

NCAA Rules Test – Top Ten missed questions

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1. An ejected player, shall be restricted to the spectator or designated area and prohibited from any communication or contact with the team, coaches and bench personnel from the start of the contest to its completion

- a. True
- b. False**

PENALTY—(12.7.4.1 to 12.7.4.10)—A player, coach or other bench personnel ejected from the game must leave the venue, be out of sight and sound and is prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including all overtime periods. Exception: The athletic trainer is permitted to be in the designated spectator area if he/she is ejected. If the ejected individual(s) is a player of record in the game at the time of the ejection, the player, who cannot be replaced, shall leave the game and his/her team shall play short. Ejections also result in a subsequent game(s) suspension as outlined in Rule 12.8.

2. It is required that any visible garment worn under the jersey or shorts be a solid color. It is required that the undergarment match the dominant color of the respective garment.

- a. True
- b. False**

Rule 4.1.11 It is required that any visible garment worn under the jersey or shorts be a solid color. The same color must be worn by all team members wearing undergarments. It is recommended the undergarment match the dominant color of the respective garment.

3. The team roster must indicate the starters

- a. True
- b. False**

Rule 3.2 Game Roster 3.2.1 An official NCAA game roster, including the names and numbers of all players, coaches and other bench personnel, shall be submitted to the referee, official scorekeeper and opposing coach not later than 30 minutes before game time. The game roster submitted to the official scorekeeper and the opposing coach shall include each player's total number of cautions and ejections in the columns beside the players' names. In addition, the roster shall include the name(s) and number(s) of the suspended player(s) and date(s) of the suspension(s). The copy submitted to the referee shall not include records of cautions and ejections

(Administrative note: there is no mention of indicating starters in the definition of the roster. Additionally, A.R. 3.1.b. supports that starters aren't confirmed until play begins. **A.R. 3.1.b** A player is ejected before the start of a game. Shall the team play with only 10 players? RULING: No, the team may begin the game with another player in place of the ejected player)

4. In the NCAA soccer rules and interpretations references to the governing sports authority or game authority refer to the:
 - a. NCAA Soccer Rules Committee
 - b. Athletic Directors of the participating institutions or conference commissioners**

The Rules (page 7): Governing Sports Authority References to game authority or governing sports authority throughout the rules book generally refer to directors of athletics of the participating institutions, conference commissioners or any other office that has jurisdiction over the game in question. **Governing sports authorities may not alter the rules of conduct as stated in this book (for example, rescinding violations and misconduct rules before, during and after a contest and altering overtime procedures to accommodate a conference's postseason tournament).** For NCAA championships, the respective NCAA committee is the game authority.

5. After the goalkeeper has been designated for the kicks from the mark tie breaking procedure, a team may change their goalkeeper with one of the eligible kickers participating in the procedure for tactical reasons.
 - a. True
 - b. False**

Rule 7.1.1.7 Once the goalkeeper is designated, he or she shall not be replaced unless injured or ejected; and his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game. Injuries leading to replacement of the designated goalkeeper shall be determined by the attending physician and/or an athletic trainer in concert with the governing sports authority. (See Page 7.) However, the injured goalkeeper is eligible to return if physically able.

6. A match that requires a winner goes to a tiebreaker. During the match, Team A had one player ejected and Team B had two players ejected. The correct number of kickers to start the tiebreaker is:
 - a. The coaches may agree on 8, 9 or 10 kickers.
 - b. Team B should use 8 kickers and Team A should use 9 kickers with the option to reduce to equate.
 - c. Both teams should use 8 kickers.
 - d. Team B should use 9 kickers and Team A should use 10 kickers with the option to reduce to equate.
 - e. Both teams should use 9 kickers.
 - f. Both teams should use 10 kickers.**

