**Game And Timing Procedures Answer Key**

1. A regulation game is four quarters, and each half is how many minutes?
	1. 10
	2. 12
	3. 15
2. Halftime must ALWAYS be 10 minutes long.
	1. True
	2. False
3. What happens with the clock if a team is winning by more than 10 goals?
	1. Clock runs
	2. Opposing team gets possession at center
	3. Opposing team gets possession at center and must pass 1 time before any shot
4. What happens if a score differential was 10 goals, and THEN goes back under 10?
	1. Clock no longer a running clock
	2. Clock remains a running clock once it becomes a running clock
	3. Return to draw at center after goals
5. Who can request a timeout?
	1. Head Coach only
	2. Head Coach or Team Captain
	3. Head Coach or any player on field
6. Which situation does NOT require an official to call time out?
	1. Alternate Possession
	2. Inadvertent whistle
	3. Offside
	4. Three Seconds
	5. Issuance of a card
7. How much game time must elapse before a game may be considered complete?
	1. 75%
	2. 80%
	3. 100%
8. In overtime, the winner is determined by “sudden victory”.
	1. True
	2. False
9. How long is an overtime period?
	1. One period, 6 minutes in duration
	2. Two 3-minute halves, 6 minutes in duration
	3. Two 5-minute halves
10. What happens at the end of the first OT period if the score is still tied?
	1. Game ends in a tie
	2. 6-minute OT periods continue
	3. Coin toss determines winner
11. How many players are permitted between the Restraining Lines on the draw?
	1. 3
	2. 4
	3. A maximum of 3
12. Which players are NOT allowed between the RL on the draw?
	1. Any team defensive player
	2. Any team defensive player, including the goalie
	3. Goalies
13. A free position may be taken no closer than 8m to goal and no closer than how many meters to any boundary?
	1. 2m
	2. 4m
	3. The dot
14. Which three things are needed for a self-start to be permitted?
	1. **The foul occurred outside of the CSA**
	2. The foul must be a major foul
	3. R**estart is within 4m** of the spot of the foul
	4. The official states “self-start”
	5. The official places the defender 4m away or behind
	6. The game clock is running
15. If a player self-starts more than 4m from the spot of the foul/restart, the official should
	1. Call a false start; turn over the ball
	2. Reset the player and allow a legal self-start
	3. Reset the player and whistle start
16. A player may self-start on an offside foul
	1. True
	2. False
17. The penalty administration for a self-start outside of the CSA when a whistle is required is what?
	1. Reset, whistle start
	2. Reset, self-start
	3. Turnover, false start
18. A teammate may pass the ball back to the ball carrier so the player may self-start from a legal position.
	1. True
	2. False
19. The lighter colored jersey always gets the first Alternate Possession
	1. True
	2. False
20. The ball and/or any player is considered out of bounds once they are completely over the boundary line.
	1. True
	2. False
21. On a shot, possession is awarded to the player:
	1. Closest to the end line when the ball exits the field
	2. Closest to the where the ball exits the field
	3. Closest to the boundary line behind the goal cage when the ball exits the field
22. Time out will be called for:
	1. Issuance of a card
	2. Alternating possession
	3. Inadvertent whistle
	4. Offside
	5. All of the above
23. The clock must stop on all fouls in the critical scoring area.
	1. True
	2. False
24. If there is a 10-goal differential, the clock will stop for:
	1. Issuance of a card
	2. Alternate possession
	3. Redraw
	4. All of the above