



Level I Coach Assessment Exam 2007

SECTION A

(15 Multiple choice questions)

AUSTRALIAN RUGBY UNION SAFETY DIRECTIVES

DIRECTIONS

- The ARU Safety Directives are found on the ARU website www.rugby.com.au
- You are best advised to use pencil on the answer sheet provided. If you make a mistake, erase it completely.
- Fill in your name in the appropriate place on the answer sheet.
- There are 15 multiple choice questions, which originate from the Australian Rugby Union Safety Directives Poster. This is an open book exam you may reference the poster/law book.
- Circle only the correct answer.



Safety Requirements

1. A player who has suffered a cerebral concussion and loss of consciousness cannot play or train without a clearance from a medical practitioner for;
 - a) 2 weeks
 - b) 3 weeks
 - c) can play anytime as long as they are symptom free and declared fit by their coach
2. Players should wear a mouthguard which has been specifically made and fitted at;
 - a) matches only
 - b) all training sessions
 - c) both training sessions & matches
3. Coaches should ensure that an adequate supply of fluid, preferably water, is consumed by players;
 - a) before, during and after training sessions and matches.
 - b) during all training sessions and matches
 - c) only during matches
4. The correct body position in scrummages, rucks or mauls is;
 - a) driving through the hips and over the ball
 - b) head and shoulders are above hips at all times
 - c) to ensure players remain on their feet at all times
5. Statistics indicate that the majority of serious injuries occur;
 - a) during the scrum engagement
 - b) during or consequent to the tackle
 - c) during an illegal or dangerous tackle
6. The scrum engagement sequence for all levels of Under 19 rugby is;
 - a) Crouch – touch – pause – engage
 - b) Crouch – hold – engage
 - c) Crouch – touch – grip – engage
7. If a player's tooth is knocked out it should;
 - a) be placed in the player's pocket until after the game
 - b) be replaced and moulded with aluminium foil
 - c) be washed with milk and placed in a small bag before seeking dental advice
8. If a fracture or dislocation is suspected the player should;
 - a) be moved from the field immediately for first aid
 - b) be lifted onto a stretcher or helped from the field
 - c) have the limb supported prior to leaving the field
9. If the player is unconscious you should;
 - a) ring an ambulance immediately
 - b) complete a serious injury incident report
 - c) always suspect an associated spinal injury

10. In the case of a suspected spinal injury, it is the clubs responsibility to;
- send a club official with an ambulance
 - to notify parents/spouse
 - complete a serious injury management protocol
 - all of the above
11. Signs and symptoms of concussion include:
- loss of consciousness, vomiting, headaches
 - loss of consciousness, blurred vision, staggering
 - loss of memory, poor vision, migraines
 - loss of memory, giddiness and unsteadiness, migraines.
12. Any player showing symptoms of concussion should;
- be monitored for 5 minutes during the game
 - removed from the field and referred for medical attention
 - removed from the field and referred to the coach
 - see the match official prior to leaving the field
13. A player who has an open or bleeding wound should;
- remain on the field of play and seek medical attention
 - leave the field of play and resume playing 20 minutes later
 - leave the field of play until the bleeding is controlled and the wound is covered
 - wipe away the blood with their jersey and play on
14. Each union or club should have a medically trained person in attendance and;
- a orthopaedic surgeon at request
 - at least one stretcher, preferably a scoop stretcher
 - a club physiotherapist
 - at least one water bottle per player participating in the game.
15. The minimum recommended medical requirements for Unions and Clubs are;
- Each union or club should have access to medical room, which is regularly cleaned, equipped with adequate lighting, running water, first aid equipment and a telephone
 - Each union or club should have a sign erected noting emergency telephone numbers including doctor, ambulance & nearest hospital
 - Each union or club should ensure that appropriate items of first aid are available
 - All of the above

SECTION B

(25 Multiple Choice questions)

LAW EXAMINATION

DIRECTIONS

- In all questions, assume there is no advantage (unless specified).
- All questions should be answered using the Laws applicable for 2007, including all law changes that became effective during the 2007 season. Clarification can be found by referring to the 2007 Game Management Guidelines document for Community Rugby.
- This is a take home examination. Law books and notes may be used.
- You are best advised to use pencil on the answer sheet provided. If you make a mistake, erase it completely.
- There are 25 multiple choice questions.
- Circle only the correct answer.