Rule 7.1.1.1 Only players who are listed on the official NCAA game roster form shall be eligible to participate in the tiebreaker. Each team shall designate either: (a) 10 different kickers, one of whom may be the goalkeeper; or (b) 10 different kickers and a goalkeeper who will not participate as a designated kicker in the tiebreaker procedure. The kicking order shall be at the discretion of the kicking team; however,

after all the eligible kickers have kicked once, the order of the designated kickers may change. If any of the designated players, except for the goalkeeper, are ejected during the tiebreaker, the game will continue with the remaining designated players; and the opposing team, if desired, shall have the option to reduce or adjust its kicking order to avoid being penalized or placed at a disadvantage if the No. 1 kicker from the offending team ends up kicking against the No. 10 kicker from the nonoffending team. In addition, if the designated player ejected is the goalkeeper, his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game. The game will continue with the remaining designated players.

The tie breaking procedure starts with 10 kickers per 7.1.1.1 regardless of the number of players on the field when the 2nd overtime ends. The “reduce to equate” provision does not apply unless a kicker is *ejected during* the tiebreaking procedure. 7.1.1.1 continues ... If any of the designated players, except for the goalkeeper, are ejected during the tiebreaker, the game will continue with the remaining designated players; and the opposing team, if desired, shall have the option to reduce or adjust its kicking order to avoid being penalized or placed at a disadvantage

7. The referee determines a fight has occurred and initiates a video review. Which of the following is NOT permissible?
- The referee determines other action directly involved in the incident requires a caution
 - After video review, the referee determines in incident is not a fight, but only warrants a caution
 - The referee determines that the incident is not a fight, however additional cautions should be issued that were not issued initially**
 - The referee identifies additional participants in the fight and ejects them for fighting

Rule 5.7.3 Video review is permissible in four specific situations. Those four situations are:

- 5.7.3.1 Determining whether a goal has been scored;
- 5.7.3.2 Identifying players for disciplinary matters;
- 5.7.3.3 Determining whether a fight occurred and identifying all participants;
- 5.7.3.4 Determining whether violent conduct occurred and identifying all participants.

A.R. 5.7.k. The referee determines that a red card offense has occurred and may constitute a fighting infraction. What are the permissible parameters of video review?

RULING: The referee can review any misconduct directly involved with the fighting offense and assess appropriate penalties against any individual(s) involved in the fighting incident. For instance, the video shows indisputable evidence that A1 spits at opponent B1. B1 retaliates by punching A1. Issue a red card to A1 for violent conduct. Issue a red card to B1 for fighting.

A.R. 5.7.l. The referee issues a red card for a fighting offense. Video review demonstrates that conduct of the participant did not constitute a fight. **RULING:** Correct the error and punish the participant appropriately.

8. (Version 1) Player A1 is injured in the first half by an opponent who is cautioned for the offense. Player A1 is substituted by Player A2. Later in the half Player A1 reports to the scorer to reenter the game. The referee shall
- Do not allow player A1 to reenter in the first half.
 - Allow A1 to reenter only if he replaces A2.
 - Allow A1 to reenter for any player on team A.**
8. (Version 2) A player (A1) is instructed to leave the field because of a bleeding injury in the first half. A1 is replaced by a substitute (A2). After receiving attention to take care of the bleeding, A1 returns to the game for a player (A3) other than the original substitute. The referee should:
- Disallow the substitution.
 - Permit the substitution and allow the player who left the field (A3) to reenter later in the first half.
 - Permit the substitution but the player that left the field (A3) will not be able to reenter.**
8. (Version 3) In the first half, a defender (A2) attempts a legal slide tackle and as a result is bleeding from the hip. The referee correctly requires A2 to leave the field and A2 is replaced by substitute (A12). After being attended to by the trainer and no longer bleeding, A2 reports to the scorer's table to replace A3. The referee should:
- Allow A2 to replace A3**
 - Not allow A2 to reenter
 - Only allow A2 to reenter if A2 replaces A12

Rule 3.6.3.1 Players whose injury was caused by an opposing player who was cautioned or ejected in conjunction with the injury may be substituted for and re-enter the game in any period (after being beckoned by the referee) at any stoppage of play or at any of the allowable times for normal substitutions. Neither the injured player nor the substitute shall be charged with a substitution.

