



2015 Field Hockey Exam Part I

1. A player is not wearing her mouthguard properly. The umpire shall:
 - A. Award a misconduct card to the coach.
 - B. Instruct the player to properly wear the mouthguard at the next stoppage of play.
 - C. Award a misconduct card to the player.
 - D. Award a free hit to the opponent.

2. A player re-entering the field after complying with the uniform rule may:
 - A. Enter only at the 50-yard line.
 - B. Enter at the 25-yard line.
 - C. Enter where she exited the field.
 - D. Enter through the substitution area.

3. Field players must wear eye protection that meets the current ASTM 2713 standards for field hockey, and are permitted to wear:
 - A. A face mask made of fiberglass or plastic, which is molded to the face.
 - B. A knee brace as sold by the manufacturer.
 - C. Soft headgear.
 - D. All of the above are allowed.

4. Goalkeepers may:
 - A. Play the ball with their stick within the 25-yard area.
 - B. Kick the ball only inside the circle.
 - C. Play the ball up to the 50-yard line.
 - D. Both A & B.

5. In defending an aerial shot, the goalkeeper may:
 - A. Propel the shot with her hand away from the goal.
 - B. Stop the ball with her stick above her shoulder.
 - C. Stop the ball with her body.
 - D. All of the above.

6. On a penalty corner, the defenders are permitted to:
 - A. Wear a facemask made of fiberglass or plastic, which is molded to the face.
 - B. Enter the circle when the ball is struck.
 - C. Place more than five defenders behind the back line.
 - D. Both a and b.

7. Personal wireless communication devices are not permitted during the game:
- A. By umpires.
 - B. By coaches.
 - C. By players.
 - D. By timers and scorekeepers.
8. Players defending a penalty corner are required to wear:
- A. A close-fitting face mask.
 - B. Goggles over the top of a close-fitting face mask.
 - C. Eye protection that meets the most current ASTM 2713 performance standard.
 - D. Goggles connected to soft headgear.
9. The penalty stroke-like marker is:
- A. 12 inches long.
 - B. 7 yards from the inner edge of the goal line.
 - C. A 4-inch diameter circle, 7 yards from the inner edge of the goal line.
 - D. Both a and b.
10. The player taking a penalty stroke may:
- A. Stand behind and within a stick's reach of the ball before beginning the stroke.
 - B. Exchange her stick with a teammate prior to taking the stroke.
 - C. Move prior to the official's whistle.
 - D. Exchange her stick with a stick from the sideline prior to taking the stroke.
11. The player's stick:
- A. Shall have rounded edges.
 - B. Shall weigh no more than 23 ounces.
 - C. Shall weigh no more than 26 ounces.
 - D. Both a and c.
12. The umpires discover a goalkeeper not wearing a throat protector while the ball is being played in the circle.
- A. Assess a misconduct penalty to the head coach using the card progression.
 - B. Award a penalty corner.
 - C. Temporarily suspend the player until she complies with the rule or is replaced.
 - D. A and C.
13. The umpires discover a goalkeeper wearing a jersey without a number. The umpires shall:
- A. Temporarily suspend the player until she complies with the rule or is replaced.
 - B. Assess a misconduct penalty to the head coach using the card progression.
 - C. Card the goalkeeper for misconduct.
 - D. A and B.

14. What type of different eye protection is permitted?
- A. Polycarbonate lens that meets the current ASTM standards for field hockey.
 - B. Wire-cage goggles that meet the current ASTM standards for field hockey.
 - C. None of the above.
 - D. Both a and b.
15. A player's uniform will need to be changed when it:
- A. Has excessive blood.
 - B. Has any blood.
 - C. Has excessive mud.
 - D. Is soaking wet.
16. During a penalty corner, the attack player receives the injected ball just outside the circle. She moves the ball inside the circle and immediately drives the ball which is on a path to cross the goal line above 18 inches. The umpire:
- A. Immediately blows the whistle and awards a free hit to the defense.
 - B. Holds the whistle.
 - C. Blows the whistle and resets the corner.
 - D. Allows play to continue as there is no foul.
17. Officials may:
- A. Use personal wireless communication devices to communicate with one another during the game.
 - B. Use tobacco products.
 - C. Use a three-inch ring to check the legality of sticks.
 - D. All of the above.
18. The scorer shall:
- A. Notify the table-side official immediately when a coach requests a time-out.
 - B. Maintain a record of goals scored and by whom.
 - C. Maintain a record of team time-outs.
 - D. All of the above.
19. The timer shall:
- A. At 30 seconds of the half, follow the near official up and down the field.
 - B. Sound an audible device when the official clock reaches zero.
 - C. Count down the final 10 seconds of the half.
 - D. Stop the clock with one minute remaining.
20. When issued a green card the player must:
- A. Be removed from the game for two minutes of elapsed playing time and her team shall play short.
 - B. Sit out of the contest for either five or 10 minutes as determined by the official and her team shall play short during the suspension.
 - C. Sit out of the entire contest and the team shall play short.
 - D. Apologize for the infraction and continue to play.