Before the Match

Law 1 – The Ground

16. Which of the following stipulates the required dimensions of the playing enclosure.
- a) The field of play does not exceed 100 metres in length and 70 metres in width. Each in-goal does not exceed 22 metres in length and 70 metres in width.
 - b) The length and breadth of the playing area are as near as possible to the dimensions indicated. All the areas are rectangular.
 - c) The distance from the goal-line to the dead-ball lines is not less than 10 metres where practicable.
 - d) All of the above.
17. The field of play requires broken lines:
- a) 10 metres around the outside of the playing field, indicating a safety zone.
 - b) 20 metres in from the touch line, running parallel to the touch line for the length of the field.
 - c) A 5 metre line which runs from one 5 metre dash line to the other, parallel to the touch lines.
 - d) All of the above.

Law 3 – Number of Players - The Team

18. The time limit for a player returning to play after they have been in the ‘blood bin’ is:
- a) 20 minutes
 - b) 15 minutes
 - c) 10 minutes
 - d) Unlimited

19. If a front row player is sent off or is temporarily suspended which of the following processes apply:

- a) If the team cannot provide enough suitably trained front-row players, the match continues with uncontested scrums.
- b) The Referee, upon awarding the next scrum, will ask the team captain whether or not the team has another player on the field suitably trained to play in the front row. If not the captain chooses an on the field player to be replaced by a suitably trained front row player from the team replacements. The captain may do this immediately; prior to the next scrum or after another player has been tried in the front row.
- c) When a temporary suspension ends and a front row player returns to the field of play, the replacement front row player leaves the field of play and the nominated player who left the field of play for the period of the suspension may resume playing in the match.
- d) All of the above

20. An uncontested scrum is the same as a normal scrum except:

- a) The No. 8 cannot pick up the ball from the back of the scrum and attack.
- b) The teams do not compete for the ball, the team throwing in the ball must win it and neither team is allowed to push.
- c) The team putting the ball in the scrum can push, to make winning of the ball easier.
- d) All of the above.

Law 5 – Duration of the Match

21. Time keeping of the game can be carried out by:

- a) The Referee
- b) An official time keeper if the duty has been allocated to them by the Referee.
- c) The touch judges if the duty has been allocated to them by the Referee.
- d) All of the above.

22. If time expires, in which situation would play not continue:

- a) The ball is not dead.
- b) The Referee awards a scrum or lineout.
- c) A mark, a free kick or penalty is awarded.
- d) The ball has been kicked dead.

During the Match – Method of Playing the Match

Law 8 – Advantage

23. Advantage cannot be played when:

- a) The ball or a player carrying it touches the Referee.
- b) A scrum collapses before the ball is out or a player in a scrum is lifted in the air.
- c) The ball does not travel 10 metres on the full at kick off.
- d) Foul Play occurs.
- e) All of the above.
- f) Only A and B.

Law 9 – Methods of Scoring

24. The goal kicker must take the conversion within:

- a) 1 minute from the time the kicker has indicated an intention to kick. The intention to kick is signalled by the arrival of the kicking tee or sand, or the player makes a mark on the ground.
- b) 2 minutes from the time the kicker has indicated an intention to kick.
- c) The time specified by the Referee, depending on the weather conditions.
- d) 2 minutes of the try being scored.

Law 10 – Foul Play

25. If an attacking team member without the ball moves or stands in front of a team mate carrying the ball, preventing opponents from tackling the opposing ball player:

- a) A free kick is awarded to the defensive team.
- b) A penalty kick is awarded to the defensive team.
- c) Play on.

26. If a player deliberately knocks or throws the ball into touch, touch-in-goal or over the dead ball line, the Referee should:

- a) Play on.
- b) Award a free kick to the non-offending team.
- c) Award a penalty kick to the non-offending team.

27. If a player is penalised for several infringements of any law, the Referee should:

- a) Caution the player.
- b) Suspend the player for 10 minutes.
- c) Send the player off.
- d) Caution the player, suspend for 10 minutes and send him off if an infringement reoccurs.

28. If a player tackles, taps or pulls the feet of an opponent jumping for a ball in a lineout the Referee will:

- a) Caution the offenders on the run and allow play to go on.
- b) Award a free kick to the non-offending team.
- c) Award a penalty kick to the non-offending team.

29. If player charges into a ruck or maul without binding onto a player in the ruck or maul the Referee will:

- a) Caution the offenders on the run and allow play to go on.
- b) Award a free kick to the non-offending team.
- c) Award a penalty kick to the non-offending team.

