



Level 0 Referee exam – Junior Divisions

This exam is to be completed by the referee and submitted to AOSA prior to attending the referee course

Referee Name:	Mobile:	Date:
Address:		
Email:		
D.O.B:	Association:	

To be eligible to referee official games and achieve level 0, a prospective referee must answer each of the below questions correctly. A pass mark is 100%

True / False Questions. (Please circle the correct answer)

- 8 is the maximum number of players on the field at any time during an Oztag game.
A. True
B. False
- A defender must remove 1 or both tags to stop an attacker's progress.
A. True
B. False
- Players are permitted to take the field in football boots with metal tip or screw in studs.
A. True
B. False
- The Referee must get the defensive line back 10 meters during general play
A. True
B. False
- An Oztag game is started with a tap kick at half way.
A. True
B. False
- The ball carrier is allowed to protect his/her tag and fend / palm off defenders.
A. True
B. False



7. In an under 8 or 10 division, when a defender removes an attackers tag they should stay on the spot and become the marker.
 - A. True
 - B. False

8. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground it is deemed as a knock on.
 - A. True
 - B. False

9. A player can defend if they have only 1 or no tags on.
 - A. True
 - B. False

10. A try is awarded to the attacking team when they drop the ball on or over the try line.
 - A. True
 - B. False

11. A player can kick the ball in general play on the 3rd tag.
 - A. True
 - B. False

12. If a place kick from half way goes over shoulder height it is play on as long as it travels 10 meters forward.
 - A. True
 - B. False

13. If the ball from a place kick or drop out lands in the field of play and then rolls across the opponents try line whether touched or not a line drop out occurs.
 - A. True
 - B. False

14. In an under 8 or 10 division Dummy half can run, be tagged and can score a try.
 - A. True
 - B. False



- 15. A player can dive for a try as long as their knees don't hit the ground first and there isn't a defender within tagging distance.
 - A. True
 - B. False

- 16. If there is no dummy half in position the marker can run around the ruck and pick up the football.
 - A. True
 - B. False

- 17. A player may jump up in the air to avoid being tagged.
 - A. True
 - B. False

- 18. A player can dive to score a try.
 - A. True
 - B. False

- 19. Kicks in general play can go above the referee shoulders on the full.
 - A. True
 - B. False

- 20. A player can pass or run back over his or her try line.
 - A. True
 - B. False

Grade: _____/20

Is the prospective referee competent:

Y / N

Assessor:

Name:		Signature:	
Course date:		Course Venue:	