21. If a visible clock is available:
- A. It shall run down to zero.
 - B. It shall be stopped at two minutes.
 - C. It shall be deemed the official clock.
 - D. Both a and c.
22. A player dribbling the ball may:
- A. Back into a player preventing her from playing the ball.
 - B. Move away from an oncoming opponent in any direction on the field.
 - C. Shield the ball with her stick preventing the opponent from playing the ball.
 - D. Shield the ball with her body preventing the opponent from playing the ball.
23. A self-pass:
- A. Must travel 1 foot before a teammate can play the ball.
 - B. Must have a clear separation between the initial touch and any subsequent play on the ball.
 - C. Can be used on a penalty stroke.
 - D. May be used to restart play except on a penalty corner.
24. Legal strokes for the inserter on the penalty corner are:
- A. Self-pass.
 - B. Flick.
 - C. Drive or push.
 - D. Both b and c.
25. The player taking a free hit between the 25-yard lines may:
- A. Drag the ball over 1 yard and pass to a teammate.
 - B. Move the ball 1 foot and let her teammate dribble away with it.
 - C. Directly dribble the ball without making a clear separation between the ball and her stick.
 - D. All of the above.
26. A field player may enter the game as a substitute:
- A. At the 25-yard line.
 - B. Between the awarding and taking of a penalty corner.
 - C. After a goal is scored.
 - D. Before her teammate comes off the field.
27. A goalkeeper substitution:
- A. Must take place through the substitution area at the center of the field.
 - B. Requires the umpire to call time-out.
 - C. May occur prior to a penalty stroke being taken.
 - D. Must take place behind the end line, between the goal and the edge of the circle.

28. A suspended player whose suspension expires just after the awarding of a penalty corner may re-enter the game:
- A. Immediately.
 - B. As soon as the ball is inserted on a penalty corner.
 - C. Through the substitution area.
 - D. Both b and c.
29. After a goal is scored, the team that scored huddles, causing a delay in the restart of the game. The official shall:
- A. Issue a green card to the coach for delay of game.
 - B. Issue a green card to the captain.
 - C. Warn the entire team.
 - D. None of the above.
30. If the game is suspended during halftime or after the start of the second half, the game could be:
- A. Replayed from the point of interruption.
 - B. Replayed from the beginning of the first half.
 - C. Considered a completed game, by mutual agreement.
 - D. Both a and c.
31. It is considered coach misconduct when:
- A. The team's players are not ready to play at the end of a time-out, after a goal is scored or after half-time intermission.
 - B. The coach continually questions the official's calls.
 - C. A player enters the field prior to a player leaving the field on a substitution.
 - D. All of the above.
32. Substitution:
- A. Must be through the substitution area.
 - B. Can occur from the 25-yard line.
 - C. For a goalkeeper, requires that the clock is stopped.
 - D. Can occur between the awarding and taking of a penalty corner.
33. When a substitute from the attacking team enters the field before the player being replaced has left the field:
- A. A free hit shall be awarded the opponent.
 - B. The offending player is carded.
 - C. The offending team's head coach is carded.
 - D. The offending team's captain is carded.
34. A player is injured during a penalty corner at the end of a half and play must be stopped. Play is restarted with:
- A. A bully.
 - B. A penalty corner.
 - C. A free hit by defense at the 16-yard line.
 - D. A free hit by the attack at the broken-circle line.