Rule 3.6.3.2 Players with a bleeding injury, blood on the uniform or signs of a concussion (See Appendix C) must be removed and may be substituted for and may re-enter the game (after being beckoned by the referee) at any stoppage of play or at any of the allowable times for normal substitution, provided they have received clearance from the appropriate medical personnel. Neither the injured player nor the substitute shall be charged with a substitution. However, if the injured player replaces a player other than the original substitute, that player shall be charged with a substitution.

9. A coach serving a suspension is allowed to participate in pre-game activities within 60 minutes of kickoff.
- True
 - False**

Rule 12.8.3 (2018/2019 rules change) A coach serving a game suspension(s) shall not be in the venue from one hour before the scheduled start of the game until 30 minutes after the completion of the contest. During the suspension, the coach must be out of sight and sound and is prohibited from any communication or contact,

direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including all overtime periods.

12.8.3.1 A coach serving a game suspension(s) may participate in any pregame activities up until one hour before the scheduled start time.

There are a number of questions regarding the tiebreaking procedure which are in the top ten missed questions. These are critical for post season play as all games must have a winner and the tiebreaking procedure will determine which team advances. An administrative error in the tiebreaking procedure would be grounds for a protest and might lead to significant expense to the NCAA to ensure the proper team advances. Please review the tiebreaking procedure prior to any post season assignment and as part of the pre-game discussion among the referee crew. The alternate official should have the NCAA Rules book available at the field and ensure the procedure is being followed precisely. **This must be done correctly!**

10. It is legal for a coach, listed on the roster, in the press box to be communicating with the coaching staff on the sideline.

- a. True
- b. False

Rule 1.12.3 Coaches, players and bench personnel shall remain inside their respective coaching and team areas. Exceptions: (1) Players warming up in preparation to enter the field of play are permitted to use the area that extends beyond the respective area nearest their bench and opposite their opponent's areas. (See Rule 4.1.16.) (2) Athletic trainers and coaches may enter the field only if instructed to do so by the referee; however, it is not permissible to provide coaching instruction to any player(s) while attending an injured player(s). **(3) A member of the coaching staff who is listed on the game roster is permitted to view the game from the press box or other suitable areas.**

Rule 1.12.4 Members of the coaching staff who are listed on the game roster and are on site are permitted to communicate with each other via electronic devices.

Rule 1.12.5 Coaching from the touch lines is restricted to communication with one's own team and staff, and is confined to the coaching and team areas. Exception: See Rule 1.12.3 Exception (3).

11. After the whistle has sounded for the end of the first half, a player who was on the field at the end of the half is ejected for using inappropriate language on the way to the locker room, but off the field of play. The referee shall:

- a. Do not eject the player as the offense happened on the way to the locker room
- b. Eject the player require the team to begin the second half with 10 players**
- c. Eject the player and allow the team to begin the second half with 11 players

A.R. 12.7.4.7.b. May a player be cautioned and/or ejected during an interval between periods or after the completion of a game? RULING: Yes. Moreover, if time remains and the player in question has not been substituted for before the incident

occurs or the penalty has been assessed, the team shall play short for the remainder of the game.

9. The referee awards a penalty kick. A player is injured and substituted for before the penalty kick restart. The entering player is allowed to take the penalty kick.
 - a. True
 - b. False**

Rule 14.2.1 The penalty kick is taken after the referee's whistle from any place on the penalty line or spot. Only those players on the field at the time the penalty kick is awarded may take the penalty kick. The referee shall identify the penalty kicker by handing the kicker the ball.

10. During the final 5 minutes of the second half both teams substitute when the losing team has a throw in. The clock shall be:
 - a. Continue to run
 - b. Stopped**

Rule 3.7.2 During the final five minutes of the second period only, anytime the leading team makes a substitution, the referee shall signal the clock to be stopped and beckon the substitute onto the field.