

Questions

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Score 0 /70

SECTION 1 SPIRIT OF THE GAME	1 If you think your team-mate has made an unnecessary foul call, you should: 1.1 a) not say anything 1.2 b) tell them you think it was unnecessary and why 1.3 c) call "Retracted". Play continues with no stoppage 1.4 1.5	<input type="text"/>	b	1.5. The following actions are examples of good spirit: 1.5.1. informing a team-mate if they have made a wrong or unnecessary call or caused a foul or violation;
	2 If you think your team-mate has caused a foul, but that team-mate is contesting the foul call, you should: 2.1 a) tell them you think it was actually a foul and why 2.2 b) only tell them what you think if you are the captain 2.3 c) not say anything 2.4 2.5	<input type="text"/>	a	1.5. The following actions are examples of good spirit: 1.5.1. informing a team-mate if they have made a wrong or unnecessary call or caused a foul or violation;
	It is unclear if a player caught the disc while out-of-bounds. A person on the sideline, who had a good perspective on the play, is asked for their perspective. They believe it was out-of-bounds. 3.1 a) The players must accept the call from the sideline person 3.2 b) The players must only accept the call from the sideline person if both teams agreed to ask for the sideline person's advice 3.3 c) The players are not allowed to seek the perspective of non-players 3.4 d) The players must still make the appropriate call. They do not have to agree with what the side line person said 3.5	<input type="text"/>	d	1.10. Rules should be interpreted by the players directly involved in the play, or by players who had the best perspective on the play. Non-players, apart from the captain, should refrain from getting involved. However for calls relating to "out-of-bounds" and "down", players may seek the perspective of non-players to assist them to make the appropriate call Note: Players should have a reasonable reason for not accepting the sideline's perspective - e.g. the receiver was certain that their foot was still on the ground
	4 There is a call made and both team have a different perspective on the play. They cannot resolve the issue. 4.1 a) The team that made the call first gets the disc 4.2 b) The team that has possession of the disc gets to maintain possession 4.3 c) The disc should go back to the last non-disputed thrower 4.4 4.5	<input type="text"/>	c	1.11. If players cannot agree what occurred in a play, the disc shall be returned to the last non-disputed thrower.
	5 The thrower is about to get off a long throw to an unmarked receiver in the endzone. 5.1 a) It is OK to intentionally foul the thrower to prevent the goal 5.2 b) It is never OK to intentionally foul the thrower 5.3 c) It is OK to intentionally foul the thrower to prevent the goal, as long as you don't contest the call. 5.4 5.5	<input type="text"/>	b	1.6. The following actions are clear violations of the spirit of the game and must be avoided by all participants: 1.6.2. intentional fouling or other intentional rule violations;

SECTION 2 PLAYING FIELD	1 How deep is the endzone? 1.1 a) 18 metres 1.2 b) 23 metres 1.3 c) 16 metres 1.4 d) 20 metres 1.5	<input type="checkbox"/>	<input type="checkbox"/>	a 2.4. The playing field is broken up into a central playing field proper that is sixty-four (64) metres long by thirty-seven (37) metres wide, and two end zones that are eighteen (18) metres deep by thirty-seven (37) metres wide at each end of the playing field proper. Note: UPA endzone is 23 metres
	2 How far from the goal line is the brick mark? 2.1 a) 18 metres 2.2 b) 23 metres 2.3 c) 16 metres 2.4 d) 20 metres 2.5	<input type="checkbox"/>	<input type="checkbox"/>	d 2.6. The brick mark is the intersection of two (2) crossed one (1) metre lines in the playing field proper set twenty (20) metres from each goal line, midway between the sidelines. Note: UPA brick mark is 18 metres
	3 The line that surrounds the field (the perimeter line) 3.1 a) is considered part of the playing field 3.2 b) is not considered part of the playing field 3.3 3.4 3.5	<input type="checkbox"/>	<input type="checkbox"/>	b 2.3. The perimeter lines are not part of the playing field.
	4 A thrower has the disc right near the sideline. They want to pass it so it goes outside the perimeter line and then comes back into the field further down. There are non-players standing within 1 meter of the perimeter line making it hard to throw that pass. 4.1 a) The disc is not allowed to be thrown outside of the perimeter line, even if it comes back into the field 4.2 b) The thrower should throw the disc, and if it hits the people on the sideline, the thrower can call a violation 4.3 c) The thrower can call a violation and play shall stop 4.4 d) The thrower should not try and throw it because there are people in the way 4.5 e) The thrower can call a violation, but only if the people in the way aren't from their team	<input type="checkbox"/>	<input type="checkbox"/>	c 2.9. The immediate surroundings of the playing field shall be kept clear of movable objects. If play is obstructed by non-players or objects within three (3) metres of the perimeter line, any obstructed player or thrower in possession may call "Violation" and the stall count restarts at maximum nine (9).
	5 The end zones are part of the playing field proper 5.1 a) true 5.2 b) false 5.3 5.4 5.5	<input type="checkbox"/>	<input type="checkbox"/>	b 2.4. The playing field is broken up into a central playing field proper that is sixty-four (64) metres long by thirty-seven (37) metres wide, and two end zones that are eighteen (18) metres deep by thirty-seven (37) metres wide at each end of the playing field proper.