Law 11 – Off-Side and On-Side in General Play

30. In general play, an off-side player (except a player who is off-side under the 10 metre Law) can be put on-side by an opponent who:

- a) Receives the ball from a kick and runs 5 metres with it.
- b) Touches the ball but does not catch it.
- c) Passes the ball to a team-mate.
- d) Only A and B
- e) All of the above (A, B, C)

During the Match - In the Field of Play

Law 13 – Kick off and restart kicks

31. At the kick-off if the ball goes directly into touch, the Referee should:

- a) Award a scrum at the centre of the half-way line
- b) Award a penalty at the centre of the halfway line.
- c) Award a lineout where the ball crossed the line.
- d) Offer the receiving team the option to take another kick, a scrum at the centre of the half-way line, or a lineout on the half-way line.

Law 15 – Ball Carrier Brought to Ground

32. The options of the tackler are:

- a) The tackler must immediately release the tackled player.
- b) The tackler must immediately get up or move away from the tackled player and from the ball.
- c) The tackler must get to his feet before playing the ball.
- d) All of the above.

33. The tackled player must:

- a) Exercise options immediately.
- b) Get to his feet and continue running.
- c) Keep possession so that the defending side does not gain possession.
- d) All of the above.

34. Players who are trying to gain possession of the ball at the tackle must do so:

- a) From the side of the tackle.
- b) From behind the ball and the tackle situation.
- c) From the ground.

Law 16 – Ruck

35. If the ball is not coming out of a ruck, the Referee should:
- a) Allow play to continue until the ball comes out.
 - b) Award a scrum with the defending team to put in the ball.
 - c) Award a scrum with the team moving forward to put in the ball.
 - d) Award a scrum with the attacking team to put in the ball.

Law 17 – Maul

36. If the Referee awards a scrum because the ball does not emerge from a maul that has stopped moving forward, which team should put the ball into the scrum?
- a) The team that was in possession of the ball when the maul stopped moving.
 - b) The team that was in possession of the ball when the maul commenced.
 - c) The team that was not in possession of the ball when the maul commenced.
37. If a player joins a ruck or maul in front of his hindmost team-mate, the Referee should:
- a) Allow play to continue.
 - b) Award a free kick.
 - c) Award a penalty kick.

Law 18 – Mark

38. From a kick-off, a player in his own 22 metre area, catches the ball on the full and calls "Mark". The Referee should:
- a) Award a mark.
 - b) Award a scrum to the team that kicked the ball.
 - c) Allow play to continue.

Law 19 – Touch and Line-out

39. If a player who is in touch, knocks the ball, which has not crossed the vertical plane of the touch-line, so that it remains in the field-of-play, the Referee should:
- Play on.
 - Order a lineout with the kicking team throwing in the ball.
 - Order a lineout with the non-kicking team throwing in the ball.
40. A player in the lineout can move infield beyond the 15 metre line for a long throw-in:
- Before the ball is thrown in.
 - As soon as the ball leaves the hands of the thrower.
 - After the ball has passed the 15 metre line.
 - After the ball has passed the 5 metre line.
41. Players supporting during the lineout must:
- Not pre-grip any team-mate below the waist.
 - Support a jumping team-mate below the shorts from behind.
 - Support a jumping team-mate below the thighs from the front.
 - All of the above

Law 20 – Scrums

42. When the prop forwards bind they must:
- Grip the back or side of the jersey of their opponent.
 - Grip the collar of the jersey of their opponent.
 - Grip the sleeve of the jersey of their opponent.
 - Any of the above.
43. If a scrum wheels (in a senior game) more than 90 °, the Referee should:
- Allow play to continue so that the ball comes out of the scrum.
 - Award a penalty kick against the team that wheeled the scrum.
 - Award another scrum with the same team to put in the ball.
 - Award another scrum with the other team to put in the ball.

Law 21 – Penalties and Free Kicks

44. At a free kick, a player who takes a quick tap, runs towards the opposition goal line where an opposing player, who has not retired 10 metres interferes with the play. The Referee should.

- a) Award another free kick at the same mark.
- b) Award a penalty kick 10 metres in front of where the free kick was originally awarded.
- c) Award a free kick 10 metres in front of where the first free kick was awarded.
- d) Allow play to continue.

Law 22 – In Goal

45. A try is scored if:

- a) An attacking player is tackled short of the goal line, and the player's momentum carries them over the goal line in one continuous movement.
- b) The player reaches out and places the ball over the goal line after their movement has ceased.
- c) A and B.

