execute the ride-off, Red raises his mallet in preparation for a near-side back-shot. Foul or no foul?
- Foul Blue - riding into the stroke.
 - No Foul - the stroke had not begun.
95. Following the announcement of a foul and Penalty, Blue #3, the Captain, starts explaining to the Umpire how he saw the play. The Umpire reminds Blue #3 that the call has been made and the conversation is over. Blue continues. How does the Umpire handle the situation?
- Tell Blue that if he does not stop he will be penalized.
 - Sound the whistle, award a "technical" and move the ball up.
 - Call "Play" and try to move things along.

96. White # 3 hits a neck shot at speed. Blue # 2 following behind White # 3, turns up the line with a slight angle to the LOB on his offside. White # 3 rides hard to engage Blue # 2 before he reaches the ball, executing a ride-off, with both players meeting shoulder to shoulder. Upon impact, White # 3's horse falls, breaking White # 3's collarbone. What should the Umpires call?
- ___ Foul on Blue, since the White player got hurt.
 - ___ Foul on White # 3 because he came at the greater angle and being the aggressor caused the danger.
 - ___ Bowl in, no foul. Because the two players met shoulder to shoulder. Just the breaks of the game.
97. Red starts with the LOB well to his right. Blue starts with the LOB on a slight angle to his left. Both ride to take the ball on their off side and will collide at the ball. What is your call?
- ___ Foul Blue - crossing ROW of Red.
 - ___ Foul Red - Blue started with a lesser angle.
98. Blue #3 hits an off-side back-shot away. Blue #2, following, turns, crosses the new LOB and prepares to carry the ball on. Red #3, also following, rides to the new LOB to meet the ball. Who has the ROW?
- ___ Blue because he is following the direction of the ball.
 - ___ Red, because he will meet the ball on its exact line.
99. The ball breaks as Blue runs for the goal. What is your call?
- ___ Stop play and throw-in when the ball breaks.
 - ___ Let Blue finish her run with the larger piece, then stop play.
 - ___ Play the larger piece until the ball goes out of play.
100. Blue #4 and Red #1 gallop toward the ball. As Blue #4, with the ROW, begins his wind-up, Red #1 bumps him on the mallet side. Foul or no foul for riding into the stroke?
- ___ Foul.
 - ___ No Foul.