SECTION 3 THE PULL	<p>1 When the pull is released, which team must be standing with one foot on the goal line of the endzone they are defending?</p> <p>1.1 a) offence 1.2 b) defence 1.3 c) both 1.4 1.5</p>		a	<p>7.4 Once ready, and until the pull is released, all offensive players must stand with one foot on their defending goal line without changing position relative to one another. 7.5 All defensive players must be entirely inside their defending end zone when the pull is released.</p>
	<p>2 An offensive player catches the pull out the back of the endzone they are defending. The player should establish a pivot point:</p> <p>2.1 a) at the Brick mark nearest the endzone they are defending 2.2 b) on the middle of the goal line of the endzone they are defending 2.3 c) at the point on the goal line of the endzone they are defending that is nearest to where they caught the disc 2.4 d) at the point on the back line of the endzone they are defending that is nearest to where they caught the disc 2.5</p>		d	<p>7.12. If the disc becomes out-of-bounds after touching an offensive player, or an offensive player catches the pull out-of-bounds, the thrower establishes the pivot at the point on the playing field closest to where the disc became out-of-bounds (Section 11.5). 11.5. A disc becomes out-of-bounds when it first contacts the out-of-bounds area or contacts an out-of-bounds offensive player. Playing field - The area including the playing field proper and the end zones, but excluding the perimeter lines.</p>
	<p>The pull is thrown, hits the ground in-bounds and rolls towards the back of the endzone. An offensive player tries to stop it, and while they get a foot to it, it still rolls out the back of the endzone. They pick the disc up and walk it up to the field of play. The player should establish a pivot point:</p> <p>3.1 a) on the middle of the goal line of the endzone they are defending 3.2 b) at the point in the endzone where they first touched the disc 3.3 c) at the point on the goal line of the endzone they are defending that is nearest to where the disc rolled out of bounds 3.4 d) at the point on the back line of the endzone they are defending where the disc rolled out of bounds 3.5 e) at the point on the back line of the endzone they are defending that is closest to where the disc stopped</p>		d	<p>7.12. If the disc becomes out-of-bounds after touching an offensive player, or an offensive player catches the pull out-of-bounds, the thrower establishes the pivot at the point on the playing field closest to where the disc became out-of-bounds (Section 11.5). 11.5. A disc becomes out-of-bounds when it first contacts the out-of-bounds area or contacts an out-of-bounds offensive player. Playing field - The area including the playing field proper and the end zones, but excluding the perimeter lines.</p>
	<p>The pull is thrown, hits the ground and rolls towards the back of the endzone. An offensive player tries to stop it, but fails to touch it, and it rolls out the back of the endzone. They pick the disc up. Where do they put the disc into play?</p> <p>4.1 a) on the middle of the goal line of the endzone they are defending 4.2 b) at the point on the goal line of the endzone they are defending that is nearest to where the disc rolled out of bounds 4.3 c) at the point on the back line of the endzone they are defending where the disc rolled out of bounds 4.4 d) at the point on the back line of the endzone they are defending that is closest to where the disc stopped 4.5</p>		b	<p>7.11. If the disc initially contacts the playing field and then becomes out-of-bounds without contacting an offensive player, the thrower establishes the pivot at the point on the playing field proper closest to where the disc went out-of-bounds (Section 11.7). 11.7. The place where a disc went out-of-bounds is the spot where, prior to contacting an out-of-bounds area or player, the disc was most recently: 11.7.1. partly or wholly over the playing field; or 11.7.2. contacted by in-bounds player. Playing field proper - The area of the playing field, including the goal lines, but excluding the end zones and the perimeter lines.</p>
	<p>5 The pull goes out the sideline and lands out of bounds on the full. The thrower can establish the pivot:</p> <p>5.1 a) At the brick mark, or middle of the field, or from the sideline where the disc went out 5.2 b) At the brick mark, or middle of the goal line. 5.3 c) At the brick mark, or from the sideline where the disc went out 5.4 d) At the brick mark, or from the sideline closest to where the disc landed 5.5</p>		c	<p>7.13. If the disc becomes out-of-bounds without first touching the playing field or an offensive player, the thrower may establish the pivot either at the brick mark closest to their defending end zone, or at the spot on the playing field proper closest to where the disc went out-of-bounds (Section 11.7). The brick option must be signalled by the intended thrower before picking up the disc by fully extending one arm above their head.</p>

SECTION 4 STATUS OF THE DISC - STALL COUNT - THE CHECK	1 After a turn over, a disc is rolling along the ground, and a player stops the disc from rolling. 1.1 a) if they are on offence, then that player must subsequently take possession of the disc and become the thrower 1.2 b) if they are on offence, then that player does not have to take possession of the disc and become the thrower 1.3 c) if that player is on defence, the offence may move the disc to where it would have landed had it not be stopped 1.4 1.5	<input type="checkbox"/> <input type="checkbox"/>	b	8.4. Any player may attempt to stop a disc from rolling or sliding after it has hit the ground.
	2 A player has just laid out for the disc. The instant they land on their chest, the defensive player says "stalling" and starts counting. 2.1 a) the defensive player must wait for them to establish a pivot before they start stalling 2.2 b) the defensive player doesn't have to wait for them to establish a pivot before they start stalling 2.3 2.4 2.5	<input type="checkbox"/> <input type="checkbox"/>	b	8.1. The disc is dead, and no turnover is possible: 8.1.1. After the start of a point, until the pull is released; 8.1.2. After the pull or after a turnover when the disc must be carried to the location of the correct pivot point, until a pivot is established; or 8.1.3. After a call which stops the play or any other stoppage, until the disc is checked in. 8.2. A disc that is not dead is live. 9.3. The marker may only start a stall count when the disc is live. 9.4. The marker may only start and continue a stall count when they are
	3 The disc needs to be checked in/ground tapped: 3.1 a) when starting play after the pull at the brick mark 3.2 b) when bringing the disc in from out-of-bounds after a turnover 3.3 c) when picking up the disc after an uncontested turnover 3.4 d) after any foul or violation call 3.5 e) after any foul, violation or infraction call	<input type="checkbox"/> <input type="checkbox"/>	d	10.1. Whenever play stops during a point for a time-out, foul, violation, contested turnover, safety stoppage or injury stoppage, play shall restart as quickly as possible with a check.
	4 If the disc was in the air when a call is made, and the disc is returned to the thrower to restart play, players should: 4.1 a) stay where they are 4.2 b) return to where they were when the foul occurred 4.3 c) return to where they were when the disc was released by the thrower 4.4 d) go wherever they want 4.5	<input type="checkbox"/> <input type="checkbox"/>	c	10.2.2. If the disc was in the air when the event that caused the stoppage occurred, and the disc is returned to the thrower to restart play, all players shall return to the positions they held when the disc was released by the thrower.
	5 A player is bringing a disc to the sideline after the other team threw it out-of-bounds. They drop it on the way. 5.1 a) this is a turnover 5.2 b) this is not a turnover 5.3 c) if it happens while bringing the disc in after the pull goes out-of-bounds, this is turnover 5.4 5.5	<input type="checkbox"/> <input type="checkbox"/>	b	8.1. The disc is dead, and no turnover is possible: 8.1.2. After the pull or after a turnover when the disc must be carried to the location of the correct pivot point, until a pivot is established;