35. A self-pass may be used for restarting play:
- A. Long hit.
 - B. 16-yard hit.
 - C. Both a and b.
 - D. Penalty corner.
36. On a free hit between the 25-yard lines, the opponents must be:
- A. 7 yards away.
 - B. 5 yards away.
 - C. 10 yards away.
 - D. None of the above.
37. The visiting team shows up to play its game without mouthguards and shinguards. The umpire shall:
- A. Allow the game to be played with an agreement of the coaches.
 - B. Sign the scorebook with a 1-0 forfeit.
 - C. Sign the scorebook with a 3-0 forfeit.
 - D. Red card the visiting coach and award a penalty stroke to the home team.
38. A goal is scored when:
- A. On a penalty corner, the ball leaves the circle prior to a shot on goal from inside the circle.
 - B. An attack player intentionally hits the ball to the top left corner of the goal with no marking defender.
 - C. The ball is hit by an attack player inside the circle, deflects off the foot of a defender and goes high into the goal.
 - D. All of the above.
39. After a goal has been scored, but prior to the center pass, the umpire realizes an ineligible attack player is on the field. The umpire should:
- A. Not allow the goal and restart with a free hit at center of field.
 - B. Allow the goal.
 - C. Not allow the goal and award a long hit.
 - D. Not allow the goal and award a 16-yard hit.
40. A lifted shot on goal hits a non-marking defender positioned at least 5 yards away, and between the shot and the goalkeeper. The official awards:
- A. A penalty corner.
 - B. A free hit to the defense.
 - C. A free hit to the offense at the broken-line circle.
 - D. A penalty stroke.
41. The lead umpire on a penalty stroke shall:
- A. Ask the goalkeeper, then the stoker to verbally verify they are ready.
 - B. Stand a few feet to the right and 3-5 yards behind the stoker.
 - C. If no goal, give signal for 16-yard hit.
 - D. All of the above.

42. When an attack player deliberately blocks the goalkeeper's attempt to move around her, the umpire may:
- A. Award a green card to the attacker and a free hit to the defense.
 - B. Award a green card to the goalkeeper.
 - C. Award a penalty corner to the offense.
 - D. None of the above.
43. When the goalkeeper is lying on the ground, she may:
- A. Move the ball away with her hand in a goal-saving action.
 - B. Cover the ball.
 - C. Throw the ball.
 - D. Swing her stick dangerously to prevent her opponent from playing the ball.
44. Any defender playing in the circle is permitted:
- A. To raise her stick above shoulder level to stop a high shot on goal.
 - B. To wear ASTM approved goggles.
 - C. To move the ball away with her hand to prevent a goal.
 - D. Both A & B.
45. Fouls include all of the following except:
- A. Raising the stick above the shoulder in an intimidating/dangerous manner.
 - B. Raising the ball dangerously.
 - C. Stick interference.
 - D. Raising the ball immediately on a free hit.
46. In midfield play, a defensive player hits the stick of the offensive player on several tackling attempts slowing the dribbler. It is early in the game and no cards have been issued yet. The official should:
- A. Allow play to continue because the attack continued to maintain possession.
 - B. Award a free hit to the attack.
 - C. Award a free hit to the attack and issue a green card to the defensive player.
 - D. Award a free hit to the attack and issue a yellow card with a five-minute suspension for the player.
47. When a flagrant misconduct by a player occurs during halftime intermission:
- A. A red card is issued.
 - B. A penalty stroke is awarded.
 - C. The team not having possession at the start of the game shall have possession at the start of the second half.
 - D. All of the above.
48. When receiving an aerial ball from a teammate, a Team A player passes the ball to a teammate who immediately drives the ball at knee height into an oncoming Team B player, hitting one of the player's knees. The official shall:
- A. Allow play to continue.
 - B. Award a free hit to Team B.
 - C. Award a free hit to Team A.
 - D. Award a free hit to Team A and move the ball up 10 yards.

49. While attempting to tackle the ball between the 25-yard lines, the defender deliberately pushes the player causing the player with the ball to fall. The official:

- A. Issues a yellow card and suspends the player for 10 minutes.
- B. Awards a free hit for attack.
- C. Gives a verbal warning.
- D. Both a and b.

50. A bully is awarded when:

- A. There is an injury time-out and the ball is in the circle.
- B. A coach is awarded a card while play is in progress.
- C. There are flagrant fouls.
- D. Both a and b.

51. An attack free hit from the broken-line circle is driven directly into the circle. The umpire shall:

- A. Let play continue.
- B. Award a free hit to the defense at the broken-line circle.
- C. Award a free hit to the defense at the 16-yard line.
- D. Call a retake of the free hit.

52. On a free hit awarded to the attack within 5 yards of the circle, the ball must be placed:

- A. On the broken-line circle nearest to the spot of the foul.
- B. At the spot of the foul.
- C. Anywhere outside the broken-line circle.
- D. On the 25-yard line.