SECTION C

(5 True or False questions)

U/19 LAW VARIATIONS

DIRECTIONS

- In all questions, assume there is no advantage (unless specified).
- All questions should be answered using the Laws applicable for 2007, including all law changes that became effective during the 2007 season. The 2007 Game Management Guidelines document will provide further clarification.
- This is a take home examination. Law books and notes may be used.
- You are best advised to use pencil on the answer sheet provided. If you make a mistake, erase it completely.
- There are 5 true or false questions.
- Circle only the correct answer.



U/19 Law Variations

46. A player who has been substituted may replace an injured player.
47. If a team nominates 22 players, there must be at least 6 players who can play in the front row.
48. Line out jumpers can be supported from the thighs.
49. The scrum can only be pushed 1.5 metres.
50. If a scrum wheels 45 °, the Referee must stop play and another scrum is formed at the place where the first scrum was stopped. The same team feeds the ball into the scrum.

PART D

(50 Multiple Choice Questions)

COACHING EXAMINATION

DIRECTIONS

- You are best advised to use a pencil on the answer sheet. If you make a mistake, erase it completely.
- There are 50 multiple choice questions, which are designed to ensure that you are able to source information from the Foundation Coaching Manual.
- Each of the questions is followed by four choices (a to d), only ONE of which best answers the question or completes the statement.
- When you have selected one of these choices, circle the corresponding letter on the answer sheet with a lead pencil. If you wish to change your answer, erase the first mark completely.

OVERVIEW OF THE GAME AND MANUAL (pp9-14)

51. Who is responsible for the management of a match?

- (a) The referee
- (b) The match director
- (c) The referee and two captains
- (d) The referee and two coaches

52. For a minor infringement the referee will

- (a) blow the whistle immediately
- (b) let the play go for two phases and determine if there is an advantage
- (c) attempt to play advantage
- (d) penalise any voluntary foul

53. The object of the game is to:

- (a) win
- (b) score as many tries as possible
- (c) have fun
- (d) score as many points as possible

54. The principles of team play are:

- (a) Gain Possession; Go Forward; Continuity; Support and Pressure
- (b) Gain Possession; Go Forward; Support; Continuity and Pressure
- (c) Gain Possession; Go Forward; Attack; Pressure and Points
- (d) Gain Possession; Go Forward; Attack/Defend; Pressure and Points

55. The Australian Rugby Pathway consists of three components:

- (a) Walla Rugby, Midi Rugby, Mod Rugby
- (b) Walla Rugby, Mini Rugby, Mod Rugby
- (c) Walla Rugby, Mini Rugby, Midi Rugby
- (d) Seven a-side rugby, 10 a-side rugby, 15 a-side rugby

EFFECTIVE COACHING PROCESS (pp15-22)

56. In simple terms, the role of the coach is to:

- (a) Plan, Act and Review
- (b) Teach players and take them to a higher level
- (c) Communicate technical and tactical information
- (d) Know the Laws of the game

57. A coaching philosophy reflects

- (a) Results
- (b) the Club's motto
- (c) the coach's knowledge
- (d) the coach's personality and objectives of coaching.

58. In developing a coaching philosophy, what is the major consideration?

- (a) The Laws of the game
- (b) The style a coach wishes to play
- (c) The players
- (d) Winning a premiership

59. It is important for young players to learn as many fundamental movements (gross motor) as possible

- (a) before they play
- (b) before adult life
- (c) before playing grade rugby
- (d) at infancy

60. If a player is having difficulty with a particular activity, what underpins the errors

- (a) principles of the game
- (b) key factors
- (c) coaching competency
- (d) laws of the game

61. It is recommended that all players begin each year by learning or re-visiting

- (a) the contact elements of the game at training
- (b) tackle technique
- (c) Scrum and Lineout
- (d) the Hydration policy

62. At younger levels, the best type of training is

- (a) drills
- (b) competition
- (c) game forms
- (d) strategic discussions

63. The most effective means of learning is

- (a) listening
- (b) reading
- (c) doing
- (d) seeing

64. In the modern game, what percentage is related to general play including the tackle, ruck and maul elements of the game?