SECTION 5 OUT-OF-BOUNDS	<p>The thrower is standing 3 metres from the sideline and throws the disc so that it goes outside the perimeter line. An offensive player from Team A, who is out-of-bounds, touches the disc while it is still outside the perimeter line. The disc lands out-of-bounds. Team B should establish a pivot:</p> <p>1.1 a) at the point in the playing field proper closest to where the offence player touched the disc</p> <p>1.2 b) at the point in the playing field proper closest to where the disc landed</p> <p>1.3 c) at the point in the playing field proper where the disc crossed the perimeter line after being released by the thrower</p> <p>1.4</p> <p>1.5</p>			c	<p>11.2. The out-of-bounds area consists of the area which is not in-bounds and everything in contact with it, except for defensive players, who are always considered "in-bounds" for purposes of making a play on the disc.</p> <p>11.7. The place where a disc went out-of-bounds is the spot where, prior to contacting an out-of-bounds area or player, the disc was most recently:</p> <p>11.7.1. partly or wholly over the playing field; or</p> <p>11.7.2. contacted by in-bounds player.</p> <p>11.8. To continue play after an out-of-bounds turnover, the thrower establishes the pivot at the spot on the playing field proper nearest to where the disc went out-of-bounds.</p>
	<p>2 There is a turn over and the disc has landed away from the sideline. People on the sideline can:</p> <p>2.1 a) bring the disc to within 3 metres of the sideline, at the point that is closest to where the pivot point is to be established</p> <p>2.2 b) only throw the disc to the intended thrower who is waiting at the sideline</p> <p>2.3 c) only bring the disc to within 3 metres of the sideline, at the point that is closest to where they picked up the disc</p> <p>2.4</p> <p>2.5</p>			a	<p>11.9. If the disc is out-of-bounds and more than three (3) metres from the pivot point, non-players may retrieve the disc. The thrower must carry the disc the last three (3) metres to the playing field.</p>
	<p>An offensive player catches the disc in the air and lands with one foot in the field of play and the other on the perimeter line. They land with both feet on the ground at the same time.</p> <p>3.1 a) this is a turnover</p> <p>3.2 b) this is not a turnover</p> <p>3.3</p> <p>3.4</p> <p>3.5</p>			a	<p>11.1. The entire playing field is in-bounds. The perimeter lines are not part of the playing field and are out-of-bounds. All non-players are part of the out-of-bounds area.</p>
	<p>4 An offensive player is out-of-bounds and then jumps, catches the disc while in the air, and lands in-bounds.</p> <p>4.1 a) this is not a turnover</p> <p>4.2 b) this is a turnover</p> <p>4.3</p> <p>4.4</p> <p>4.5</p>			b	<p>11.3.1. An airborne player retains their in-bounds/out-of-bounds status until that player contacts the playing field or the out-of-bounds area.</p> <p>11.5. A disc becomes out-of-bounds when it first contacts the out-of-bounds area or contacts an out-of-bounds offensive player.</p>
	<p>5 Offensive player A catches the disc in-bounds but their momentum takes them out of-bounds.</p> <p>5.1 a) this is a turnover</p> <p>5.2 b) player A must establish a pivot in-bounds and then play on</p> <p>5.3 c) player A must establish a pivot in-bounds and play restarts with a check</p> <p>5.4</p> <p>5.5</p>			b	<p>11.3.2. A thrower in possession of the disc, who contacts the playing field and then touches an out-of-bounds area, is still considered in-bounds.</p> <p>11.3.2.1. If the thrower leaves the playing field, they must establish the pivot at the spot on the playing field where they crossed the perimeter line (unless 14.2 is in effect).</p>