53. On a free hit awarded to the attack within the 25-yard area, the player taking the hit may:

- A. Drive the ball directly into the circle.
- B. Pass to a teammate who is 5 yards or more away.
- C. Dribble the ball 3 yards and hit it directly into the circle.
- D. Move the ball outside the 25-yard line to take the hit.

54. On an attack free hit from the broken-line circle:

- A. All players must be 7 yards away.
- B. All players must be 5 yards away.
- C. Only opponents need to be 7 yards away.
- D. A teammate can be 1 yard away.

55. The defense is awarded a 16-yard hit. The defender places the ball on the striking circle and then hits the ball dangerously into an opponent. The umpire shall:

- A. Award a penalty corner for the attack.
- B. Let play continue.
- C. Reset the free hit for the defense.
- D. Award a free hit to the attack on the broken-line circle.

56. A ball that has been legally inserted on a penalty corner travels outside the broken-line circle. The attack plays the ball back into the circle, where a waiting forward takes a shot on goal that crosses the goal line at a height of 2 feet. Danger is not a factor. The official shall:
- A. Repeat the corner.
 - B. Disallow the goal and award a free hit to the defense.
 - C. Allow the goal.
 - D. None of the above.
57. A penalty corner is awarded when:
- A. The ball is lodged in the goalkeeper's equipment.
 - B. The defense commits a foul in the circle which does not prevent the probable scoring of a goal.
 - C. The defense intentionally hits the ball over the endline.
 - D. All of the above.
58. After the insertion of a penalty corner, a shot is taken prior to the ball coming out of the circle. A defender on the goal line unintentionally stops the ball with her foot. The official awards a:
- A. Penalty stroke.
 - B. Penalty corner.
 - C. Long hit.
 - D. 16-yard hit.
59. After the insertion of a penalty corner, the receiving player controls the ball inside the circle and takes a shot on goal. The ball deflects off a defender's stick and goes into the goal. The official awards a:
- A. Goal.
 - B. Long hit.
 - C. 16-yard hit.
 - D. Penalty corner.
60. During a penalty corner, if the defender(s) leaves the end line prior to the ball being inserted:
- A. The official will stop the clock.
 - B. The official will reset the corner.
 - C. Both a and b.
 - D. Hold the whistle.
61. During a penalty corner, if the first shot on goal is a hit, the ball must:
- A. Be on path or trajectory to cross the goal line no higher than 18 inches.
 - B. Have traveled more than 5 yards from the circle prior to the shot.
 - C. Be counted as a goal from a defender deflection.
 - D. Both a and c.

62. On a penalty corner, the ball never leaves the circle and the attack shoots on goal. The official:
- A. Immediately blows the whistle to stop play.
 - B. Holds the whistle to see what happens next.
 - C. Awards the defense a 16-yard hit.
 - D. Resets the penalty corner.
63. On a penalty corner, the insertion deflects off the offense's stick located outside of the circle. The ball lands inside the circle and a shot is immediately taken and the ball goes into the goal. The official:
- A. Awards a goal.
 - B. Awards a 16-yard hit.
 - C. Awards a long hit.
 - D. Resets the penalty corner.
64. On the initial insertion of a penalty corner prior to leaving the circle, the ball glances off a defender's stick into the goal. The umpire shall:
- A. Award a goal.
 - B. Repeat the penalty corner.
 - C. Disallow the goal and award a long hit to the attack.
 - D. Card the defender and award a penalty stroke.
65. The first half has been extended to complete a penalty corner. The ball is played unintentionally over the end line by a defender after a shot attempt by the attacking team. The umpire shall:
- A. Award a penalty stroke.
 - B. Award a free hit to the defense at the broken-line circle.
 - C. Award another penalty corner.
 - D. Signal the end of the half.
66. After the official's whistle to begin a penalty stroke, the goalkeeper, while attempting to lunge for the ball, drops her stick. The stroke completely misses the goal. The umpire should:
- A. Blow her whistle to indicate the end of the penalty stroke and award a free hit at the top of the circle to the defense.
 - B. Retake the penalty stroke.
 - C. Award a penalty goal.
 - D. Green card the goalkeeper and award a free hit at the top of the circle to the defense.
67. During a penalty stroke, the attack player takes the stroke prior to the whistle. The umpire should:
- A. If the attack player scores, retake the penalty stroke.
 - B. If the attack player scores, allow the goal and restart the game at the center line.
 - C. If the attack player completely misses the cage, retake the penalty stroke.
 - D. Both a and c.