- (a) 50%
- (b) 55-60%
- (c) 60-65%
- (d) 65-75%

INTRODUCING THE TECHNICAL TASKS OF RUGBY (pp23-65)

65. Contests for possession include:

- (a) Scrums
- (b) Lineouts
- (c) Restarts
- (d) All of the above

66. The purpose of the scrum is to

- (a) physically dominate the opposition
- (b) provide a good platform of delivery
- (c) restart play
- (d) provide channel three ball to the scrum half

67. The hooker binds

- (a) at chest height with the loosehead prop and waist height for the tighthead prop
- (b) over the shoulders and under the armpits of the two props
- (c) under the binds of the two props
- (d) over the shoulders and onto the sleeves of the two props

68. The lock should achieve good shoulder contact on the prop by placing their shoulder

- (a) on the hamstring of the prop
- (b) directly under their backside
- (c) on one side of the props spine and under the backside
- (d) above the knee

69. The scrum engagement sequence for U19 Law is :

- (a) Crouch, touch, pause, engage
- (b) Grips, crouch, wait, pack
- (c) Crouch, pause, weight, engage
- (d) Crouch, grips, hold, pack

70. During a scrum feed the hooker should

- (a) swing off each prop and hook for the ball
- (b) strike with the nearest foot
- (c) have the majority of their weight on their left foot and strike with their far foot
- (e) bore in on the opposition loosehead prop to disrupt the opposition

71. The lineout is:

- (a) an advantage for teams with tall players
- (b) the single largest source of possession
- (c) a contest of who supports jumpers the best
- (d) where the front row can catch their breath

72. In each lineout there must be

- (a) a minimum of two players from each team
- (b) equal number of jumpers
- (c) a thrower, jumpers and a half back
- (d) all of the above

73. A lineout begins when

- (a) the ball travels 5m from the touchline
- (b) all the feet of all the players travel across the 'line of touch'
- (c) the ball leaves the throwers hand(s)
- (e) the players form the lineout

74. Control of the ball and quality lineout possession are dependant upon

- (a) the ball thrown accurately
- (b) good variations
- (c) the supporters providing good co-ordination
- (d) good timing and co-ordination

75. Supporters of a lineout jumper should

- (a) lift with their arms
- (b) grip the jumper on the thighs and initiate the lift
- (c) begin lifting with the legs and finish with the arms
- (d) do weights three times per week to gain strength for supporting

76. The original jumper, when back on the ground "steers the ship". This means that

- (a) the jumper is responsible for controlling the direction of force and keeps the players in the driving maul on their feet.
- (b) The jumper is responsible for controlling the direction the team in possession wishes to go
- (c) The jumper is responsible for the direction their team mates join into the maul, post-lineout
- (d) All of the above

77. It is imperative that the (lineout) support players of the jumper

- (a) hoist the jumper as high as possible
- (b) keep firm control until the jumper has landed safely on their feet
- (c) initiate a quick, dynamic lift ensuring a strong position
- (d) manoeuvre the jumper in front of their opponent in the air

78. Player roles in contesting a kick off include

- (a) contestors and supporters
- (b) scavengers
- (c) sweepers
- (d) all of the above

79. For restarts at halfway

- (a) A drop kick must be used
- (b) All players must be behind the kicker
- (c) The kick must be taken from the centre of the field and at or behind the line
- (d) All of the above

80. An object of the game is to advance the ball. This can be done by

- (a) running with it
- (b) kicking it
- (c) running and/or kicking it
- (d) tackling and counter attacking

81. The gain line is

- (a) an imaginary line at right angles to the touchline at the point where possession was gained
- (b) an imaginary line that runs halfway between the line of defenders and the line of attackers
- (c) the midpoint of the ball
- (d) an imaginary line beyond which players cannot advance if they intend to participate in the game.

82. The key factors for advancing the ball include:

- (a) alignment; running angle; penetration and support
- (b) angle, speed and support
- (c) alignment; angle; speed; penetration and support
- (e) alignment; passing speed; penetration and support

83. Penetration of a backline can occur through the following means

- (a) By running over opponents
- (b) By removing a defender from the defensive line, usually by a option runner
- (c) Running the ball carrier at two defenders
- (d) All of the above

84. A team should always attack

- (a) through its forwards
- (b) through its backs
- (c) through its team strengths
- (e) through the opposition weaknesses

85. The risk of an unwanted outcome is affected by

- (a) the skill level of defensive players
- (b) Continuity skills
- (c) The game plan in relation to the score
- (d) Field position and support

86. A tackle occurs when

- (a) the ball carrier is stationary and held
- (b) the ball carrier is held and the ball is on the ground
- (c) the ball carrier is held and is brought to ground
- (e) all of the above

87. Tacklers can play the ball

- (a) immediately they complete the tackle
- (b) once they have their hands on the ball
- (c) once they have gained their feet
- (d) once they gain their feet and re-enter the tackle zone from an on-side position