SECTION 6 RECEIVERS AND POSITIONING	<p>1 An offensive player and a defensive player catch the disc at exactly the same time.</p> <p>1.1 a) the defensive player takes possession of the disc</p> <p>1.2 b) the offensive player takes possession of the disc</p> <p>1.3 c) the disc is returned to the thrower</p> <p>1.4</p> <p>1.5</p>			<p>b</p> <p>12.5. If offensive and defensive players catch the disc simultaneously, the offence retains possession.</p>
	<p>2 Player A is chasing after the disc and slows down and moves from side to side to prevent Player B from getting around them and making a play at the disc.</p> <p>2.1 a) this is a pick</p> <p>2.2 b) this is not allowed. Player B can call a violation</p> <p>2.3 c) this is allowed</p> <p>2.4</p> <p>2.5</p>			<p>c</p> <p>12.7. When a player is making a play on the disc, an opposing player may not move to intentionally impede that player's movements, unless they are also making a play on the disc.</p>
	<p>3 A defensive player from team A intercepts a pass but then loses possession of the disc. This is a double turnover (i.e. team B now has possession) if:</p> <p>3.1 a) the defensive player dropped the disc while landing from making a diving catch</p> <p>3.2 b) the defensive player intentionally let go of the disc</p> <p>3.3 c) the defensive player accidentally fumbled the disc during the interception</p> <p>3.4 d) all of the above</p> <p>3.5</p>			<p>b</p> <p>12.1. A player "catches" the disc by demonstrating sustained control of a non spinning disc.</p> <p>12.2. If the player loses control of the disc due to subsequent contact with the ground or a team-mate or a legitimately positioned opposition player, the catch is deemed to have not occurred.</p>
	<p>Player A and Player B are team-mates and are chasing after the disc. Player B slows down and moves from side to side to prevent an opponent, Player C, from getting around them and making a play at the disc. Player A catches the disc.</p> <p>4.1 a) this is a violation by Player A</p> <p>4.2 b) this is a violation by Player B</p> <p>4.3 c) this is a violation by Player C</p> <p>4.4 d) this is not a violation</p> <p>4.5</p>			<p>b</p> <p>12.7. When a player is making a play on the disc, an opposing player may not move to intentionally impede that player's movements, unless they are also making a play on the disc.</p>
	<p>5 A player may jump off the back of a team-mate in order to get up higher to take a catch</p> <p>5.1 a) true</p> <p>5.2 b) false</p> <p>5.3</p> <p>5.4</p> <p>5.5</p>			<p>b</p> <p>12.12. No player may physically assist the movement of another player.</p>

SECTION 7 TURNOVERS	<p>1 The thrower lets go of the disc and then catches it again. This is a turnover if:</p> <p>1.1 a) the thrower was pivoting and knocked the disc against the marker</p> <p>1.2 b) the thrower was pivoting and knocked the disc against their own knee</p> <p>1.3 c) another player touched the disc before the thrower caught it</p> <p>1.4 d) the thrower was trying to fake a throw when they let go</p> <p>1.5 e) none of the above</p>			<p>d</p> <p>13.1.4. in attempting a pass, the thrower contacts the disc after release prior to the disc being contacted by another player (a "double touch"); Pass: A disc in flight following any throwing motion, including after a fake attempt and an intentionally dropped disc, that results in loss of contact between the thrower and the disc.</p>
	<p>2 The receiving team touches the pull while it is in the air and then the disc hits the ground. This is a turnover:</p> <p>2.1 a) only if the receiver was trying to catch the disc</p> <p>2.2 b) only if the disc lands in-bounds</p> <p>2.3 c) in any circumstance</p> <p>2.4 d) only if the disc lands in the end-zone</p> <p>2.5</p>			<p>c</p> <p>13.1. A turnover transfers possession of the disc from one team to the other and occurs when: 13.1.9. during the pull, the receiving team touches the disc before it contacts the ground, and fails to catch the disc (a "dropped pull").</p>
	<p>3 For a stall-out turnover, the thrower must still be in possession of the disc when:</p> <p>3.1 a) the marker starts to say "Stall", after reaching ten</p> <p>3.2 b) the marker finishes saying "Stall", after reaching ten</p> <p>3.3 c) the marker starts to say "ten"</p> <p>3.4 d) the marker finishes saying "ten"</p> <p>3.5</p>			<p>c</p> <p>13.1. A turnover transfers possession of the disc from one team to the other and occurs when: 13.1.7. the thrower has not released the disc before the marker first starts to say the word "ten" in the stall count (a "stall-out")</p>
	<p>4 If there is a turnover and the disc is located in the playing field proper, the thrower can establish a pivot point</p> <p>4.1 a) from any point where they can reach the disc to pick it up</p> <p>4.2 b) at the location of the disc if it has come to a stop</p> <p>4.3 c) where the disc first landed</p> <p>4.4 d) only once the disc has come to a stop</p> <p>4.5</p>			<p>b</p> <p>13.5. After a turnover, the turnover location is where: 13.5.1. the disc has come to a stop or is picked up by an offensive player; 13.6. If the turnover location is in the playing field proper, the thrower must establish the pivot at that point.</p>
	<p>The disc touches the ground during a low pass, but only one player notices. The person who "caught" the pass makes another pass quickly and that pass is completed before play stops</p> <p>5.1 a) this is a turnover at the location where the disc touched the ground</p> <p>5.2 b) this is not a turnover because another pass was completed</p> <p>5.3 c) this is a turnover at the location of the disc at the time play stopped</p> <p>5.4 d) this is a turnover at the location of the receiver who "caught" the disc</p> <p>5.5</p>			<p>d</p> <p>13.10. If, after a turnover, play has continued unknowingly, play stops and the disc is returned to the turnover location, players resume their positions at the time the turnover occurred and play restarts with a check. 8.4. Any player may attempt to stop a disc from rolling or sliding after it has hit the ground. 13.5. After a turnover, the turnover location is where: 13.5.1. the disc has come to a stop or is picked up by an offensive player;</p>