68. On a penalty stroke, once the goalkeeper has indicated she is ready, she may:
- A. Step backwards.
 - B. Step to either side as long as she remains on the line.
 - C. Rock forward on her toes, with her heels along the same plane as the goal line.
 - D. All of the above.
69. After a goal is scored, the team that scored huddles, causing a delay in the restart of the game. The official shall:
- A. Issue a green card to the coach for delay of game.
 - B. Issue a green card to the captain.
 - C. Warn the entire team.
 - D. None of the above.
70. After being warned and yellow-carded, Team A continues to delay the restart of the game after goals. The official shall:
- A. Issue Team A head coach a red card and award Team B a penalty stroke.
 - B. Issue a red card to the Team A head coach.
 - C. Have Team A's head coach leave the area for the remainder of the game.
 - D. Both b and c.
71. On a third offense by non-participating team personnel, the official shall:
- A. Red card the coach.
 - B. Remove a field player for the remainder of the game.
 - C. Rule no change of possession.
 - D. All of the above.
72. The coach continually moves in front of the team line. The umpire shall:
- A. Award the appropriate card.
 - B. Allow the coach to stand in front of the team line.
 - C. Card the captain.
 - D. Repeatedly ask the coach to move.
73. When a coach receives a card, the umpire should:
- A. Call a time-out.
 - B. Restart the game with a bully if no foul has occurred.
 - C. When possible, wait until the next stoppage of play to issue the card.
 - D. All of the above.
74. When a flagrant foul occurs by any non-participating team personnel, the official shall:
- A. Remove the head coach, remove the offender, award a penalty stroke and the offending team plays short.
 - B. Remove the offender and award a penalty stroke.
 - C. Remove the offender and the head coach only.
 - D. Remove the offender and the team plays short.

75. When a head coach is issued a red card:
- A. The opponent is awarded a penalty corner.
 - B. The opponent is awarded a penalty stroke.
 - C. The head coach is removed from the field and an assistant coach or authorized school personnel will continue in that role.
 - D. The opponent is offered a forfeit.
76. The umpire's signal for a bully is:
- A. Extend both arms in front of the body, below the waist with palms touching, then moving the arms and hands from side to side.
 - B. Move hands in an "X" formation in front of the chest.
 - C. Verbally yelling bully to both teams.
 - D. Move hands alternately up and down in front of the body with palms facing each other.
77. The umpire's signal for dangerous play is:
- A. Arms extended forward, lower than waist, palms down: move the arms slowly up and down.
 - B. Waving a finger at the player.
 - C. Placing one forearm diagonally across the chest.
 - D. Waving hands in an "X" motion across the body.
78. The umpire's signal for a 5-yard infringement is:
- A. Extend one arm straight up in the air showing an open hand with all five fingers extended.
 - B. Extend one arm straight up in the air showing a closed fist.
 - C. There is no signal for 5-yard infringement.
 - D. None of the above.
79. The 2713 - 09 ASTM standard protective eyewear is required for all field players. It will be required to be permanently labeled on the product for easy identification in what year:
- A. January 1, 2016
 - B. January 1, 2020
 - C. January 1, 2019
 - D. January 1, 2018
80. What were the 2015-16 Points of Emphasis:
- A. Proper Use of Equipment, Sideline Encroachment and Field Markings.
 - B. Use of Cards, Administering Penalty Corners and Coach's Responsibilities.
 - C. Good Sporting Behavior, Concussion Management and Self-Pass Technique.
 - D. Properly Marked Protective Eyewear, Rough and Dangerous Play and Good Sporting Behavior.
81. What are the purposes for the Points of Emphasis:
- A. To encourage meaningful dialogue between coaches and parents.
 - B. To provide guidance and direction for rules that are overlooked.
 - C. To address certain areas of concern regarding the game, especially those that require special attention.
 - D. A and B.

82. The use of the stick in a dangerous situation is outlined as:

- A. A high backswing or follow-through in crowded conditions. When players are approaching or within playing distance, the stick must be used in a safe, controlled manner.
- B. In open areas, a defensive player must not invade the space of a legally taken backswing. Interfering with a legal backswing can be an obstruction and, almost certainly, the approaching player causes the danger.
- C. Swinging the stick wildly without regard to the opposing defensive player(s).
- D. A and B.

