

1-Wall Referee **Level One** Certification Exam

WELCOME! Thank you for your interest in becoming a USHA Certified Handball Referee! In our effort to upgrade the officiating in handball, the USHA offers five levels of certification for referees. This exam is for those who aspire to become **1-Wall Level One Certified Referees**.

A list of Referee Certification levels and the protocol to complete each level is posted at ushandball.org.

E-mail completed answer sheets to handball@ushandball.org with "Level 1 Referee Exam" in the subject line.

Or mail your completed hard copy answer sheet to: **USHA, Attn: Referee Exams**
2333 N. Tucson Blvd.
Tucson, AZ 85716.

You must be a USHA member to qualify for referee certification.

PART I - Multiple Choice

On the answer sheet, write the correct letter of the appropriate answer and the corresponding rule for where the answer was found.

1. Server is not ready to serve when referee calls score.
 - A. Sideout.
 - B. Fault.
 - C. Referee calls score again.
 - D. Server has 10 seconds to serve.

2. After the score is announced, the server calls a timeout.
 - A. No penalty, but timeout is not allowed.
 - B. Timeout is allowed.
 - C. A sideout should be called.
 - D. A technical should be called.

3. The receiver swings at a served ball but misses it completely. The first floor bounce is behind the long line and between the side lines.
 - A. A point for the server.
 - B. A fault should be called.
 - C. The receiver can continue his attempt to return the serve.

4. The receiver is not in a ready position within 10 seconds after the referee has called point or handout.
 - A. A point should be awarded the server.
 - B. Referee should call the score and the server may serve.
 - C. Server cannot serve until the receiver is ready.
 - D. A technical should be called.

5. A player hits the ball in front of himself and stands still. His opponent cannot see the ball from behind the player. In the referee's judgment, the receiver would have been able to retrieve the ball on one bounce.
 - A. A hinder should be called.
 - B. An avoidable hinder should be called.
 - C. Player who hit shot is awarded the rally.

6. The linesman calls a fault, but realizes he made a mistake and the serve was good.
 - A. The fault call should be reversed and the server given another serve.
 - B. The fault call should stand.

7. During a rally, the ball strikes the top edge of the wall and then rebounds into the playing zone.
 - A. The ball is out.
 - B. The ball is still in play until it bounces twice.

8. The referee can't tell if an attempted killshot was good or skipped in. Both players agree that the shot was good, and there are no linesmen.
 - A. The referee should call the shot good.
 - B. The referee should call for a replay of the rally.
 - C. The referee should make his call of good or skip-in without the help of the players.

9. A player gets leg cramps.
 - A. Play continues.
 - B. An injury timeout should be allowed.

10. A player accidentally runs into his opponent in his effort to make a retrieve.
 - A. An avoidable hinder should be called against the player who ran into his opponent.
 - B. A hinder should be called immediately.
 - C. A hinder should be called only if the ball was retrievable had the interference not occurred.

11. A player accidentally loses his shoe during the rally, and the ball is still in play.
 - A. A hinder should be called immediately.
 - B. A hinder should be called only if the shoe poses a threat to the player's safety.

12. In singles which player serves first in a tie breaker?
 - A. The player who scored the most total points in the first two games.
 - B. The player who served first in the first game.
 - C. The player who won the second game.
 - D. First serve should be determined by a coin toss.

13. In singles, which player serves first in the second game?
 - A. The player who wins the first game.
 - B. First serve should be determined by a coin toss.
 - C. The player who didn't serve first in the first game.
 - D. The player who didn't serve first in the first game has the choice of serving or receiving.

14. The doubles team wins the coin toss.
 - A. Team must serve first.
 - B. Team can choose to serve or receive.

15. A player's return hits a spectator.
 - A. The return will be judged as if it had hit his opponent.
 - B. Dead-ball hinder.

16. A player calls two timeouts in a row.
- A. The second timeout should be allowed.
 - B. A technical should be called.
 - C. The second timeout should not be allowed, but no penalty should be assessed.
17. A player leaves the court during a timeout.
- A. No penalty.
 - B. The player must have permission from the referee.
 - C. It is illegal for the player to leave the court. The match should be defaulted.
18. The time allowed between the first and second games is:
- A. One minute.
 - B. Two minutes.
 - C. Five minutes.
 - D. Ten minutes.
19. The time allowed between the second and third games is:
- A. Two minutes.
 - B. Three minutes.
 - C. Five minutes.
 - D. Ten minutes.
20. The time permitted for a glove change is:
- A. One minute.
 - B. Two minutes.
 - C. Three minutes.
 - D. Five minutes.
21. A player is hit by his own shot on the rebound from the wall, but the opponent could not have made the retrieve.
- A. The player who is hit wins the rally.
 - B. The player who is hit loses the rally.
 - C. A hinder should be called.
22. The maximum amount of time for a player to be late for his match before forfeit is:
- A. Five minutes.
 - B. Ten minutes.
 - C. Fifteen minutes.
 - D. Twenty minutes.
23. A player does not return to the court within one minute after a timeout has been called.
- A. No penalty should be assessed.
 - B. The match should be defaulted.
 - C. The late player's opponent should be awarded one point for every minute the player is late in returning. After 10 minutes the match should be forfeited.
 - D. The game that is being played is awarded to the late player's opponent, but the match should continue.
24. If the matches are running behind schedule, the players should be allowed a warm-up period of:
- A. Five minutes.
 - B. Ten minutes.