SECTION 8 SCORING	<p>1 An offensive player catches the disc in the endzone they are attacking. They then throw an uncompleted pass.</p> <p>1.1 a) this is a turnover</p> <p>1.2 b) this is not a turnover, it is a goal</p> <p>1.3</p> <p>1.4</p> <p>1.5</p>			b	14.1. A goal is scored if an in-bounds player catches a legal pass and all of their first simultaneous points of contact after catching the disc are entirely within their attacking end zone (note 12.1, 12.2).
	<p>2 A player intercepts a pass and lands in the endzone they are attacking.</p> <p>2.1 a) the player must establish a pivot point at the goal line closet to where they landed</p> <p>2.2 b) this is a goal</p> <p>2.3 c) the player must pass the disc back into the playing field proper before a goal can be scored</p> <p>2.4</p> <p>2.5</p>			b	14.1. A goal is scored if an in-bounds player catches a legal pass and all of their first simultaneous points of contact after catching the disc are entirely within their attacking end zone (note 12.1, 12.2).
	<p>3 A player catches the disc outside of the end zone but their momentum carries them into the end zone.</p> <p>3.1 a) the player must establish a pivot point at the goal line, closet to where they stopped</p> <p>3.2 b) this is a goal</p> <p>3.3 c) the player must establish a pivot point at the goal line, closet to where they stopped, and tap the disc to the ground</p> <p>3.4</p> <p>3.5</p>			a	14.2. If a player in possession of the disc ends up completely behind the attacking goal line without scoring a goal according to 14.1, the player establishes the pivot at the nearest point of the goal line.
	<p>4 A player catches the disc in the air above the endzone, and "spikes" the disc into the ground, before landing, as a way to celebrate</p> <p>4.1 a) this is a goal</p> <p>4.2 b) this is a turnover because spiking is not allowed</p> <p>4.3 c) this is a turnover because they never landed in the end zone while in possession of the disc</p> <p>4.4</p> <p>4.5</p>			c	14.1. A goal is scored if an in-bounds player catches a legal pass and all of their first simultaneous points of contact after catching the disc are entirely within their attacking end zone (note 12.1, 12.2).
	<p>5 An offensive player catches the disc in the air and lands with one foot in the end zone and the other on the goal line. They land with both feet on the ground at the same time.</p> <p>5.1 a) this is a goal</p> <p>5.2 b) this is not a goal</p> <p>5.3 c) this is not a goal but the thrower must check the disc in before continuing play</p> <p>5.4 d) this is a turnover</p> <p>5.5</p>			b	14.1. A goal is scored if an in-bounds player catches a legal pass and all of their first simultaneous points of contact after catching the disc are entirely within their attacking end zone. 2.5. The goal lines are the lines that separate the playing field proper from the end zones and are part of the playing field proper.

SECTION 9 FOULS - THROWER	<p>1 During the act of throwing, the marker bumps the thrower who calls foul. The disc is dropped by the receiver</p> <p>1.1 a) the disc should come back to the thrower regardless of the outcome of the pass</p> <p>1.2 b) if the thrower believes that the foul did not affect the fact that the receiver dropped the disc, the turnover should stand</p> <p>1.3 c) if the marker believes that the foul did not affect the fact that the receiver dropped the disc, the turnover should stand</p> <p>1.4 d) the pass is a turnover regardless of whether the foul affected the fact that the receiver dropped the disc</p> <p>1.5</p>			b	<p>16.1.2.2.2. If the team that called the foul or violation believes that possession has not been affected by the foul or violation, the play stands, they make up any positional disadvantage caused by the foul or violation, and restart play with a check.</p>
	<p>2 The thrower has the disc, and is not in the act of throwing, and there is contact with the marker.</p> <p>2.1 a) the thrower can only call "Contact", not "Foul"</p> <p>2.2 b) it is a foul by the marker regardless of what the thrower did</p> <p>2.3 c) the marker can call "Contact"</p> <p>2.4 d) if the marker caused the foul they should call "Foul"</p> <p>2.5 e) it is a foul by the thrower if they moved into the marker who was legally positioned</p>			e	<p>17.7.1. An Offensive Throwing Foul occurs when the thrower initiates contact with a defensive player who is in a legal position.</p>
	<p>3 The thrower is fouled while pivoting, calls the foul, and then attempts a pass.</p> <p>3.1 a) if the pass is completed, play continues</p> <p>3.2 b) if the pass is incomplete, play continues</p> <p>3.3 c) the disc is returned to the thrower regardless of the outcome</p> <p>3.4 d) the thrower can only call "Contact" when contact occurs while not in the act of throwing</p> <p>3.5</p>			c	<p>16.1. Whenever a foul or violation call is made, play stops immediately and no turn over is possible.</p> <p>16.1.1. However, if the foul or violation is called:</p> <p>16.1.1.1. against the thrower and the thrower subsequently attempts a pass, or</p> <p>16.1.1.2. when the thrower is in the act of throwing,</p>
	<p>4 A defensive player is marking the thrower and is a disc space away from the thrower's torso and pivot. As the thrower winds up to throw a backhand, the marker lunges to attempt a block. The thrower's hand contacts the marker's arm after the disc is released . The contact is:</p> <p>4.1 a) a foul by the thrower regardless of whether the contact was incidental</p> <p>4.2 b) a foul by the marker regardless of whether the contact was incidental</p> <p>4.3 c) no foul</p> <p>4.4</p> <p>4.5</p>			c	<p>17.4.1.2. A defensive player initiates contact with the thrower, or a part of their body was moving and contacted the thrower, prior to the release.</p> <p>17.7.2. Incidental contact occurring during the thrower's follow through is not sufficient grounds for a foul, but should be avoided.</p>
	<p>5 There is contact between the thrower and the marker. The thrower calls foul without releasing the disc. The stall count was on 7</p> <p>5.1 a) if the marker contests, the stall count resumes at "Stalling 7"</p> <p>5.2 b) if the marker does not contest, play stops and the stall count resumes at "Stalling 1"</p> <p>5.3 c) if the marker does not contest, play does not stop and the stall count resumes at "Stalling 1"</p> <p>5.4 d) if the marker also calls foul, the stall count resumes at "Stalling 7"</p> <p>5.5</p>			b	<p>15.10.1. After a foul or violation by the defence:</p> <p>15.10.1.1. if there is no contest the count is reset to one (1);</p> <p>15.10.1.2. if it is contested any stall count restarts at maximum six (6).</p>

