**2015 US Lacrosse Certification**

**Rules Differences Exam – NCAA Questions**

1. Which of the following is correct?
2. The home team coach must have a bucket of game balls.
3. On the bench side, at least 6 balls should be placed at the scorer's table and outside each bench area.
4. On the bench side, at least 4 balls should be placed at the scorer's table.
5. No balls are required on the far side line.
6. What is the minimum permissible width at the widest point of the head (not the Goalie's)?
7. 6 inches
8. 6 1/2 inches
9. 6 1/2 inches at the front, 6 inches at the back of the head.
10. None of the above.
11. What is the rule related to tape on the plastic head of the crosse?
12. There may be NO tape on the plastic head of the stick, except for the goalkeepers.
13. Except for crosses used in faceoffs, tape may be applied to the plastic.
14. There may be NO tape on the shaft, unless the player takes faceoffs.
15. All of the above.
16. During the game, Team B loses several players to disqualification and injury. Team B can only field 9 players. At what point will the game be stopped?
17. Team B may continue to play with fewer than 10 players, with onside and stalling rules remaining in effect.
18. The game may continue if Team A agrees to lend players to Team B.
19. Team B players who have fouled out may return to the game.
20. The game may not continue once Team B has fewer than 7 on-field players.
21. During the faceoff, the official will place the ball on the ground at the faceoff spot, then direct the players "down", then verify proper positioning, then issue the "set" command, then sound the whistle when clear of the scrimmage area.
22. True for NCAA; false for NFHS
23. True for NFHS; false for NCAA
24. False for both NCAA and NFHS
25. True for both NCAA and NFHS
26. During a faceoff a player is allowed to perform which of the following actions?
27. True for NFHS; false for NCAA
28. True for NCAA; false for NFHS
29. True for both NCAA and NFHS
30. False for both NCAA and NFHS
31. A1 faceoff player moves early during the 1st faceoff of the gam.e. A2 wing player jumps the line during the 2nd faceoff (still 1st quarter). A3 faceoff player grabs B1's Crosse during a faceoff in the 2nd quarter. Which of the following is true?
32. A3 serves 1 minute non-releasable and Team A's in-home serves 30 seconds. Team A is 2 men down.
33. A3 serves 1 minute non-releasable. Team A is 1 man down.
34. Team A's in-home serves 1 non-releasable minute for unsportsmanlike conduct. Team A is 1 man-down.
35. Award the ball to Team B. No penalty time is served.
36. A1 comes out for a faceoff with no tape on his shaft. Which of the following is true?
37. Award the ball to Team B. No penalty time.
38. A1 serves 3 non-releasable minutes. Award the ball to Team B.
39. Award the ball to Team B. No penalty time. This counts as a faceoff violation.
40. Send A1 to the bench for a new crosse and charge Team A with a timeout.
41. A1 shoots the ball into the goal, but is called for being in the crease, and the goal is disallowed. How should the restart be handled?
42. Team B is awarded possession on goal line extended outside the goal area.
43. B2 defender picks up the ball near the goal. He should be given a quick restart even if he's in the box and riding attackman A2 is only 2 yards away from him.
44. Team B is awarded the ball at midfield - free clear.
45. B1 goalkeeper picks up the ball in the crease and should be given a quick restart, as soon as all Team A members are at least 5 yards away from him.
46. A1 is called for warding off. B1 picks up the ball and is given a quick whistle for restart. Which of the following would result in a time serving foul against A1?
47. A1 steps aside and allows B1 a direct path to the goal.
48. A1 stays within 5 yards of B1 while the official counts off 5 seconds.
49. A1 steps aside allowing B1 a straight path, then follows A1 and checks his crosse without ever creating a 5-yard separation from B1.
50. A1 allows B1 to gain a 5-yard separation, then follows B1 up the field, catching him after 30 yards.
51. An out-of-bounds ball is awarded to Team A. Which of the following is true?
52. On restart, A1 may not get a running start while out of bounds. A1 may slow down upon entering the field (like a rolling stop), then accelerate at the whistle.
53. Team A may request a horn for substitution.
54. The official should retrieve a ball from off the field and place the ball on the field at the restart location.
55. The goalkeeper shall be given a maximum of 5 seconds to re-enter the crease.
56. A shot breaks the plane of the goal after the horn has sounded to end a period. When would the goal be counted?
57. The shot was released from the shooter's stick prior to the horn and the shot deflected off of an attacker after the horn.
58. The shot was released from the shooter's stick prior to the horn and the shot deflected off of a defender after the horn.
