



Level 0 Referee exam – Senior Divisions

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

Referee Name:			
Referee No:			
Referee Email:			
Date:		Venue:	

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 off defenders.
A. True
B. False



7. When a defender removes an attackers tag in a senior division 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. It's the attacking player's responsibility to avoid contact?
 - 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 try line whether touched or not a line drop out occurs.
 - A. True
 - B. False

14. In a senior 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. A player may spin to avoid being tagged.

- 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 a referees shoulders.

- 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

The referee is required to be re-assessed in the following areas:

Assessor

Name:		Signature:	
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