SECTION 10 FOULS - RECEIVER	<p>The thrower makes a long throw with the stall count on 7. An offensive player and a defensive player attempt to catch the disc. The offensive player catches the disc, but the defensive player calls 'Foul' and the offensive player does not contest. What happens?</p> <p>1.1 a) the disc goes back to the thrower, stall count starts at 8</p> <p>1.2 b) the disc goes back to the thrower, stall count starts at 6</p> <p>1.3 c) turnover, and the disc is given to the defensive player who was fouled</p> <p>1.4 d) turnover, the disc is placed on the ground, and anyone on the defensive team may pick it up</p> <p>1.5</p>			<p>d</p> <p>17.6. Offensive Receiving Fouls: 17.6.1. An Offensive Receiving Foul occurs when a receiver initiates contact with a defensive player before, or during, an attempt to catch the disc. 17.6.2. If the foul is uncontested, the result is a turnover, with the disc at the location where the foul occurred.</p>
	<p>A player on offence is chasing after a long throw and is tripped over, while running, by the defence. The pass is incomplete and the offensive player calls a foul.</p> <p>2.1 a) if uncontested, the disc is returned to the thrower</p> <p>b) if the defence accepts that they tripped the offence player over, the offensive player gets the disc, regardless of whether they were going to be able to catch the disc</p> <p>c) if the defence accepts that they tripped the offence player over, but they believe the offence player was not going to be able to catch the disc, they can contest the call and the disc is returned to the thrower</p> <p>2.3</p> <p>2.4</p> <p>2.5</p>			<p>c</p> <p>15.1. A breach of the rules due to non-incident contact between two or more opposing players is a foul. 17.2.2. After a defensive receiving foul: 17.2.2.3. if the foul is contested, the disc is returned to the thrower. The defence can contest the foul because they believe the contact was incidental - it did not affect the outcome of the play - and is therefore not a foul. Note: If the offence agrees that they were not going to be able to catch the disc they should retract the foul call.</p>
	<p>A defender jumps, hits the disc so that it is not caught by the offence, and then collides with a stationary offence player.</p> <p>3.1 a) the block by the defence stands</p> <p>3.2 b) the offence player can call foul, even though the collision occurred after the disc was touched</p> <p>3.3 c) the offence player can call foul only if the contact occurred before, or at the exact moment, the defender got the block</p> <p>3.4</p> <p>3.5</p>			<p>b</p> <p>12.9. When the disc is in the air, all players must attempt to avoid contact with other players, and there is no situation where a player may justify initiating contact. "Making a play for the disc" is not a valid excuse for initiating contact with other players.</p>
	<p>An offensive player accidentally runs into a defensive player and knocks them over. The thrower still has the disc.</p> <p>4.1 a) this is an Indirect Foul. The thrower retains possession. Play stops and the defence gets to get back up.</p> <p>4.2 b) this is an Indirect Foul. The thrower retains possession. Play does not stop.</p> <p>4.3 c) this is an Offensive Receiving Foul. If uncontested, this is a turnover.</p> <p>4.4</p> <p>4.5</p>			<p>a</p> <p>17.9. Indirect Fouls: 17.9.1. An Indirect Foul occurs when there is contact between a receiver and a defensive player that does not directly affect an attempt to catch the disc. 17.9.2. If uncontested the fouled player may make up any positional disadvantage caused by the foul.</p>
	<p>An offensive player taps the disc up in the air while attempting a catch, but doesn't catch it. The defender fouls the offensive player after this and prevents the offensive player from making a second attempt at the catch.</p> <p>5.1 a) this is a Strip Foul</p> <p>5.2 b) this is not a Foul because the offensive player already dropped the disc.</p> <p>5.3 c) this is a foul because the offensive player was prevented from making the catch on the second attempt.</p> <p>5.4</p> <p>5.5</p>			<p>c</p> <p>17.2.1. A Defensive Receiving Foul occurs when a defender initiates contact with a receiver before, or during, an attempt to catch the disc.</p>

SECTION 11 MARKING INFRACTIONS	<p>1 The thrower calls 'disc space' and the marker contests.</p> <p>1.1 a) play stops</p> <p>1.2 b) play does not stop</p> <p>1.3 c) the marker cannot contest a marking infraction</p> <p>1.4</p> <p>1.5</p>			a	18.1.2. A marking infraction may be contested by the defence, in which case play stops.
	<p>A defensive player is marking the thrower. The thrower calls out 'Wrapping' as the 2 defensive player reaches a stall count of 6. The defensive player does not contest the call. What should happen?</p> <p>2.1 a) the marker should immediately stop wrapping the thrower and continue the stall count from 7</p> <p>2.2 b) the marker should immediately stop wrapping the thrower and continue the stall count from 5</p> <p>2.3 c) play should stop, the marker should stop wrapping the thrower, and the count should restart at 1 with a check</p> <p>2.4 d) play should stop, the marker should stop wrapping the thrower, and the count should restart at 5 with a check</p> <p>2.5 e) nothing, wrapping is not a marking violation</p>			b	<p>18.1.1. Marking infractions include the following:</p> <p>18.1.1.4. "Wrapping" – a defensive player uses their arms to prevent the thrower from pivoting in any direction.</p> <p>18.1.3. On the first call of a marking infraction that is not contested, the marker must subtract two (2) from the stall count and continue.</p> <p>18.1.4. The marker may not restart counting until any illegal positioning has been corrected. To do otherwise is a subsequent marking infraction.</p>
	<p>3 If there is not a full second between the start of the word 'Stalling' and the start of the word 'One' in a stall count, the thrower can legitimately call 'Fast count'.</p> <p>3.1 a) true</p> <p>3.2 b) false</p> <p>3.3</p> <p>3.4</p> <p>3.5</p>			a	<p>9.1. The marker administers a stall count on the thrower by announcing "Stalling" and then counting from one (1) to ten (10). The interval between the start of each word in the stall count must be at least one (1) second.</p> <p>18.1.1.1. "Fast Count" – the marker:</p> <p>18.1.1.1.3. counts in less than one second intervals,</p>
	<p>4 A defensive player is within 3 meters of the thrower, who has a marker, but is also within 3 metres of another offensive player (Player A).</p> <p>4.1 a) the defensive player must be actively guarding Player A to avoid causing a Double team</p> <p>4.2 b) the defensive player does not need to be actively guarding Player A to avoid causing a Double team</p> <p>4.3</p> <p>4.4</p> <p>4.5</p>			b	<p>18.1.1.5. "Double Team" - more than one defensive player is within three (3) metres of the thrower's pivot point and further than three (3) metres away from all other offensive players.</p> <p>There is no requirement for the defensive player to be guarding another player.</p> <p>Note: This is required in UPA</p>
	<p>The thrower calls 'Fast count' with the stall count at 6. The marker does not contest, and immediately drops the count by one and continues counting (...6...5...6...7). At a stall count of 7, the thrower calls 'Straddle' and again the marker does not contest. What happens?</p> <p>5.1 a) the marker stops straddling, immediately drops the count by one and continues counting</p> <p>5.2 b) the marker stops straddling, and immediately restarts the count (Stalling ... 1...)</p> <p>5.3 c) play stops, the marker stops straddling, and the count is reset to 1 with a check</p> <p>5.4</p> <p>5.5</p>			b	18.1.5. For any subsequent uncontested marking infraction called during the same throwers possession, the marker must reset the count to one (1) and continue.