59. The shot hits two or three pipes, then rebounds into the field of play.
60. Never - the ball is dead as soon as the period ends and only a live ball can score a goal.
61. Team A has gained possession in their defensive area. How quickly must Team A advance the ball?
62. Until the officials administer a stalling warning, Team A can keep the ball in their defensive area indefinitely.
63. Team A must advance the ball into their attack area within 30 seconds.
64. Team A must clear the ball over the midline within 20 seconds.
65. Team A must immediately throw the ball as far downfield as possible (Gilman clear).
66. Team A has successfully advanced the ball into their attack area, then the ball travels back over the midfield line into A's defensive half of the field. This is an over-and-back violation, if the ball was last touched by Team A.
    1. True for NCAA; false for NFHS
    2. True for NFHS; false for NCAA
    3. False for both NCAA and NFHS
    4. True for both NCAA and NFHS
67. A team which is not entitled to possession may NOT take a timeout in which of the following situations?
68. During a live ball.
69. During the dead ball in the field of play following stoppage of play for a non-time serving technical foul.
70. During the dead ball following an out of bounds.
71. During the dead ball following the end of a flag-down.
72. Targeting the head / neck, including any follow-through that contacts the head or neck, is a personal foul. What is the correct penalty?
73. Ejection from the game in all circumstances.
74. Two-minute or three-minute non-releasable foul, at the officials discretion. Excessive violation may result in ejection.
75. One, two or three minute non-releasable foul, at the referee's discretion. Excessive violation may result in ejection.
76. One, two or three minutes releasable, depending upon the official's judgment of severity and intent.
77. What is the proper term to be used to administer a stalling warning?
78. "Timer on"
79. "Get it in" or "Keep it in"
80. "Shot clock"
81. "Need some action"
82. Team A is given a stalling warning. Which of the following is true?
83. Team A must get the ball into, and then keep the ball inside of, their attack area.
84. Team A must take a valid shot within 30 seconds.
85. Team A must move the ball to within 5 yards of a Team B player.
86. Team B receives possession.
87. Which situation would end a stalling warning on Team A?
88. A3 takes a shot from below goal line extended that hits the goalie or goal post. Team A recovers the rebound.
89. A3 takes a shot from above goal line extended that hits the goalie or goal post. Team A recovers the rebound.
90. Team A takes a shot that goes out of bounds, with Team A receiving possession.
91. Team A carries or passes the ball from inside their attack area into an alley.
92. B1 slashes A2 in the midfield area. Flag down & play continues under a "slow-whistle" situation. Which of the following is true?
93. A stalling warning may not be initiated against Team A while under a "slow-whistle".
94. Team A must get the ball into, and keep the ball inside of, their attack area.
95. If Team A substitutes players, then stop play immediately to assess the penalty on Team B.
96. If Team A is warned for stalling and does not shoot within 30 seconds, stop play, assess the foul and restart with Team A in possession and no shot clock.
97. Officials initiate a stalling warning against Team A. Team A shoots the ball out of bounds and possession is awarded back to Team A. During the dead ball, Team B calls a timeout. What happens?
98. The shot clock is reset to 30 seconds.
99. Team B may not request a timeout in this situation. The Team B in-home must serve 30 seconds for Illegal Procedure.
100. The "Get it in / keep it in" warning is administered upon the restart, and Team A must advance into their attack area within 10 seconds.
101. No stalling warning on restart. If Team A stalls again, issue a new stalling warning.
102. During a loose ball situation (non faceoff), what is illegal for a player to do?
103. Kick the ball to a teammate.
104. Trap it with his Crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.
105. Pick the ball up by jamming the reverse side of the crosse on top of the ball.
106. All of the above.
107. Flag down, slow whistle as B1 slashes A1 in A's defensive half. A1 rolls the ball to A2 in the midfield area - outside the box. Does play continue under the slow whistle?
108. Yes.
109. No.
110. Yes, if the pass is completed.
111. None of the above.
112. Flag down, slow whistle as B1 slashes A1 in Team A's defensive half. A1 passes the ball back to his goalie, who is outside of the crease and misses the pass. The ball rolls into the goal. Which of the following is true?
113. GOAL! Award the ball to Team A at midfield for the restart.
114. NO GOAL! Assess a penalty on B1, then award the ball to Team A at midfield for the restart.
115. GOAL! Man-down faceoff at midfield for the restart.
116. NO GOAL! Man-down faceoff at midfield for the restart.
117. During the last 2 minutes of regulation play in a game which is not tied:
118. The leading team must be penalized for stalling if they get the ball into their attack area and then do not shoot within 30 seconds.
119. The leading team is automatically given a stalling warning when they clear the ball.
120. The leading team may not use any remaining timeout, so that the game will end sooner.
121. The last 2 minutes is handled the same as the rest of the game; there is no automatic shot clock.