83. Defensive stick interference occurs when:

- A. When a defender's stick strikes or taps the stick of the offensive player when attempting to play the ball.
- B. When a defensive player attempting to tackle from behind hits the stick or body of the offensive player.
- C. A and B.
- D. A jab by the defender's stick in any direction of the offensive player's stick.

84. The official's uniform shall consist of:

- A. A shirt approved by the state association, black skirt, culottes, slacks, shorts, appropriate shoes, whistle.
- B. A watch suitable for timing, cards and two-inch ring.
- C. A wireless headset in order to communicate with his or her partner.
- D. A and B.

85. When the official issues a yellow card to a player:

- A. The player is removed from the game to the team area/scorer's table for 5 or 10 minutes of playing time.
- B. The team shall play short.
- C. The scorer shall record the time of the suspension.
- D. All of the above.

86. When the official issues a red card to a player:

- A. The player is disqualified for the remainder of the game.
- B. The team plays short.
- C. The player shall sit out the next game at the same level.
- D. A and B.

87. After a successful goal by Team A, the Team A coach requests a time-out. The official shall:

- A. Grant the time-out.
- B. Deny the request because Team A does not have possession for the ensuing center pass.
- C. Grant the time-out and give a card to the head coach for asking when it was not their possession.
- D. Grant the time-out for the third request of a time-out by the same head coach.

88. The game clock shall be stopped in the following situation:

- A. When a player breaks the end line or enters the circle early on a penalty corner.
- B. When carding a coach.
- C. When carding a player.
- D. Both b and c.

89. Stick interference occurs when:
- A. A player hits an opposing player with her stick.
 - B. A player hits, holds, slashes or strikes at her opponent's stick.
 - C. A player trips another player while trying to play the ball.
 - D. Two players hit the ball at the same time and a loud noise is made.
90. During the game, the official visible scoreboard turns off and cannot be repaired. The officials shall:
- A. Call the game and have the home team forfeit.
 - B. Continue the game with the lead official keeping time.
 - C. Ask the home coach to estimate the remaining time in the game.
 - D. Wait 30 minutes to see if they can repair the clock.
91. The attacking team calls a time-out. The ball is located just outside its 25-yard line on the opposite side of the team bench. Play may be restarted by:
- A. Far side official who is closest to stoppage of play.
 - B. Table official.
 - C. Both a and b.
 - D. None of the above.
92. The umpire notices that the game clock is off 24 seconds. The umpire shall:
- A. Do nothing.
 - B. Add 24 seconds to the end of the game.
 - C. Stop the clock at the next stoppage of play and request that the timer add 24 seconds to the clock.
 - D. Shut down the visible clock.
93. Prior to the center pass, the umpire determines that the player who scored is not wearing a mouthguard. The umpire shall:
- A. Disallow the goal.
 - B. Allow the goal.
 - C. Restart with a 16-yard hit.
 - D. Both a and c.
94. In taking the bully:
- A. Each player must face her opponent.
 - B. The two players shall tap the flat faces of their sticks together two times over the ball.
 - C. Neither player may move her feet until the ball is put into play.
 - D. Both a and c.
95. The attacking team has possession of the ball in the circle when an injury time-out is called. Play shall be restarted with:
- A. Free hit by the attack at the broken-line circle.
 - B. Free hit by the defense at the 16-yard line.
 - C. Bully at least 16 yards from the endline.
 - D. A penalty corner.

96. The ball hits the goal post, breaks apart and one-half of the ball goes into the goal. Play is restarted by:
- A. 16-yard hit out by the defense.
 - B. Penalty corner.
 - C. A bully taken 5 yards outside the circle in a line with the goal post.
 - D. A center pass because a goal is scored.
97. After incidental body or foot contact by a defender, the ball goes off the end line. The umpire shall award:
- A. Long hit.
 - B. Penalty corner.
 - C. 16-yard hit.
 - D. Penalty stroke.
98. On a 16-yard hit, a player from Team A miss-hits the ball and it travels 3 inches. The player may:
- A. Continue to dribble the ball.
 - B. Not touch the ball until played by another player.
 - C. Continue to play the ball and pass the ball to a teammate.
 - D. Both a and c.
99. On a long hit, the player may:
- A. Self-pass.
 - B. Drive to a teammate 5 yards away.
 - C. Push to a teammate 5 yards away.
 - D. All of the above.
100. The self-pass option may only be used on a side-in when:
- A. The striker hits at the ball but fails to move it.
 - B. The ball is inserted for the penalty corner.
 - C. Any side-in is taken.
 - D. The defense is closer than 7 yards from the striker.