SECTION 12 TRAVEL INFRACTIONS	<p>The thrower releases a throw after the marker calls travel. The stall count was on 1 8 when the marker called travel. The disc is caught by an offensive receiver. The thrower contests the travel call. What happens to the disc?</p> <p>1.1 a) back to the thrower, stall count starts at 9 1.2 b) back to the thrower, stall count starts at 6 1.3 c) back to the thrower, stall count restarts at 1 1.4 d) stays with the offensive receiver 1.5</p>			<p>b</p> <p>18.2.8. If, after a travel infraction but before correcting the pivot, the thrower throws a completed pass, the defensive team may call "Violation". Play stops and the disc is returned to the thrower. 15.10.5. For all other contested calls, any stall count restarts at maximum six (6).</p>
	<p>2 The thrower throws the disc while in the air.</p> <p>2.1 a) this is always a travel 2.2 b) this is not a travel if the thrower was slowing down between catching the disc and releasing the disc 2.3 c) this is only not a travel if the thrower caught the disc in the air and released it before landing 2.4 d) this is never a travel 2.5</p>			<p>c</p> <p>18.2.2. An in-bounds player who catches a pass while airborne may attempt a pass prior to contacting the ground. 18.2.3.1. The thrower may release the disc while reducing speed as long as they maintain contact with the playing field throughout the throwing motion.</p>
	<p>3 The thrower establishes a pivot at the wrong spot and a travel is called. The thrower has not released the disc.</p> <p>3.1 a) play stops and the thrower establishes the pivot at the correct spot 3.2 b) play does not stop but the thrower must establish the pivot at the correct spot before throwing 3.3 c) play does not stop but the thrower must establish the pivot at the correct spot and cannot throw until the marker starts the stall count 3.4 d) play does not stop but the thrower must establish the pivot at the correct spot and cannot throw until the marker says "play on" 3.5</p>			<p>b</p> <p>18.2.7. After an uncontested travel infraction, play does not stop. 18.2.7.2. Any stall count is paused, and the thrower may not throw the disc, until the pivot is established at the correct spot.</p>
	<p>4 A travel is called against the thrower before they release the throw. The thrower still attempts a pass, but it is incomplete.</p> <p>4.1 a) this is a turnover. Play continues without a check 4.2 b) this is a turnover. Play continues with a check 4.3 c) this is a turnover only if the travel is uncontested 4.4 d) the disc always comes back to the thrower 4.5</p>			<p>a</p> <p>18.2.9. If, after a travel infraction, the thrower throws an incomplete pass, play shall continue.</p>
	<p>5 The thrower drags their pivot foot while pivoting. An uncontested Travel is called and the thrower has not released the disc.</p> <p>5.1 a) the thrower can choose to call a stoppage 5.2 b) play does not stop but the thrower must re-establish the pivot at the correct spot before throwing. The marker can continue the stall count. 5.3 c) play does not stop but the thrower must re-establish the pivot at the correct spot before throwing. The marker must pause the stall count. 5.4 d) play does not stop but the thrower must establish the pivot at the correct spot and cannot throw until the marker says "stalling". 5.5 e) play does not stop but the thrower must establish the pivot at the correct spot and cannot throw until the marker says "play on"</p>			<p>c</p> <p>18.2.7. After an uncontested travel infraction, play does not stop. 18.2.7.2. Any stall count is paused, and the thrower may not throw the disc, until the pivot is established at the correct spot.</p>