C. Until they are ready to start play.

25. A technical call results in:

- A. The match being defaulted.
- B. A point is awarded to the offending player's opponent.
- C. A point is deducted from the offending player's score.

26. The referee determines that a player's shirt is wet and is causing the floor to get wet.

- A. The referee should tell the player to change his shirt.
- B. The referee should wait until a timeout is called and then ask the player to change his shirt.
- C. The referee can ask the player to change his shirt, but it is the player's option.

27. A player uses rubber bands across the palms of his gloves.

- A. This is legal.
- B. This is illegal.

28. A player is wearing a shirt, during an indoor match that is cut off just below the chest.

- A. The shirt is legal attire.
- B. The shirt is illegal.

29. A player's shirt has a pattern of blue polka-dots the size of handballs all over it.

- A. The shirt is legal attire.
- B. The shirt is illegal.

30. A "non-seated" spectator interferes with the play.

- A. There should be no call if the ball does not reach the wall.
- B. Play continues.
- C. A dead ball should be called.

31. Receiver steps into the service zone before the served ball, from the wall, passes the short line.

- A. Fault serve.
- B. Server is awarded a point.
- C. Out serve.

32. Server leaves the service zone before the serve passes the short line.

- A. Fault serve.
- B. Server is awarded a point.
- C. Out serve.

33. The maximum time allowed for injury timeouts is:

- A. Five minutes.
- B. Ten minutes.
- C. Fifteen minutes.
- D. Twenty minutes.

34. The server serves a fault, then a legal serve, that takes a bad bounce (court hinder) before the receiver attempted to return the serve, then another fault.

- A. Sideout.
- B. Server has one fault.

35. A player hits his opponent with the ball and the ball would obviously not have been fair if it hadn't hit the opponent.

- A. Player who was hit with the ball wins the rally.
- B. Avoidable hinder should be called.
- C. Dead ball hinder should be called.

36. During a rally, the ball takes a bad bounce, but the referee judges that the shot was irretrievable even had it bounced in a true fashion.

- A. Dead ball hinder should be called.
- B. Player who hit shot wins rally.

PART II - Matching

From the following list, write the correct letter of the appropriate answer and the corresponding rule for where the answer was found.

- A. Fault serve or hinder serve.
- B. Out serve.
- C. No penalty (legal and play continues).
- D. Dead-ball hinder.
- E. Avoidable hinder.
- F. Illegal (point or sideout, depending on whether the offender was serving or receiving).
- G. Match is defaulted.
- H. Technical.

37. An official interferes with a player's attempt to return the ball.

38. The service attempt hits the floor before hitting the wall.

39. The service attempt hits the short line after contacting the wall.

40. The service attempt hits the wall and then rebounds past the long line but between the side lines.

41. The service attempt hits the wall and then rebounds past the long line but outside the sidelines.

42. The service attempt hits the wall and then rebounds before the short line but between the sidelines.

43. The service attempt rebounds on the long line.

44. The service attempt hits the wall and then rebounds to hit the floor in front of the short line. The ball then contacts the server before bouncing twice.

45. The server hits the ball with his fist on his service attempt.

46. The server serves a fault, then a hinder serve, then another fault.

47. The server's partner catches the serve to avoid being hit by it.

48. The partner enters the receiving zone before the ball passes him.
49. The receiver catches the serve, on the fly, before it bounces long.
50. The receiver has both feet behind the long line when he returns a legally served ball.
51. A player contacts the ball with his wrist but his wrist is covered by the glove.
52. A player backs up into his opponent who was not making a reasonable attempt not to cause interference.
53. A player forcibly shoves his opponent during a rally.
54. A player serves two consecutive "hinder serves".
55. A player fails to properly wear eye protection. It is his first offense.

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ANSWER SHEET

Write in the correct letter of the appropriate answer and rule that the question is referencing.

Email your answer sheet to: handball@ushandball.org

Part One: Multiple Choice

<u>Ans.</u>	<u>Rule #</u>	<u>Ans.</u>	<u>Rule #</u>	<u>Ans.</u>	<u>Rule #</u>
1. _____		13. _____		25. _____	
2. _____		14. _____		26. _____	
3. _____		15. _____		27. _____	
4. _____		16. _____		28. _____	
5. _____		17. _____		29. _____	
6. _____		18. _____		30. _____	
7. _____		19. _____		31. _____	
8. _____		20. _____		32. _____	
9. _____		21. _____		33. _____	
10. _____		22. _____		34. _____	
11. _____		23. _____		35. _____	
12. _____		24. _____		36. _____	



USHA Membership is required to maintain referee certification.

Part Two: Matching

<u>Ans.</u>	<u>Rule #</u>	<u>Ans.</u>	<u>Rule #</u>	<u>Ans.</u>	<u>Rule #</u>
37. _____		44. _____		51. _____	
38. _____		45. _____		52. _____	
39. _____		46. _____		53. _____	
40. _____		47. _____		54. _____	
41. _____		48. _____		55. _____	
42. _____		49. _____			
43. _____		50. _____			

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