SECTION 13 PICK	<p>1 It is legal for an offensive player to contest a 'Pick' call.</p> <p>1.1 a) true 1.2 b) false 1.3 1.4 1.5</p>			<p>a 15.8. If a player from the team against which the foul, infraction or violation has been called disagrees that it occurred, they may call "Contest".</p>
	<p>2 During the act of throwing, a defender calls pick. The disc is intercepted in the air by another defender. The stall count was on 8. Where does the disc go?</p> <p>2.1 a) back to the thrower, stall count starts at 8 2.2 b) back to the thrower, stall count starts at 6 2.3 c) back to the thrower, stall count restarts at 1 2.4 d) stays with player who intercepted the pass 2.5</p>			<p>d 16.1.1. However, if the foul or violation is called: 16.1.1.1. against the thrower and the thrower subsequently attempts a pass, or 16.1.1.2. when the thrower is in the act of throwing, or 16.1.1.3. when the disc is in the air, then play continues until possession has been established. 16.1.2.1. If the team that called the foul or violation gains or retains possession as a result of the pass, play shall continue. Players recognizing</p>
	<p>3 A defender is trying to follow the player they are covering, but they run into one of their team-mates. The thrower still has the disc.</p> <p>3.1 a) this is not a pick as they are on the same team 3.2 b) this is a pick but play does not stop if the player they were covering does not get the disc 3.3 c) this is a pick. Play stops and the defender gets to catch up 3.4 3.5</p>			<p>c 18.3.1. If a defensive player is closely covering an offensive player and they are prevented from moving towards/with that player by another player, that defensive player may call "Pick". 18.3.2. Once play has stopped, the obstructed player may move to the position they determine they would have otherwise occupied if the obstruction had not occurred.</p>
	<p>4 A pick occurs while the disc is in the air. An offensive receiver catches the pass</p> <p>4.1 a) if the pick did not affect possession, the receiver keeps the disc and play continues without a check 4.2 b) if the pick did not affect possession, the receiver keeps the disc and play stops. Play restarts with a check 4.3 c) if the pick did affect possession, the player who called the pick takes possession of the disc 4.4 d) the disc is returned to the thrower, regardless of whether the pick affected possession 4.5</p>			<p>b 16.1.2.2. If the team that called the foul or violation does not gain or retain possession as a result of the pass, play shall be stopped. 16.1.2.2.2. If the team that called the foul or violation believes that possession has not been affected by the foul or violation, the play stands, they make up any positional disadvantage caused by the foul or violation, and restart play with a check.</p>
	<p>5 A pick occurs while the disc is in the air. An offensive receiver catches the pass. The pick did affect the possession</p> <p>5.1 a) the disc goes back to the thrower and the defender gets to move to where they would have been had there been no pick 5.2 b) the disc goes back to the thrower and the defender gets to move to be beside the player they were guarding 5.3 c) the disc stays with the receiver but the defender gets to move to where they would have been had there been no pick 5.4 d) the disc stays with the receiver but the defender gets to mark up on the player they were guarding 5.5</p>			<p>a 18.3.2. Once play has stopped, the obstructed player may move to the position they determine they would have otherwise occupied if the obstruction had not occurred. The disc is returned to the thrower (if the disc was thrown) and any stall count restarts at maximum nine (9).</p>

SECTION 14 STOPPAGES - TIME-OUTS	<p>A defensive player lays out and gets a solid block, warping the disc slightly in the 1 process. The player who picks up the disc may call a technical stoppage and ask for the disc to be replaced.</p> <p>1.1 a) true 1.2 b) false 1.3 1.4 1.5</p>	<input type="checkbox"/>	<input type="checkbox"/>	<p>b</p> <p>10.3. Any player may briefly extend a stoppage of play to correct faulty equipment, but active play may not be stopped for this purpose. 19.2.2. The thrower may call a technical stoppage during play to replace a severely damaged disc. According to the WFDF Interpretations document, a warped disc is not "a severely damaged disc".</p>
	<p>An offensive player lays out to catch a disc, warping the disc slightly in the 2 process. The offensive player may call a technical stoppage to try and bend the disc back into shape.</p> <p>2.1 a) true 2.2 b) false 2.3 2.4 2.5</p>	<input type="checkbox"/>	<input type="checkbox"/>	<p>b</p> <p>10.3. Any player may briefly extend a stoppage of play to correct faulty equipment, but active play may not be stopped for this purpose. 19.2.2. The thrower may call a technical stoppage during play to replace a severely damaged disc. According to the WFDF Interpretations document, a warped disc is not "a severely damaged disc".</p>
	<p>A player can call a "Technical" stoppage in order to tie his/her shoelaces which have come undone.</p> <p>3.1 a) true 3.2 b) false 3.3 3.4 3.5</p>	<input type="checkbox"/>	<input type="checkbox"/>	<p>b</p> <p>10.3. Any player may briefly extend a stoppage of play to correct faulty equipment, but active play may not be stopped for this purpose. 19.2.1. Any player who recognises a condition that endangers players may call "technical" to stop play. 19.2.2. The thrower may call a technical stoppage during play to replace a severely damaged disc.</p>
	<p>4 In setting up after a time-out, all offensive players:</p> <p>4.1 a) once in position, must stand still while the defence sets up 4.2 b) can wait until the defence sets up before taking a position 4.3 c) can move after the defence has set up, as long as they move before the disc is checked in 4.4 d) must return to where they were when the time-out was called 4.5</p>	<input type="checkbox"/>	<input type="checkbox"/>	<p>a</p> <p>20.6.4. All other offensive players may then set up at any point on the playing field. 20.6.5. Once the offensive players have selected positions, defensive players may set up at any point on the playing field.</p>
	<p>5 The thrower calls a time-out but their team has already used all their time-outs.</p> <p>5.1 a) this is a turnover 5.2 b) there is no stoppage and play continues 5.3 c) play stops and the marker starts the stall count at max 6 5.4 d) play stops and the marker starts the stall count at max 9 5.5 e) play stops and the marker adds 2 seconds to the stall count</p>	<input type="checkbox"/>	<input type="checkbox"/>	<p>e</p> <p>20.7. If the thrower attempts to call a time-out when their team has no remaining time-outs, play is stopped. The marker shall add two (2) seconds to the stall count before restarting play with a check. If this results in a stall count of ten (10) or above, this is a "stall-out" turnover. If there is no current stall count, the defence may initiate a stall count at three (3).</p>