88. A ball carrier, in preparing for contact should

- (a) drive at the defenders sternum
- (b) lower the centre of gravity and aim at a weak spot
- (c) move the ball to the strongest arm
- (d) lean forward and fend the tackler

89. Immediately after a tackle, the ball carrier can

- (a) pass the ball to a support player
- (b) place the ball
- (c) release the ball
- (d) all of the above

90. Support players on their feet can compete for the ball by
- (a) moving into a support position
 - (b) taking control of space and positioning over the ball
 - (c) getting their hands on the ball
 - (d) picking it up or by cleaning out an opposing player arriving at the tackle area.
91. Ruck ball is generally delivered more quickly than maul ball and is advantageous when
- (a) the opposition are massed near the ball
 - (b) the opposition defence is disrupted and not aligned
 - (c) your team is positioned in the attacking 22m area
 - (d) your backline is aligned deep to run with the ball.
92. Pressure can be applied in four ways including::
- (a) Contest; Force; Tackle and Cover
 - (b) Winning; Keeping; Using the ball and Scoring
 - (c) Approach; Balance; Contact and Closing Out in Tackling
 - (d) Man-to Man; Slide; One-out and Drifting defence patterns
93. Safety in tackling includes the following sequential steps
- (a) ruthlessness, technique, head position
 - (b) determination; approach; technique; regain feet
 - (c) head position; shoulder contact; leg drive and arm clasp
 - (d) shoulder contact; technique; head position
94. What is “man on man” defence
- (a) defenders are responsible for tackling the player on an outside position
 - (b) defenders are responsible for tackling the player directly opposite them
 - (c) defenders are responsible for tackling the player on his inside shoulder
 - (d) defenders cover across the field leaving no space to attack

ACQUISITION OF INDIVIDUAL SKILLS (pp66-73)

95. A skill is the ability to perform
- (a) a technique at practice
 - (b) a technique and arrive at a constant outcome under pressure
 - (c) individual techniques in a closed environment
 - (d) a large number of techniques at any given time

96. Open skills are those that
- (a) are performed on the rugby field
 - (b) are performed in a dynamic environment where skill execution is subject to change
 - (c) involve team units to perform
 - (d) are performed in a dynamic environment where success is related to opposition pressure
97. Passing a ball quickly is
- (a) closely related to running speed
 - (b) closely related to the speed of the ball
 - (c) related to running speed and speed of ball
 - (d) related to speed of the hands
98. A potential tackler should:
- (a) position themselves to hit as hard as possible
 - (b) aim at the knees of the ball carrier
 - (c) position themselves correctly by taking away space
 - (d) aim above the centre of gravity
99. How long should a coach spend on each tackling exercise
- (a) as long as the players are having fun
 - (b) depend on the level of development of the players
 - (c) until a player gets injured
 - (d) once they are all doing it correctly
100. To ensure tackling safety exercises should include activities that
- (a) ensure safe shoulder and head position
 - (b) use of arms to assist with the tackle
 - (c) Use of the legs and timing
 - (d) All of the above

Level I Coach Assessment Exam

Name:.....

Venue:..... Date:.....

Circle the answer which best answers the question

**Section A –
Safety Directives Poster**

1. A B C
2. A B C
3. A B C
4. A B C
5. A B C
6. A B C
7. A B C
8. A B C
9. A B C
10. A B C D
11. A B C D
12. A B C D
13. A B C D
14. A B C D
15. A B C D

**Section B –
Law Exam**

16. A B C D
17. A B C D
18. A B C D
19. A B C D
20. A B C D
21. A B C D
22. A B C D
23. A B C D E F
24. A B C D
25. A B C

**Section B –
Law Exam (cont)**

26. A B C
27. A B C D
28. A B C
29. A B C
30. A B C D E
31. A B C D
32. A B C D
33. A B C D
34. A B C
35. A B C D
36. A B C
37. A B C
38. A B C
39. A B C
40. A B C D
41. A B C D
42. A B C D
43. A B C D
44. A B C D
45. A B C

**Section C –
U19 Variations**

46. True False
47. True False
48. True False
49. True False
50. True False

**Section D –
Coaching Examination**

- 51. A B C D
- 52. A B C D
- 53. A B C D
- 54. A B C D
- 55. A B C D
- 56. A B C D
- 57. A B C D
- 58. A B C D
- 59. A B C D
- 60. A B C D
- 61. A B C D
- 62. A B C D
- 63. A B C D
- 64. A B C D
- 65. A B C D
- 66. A B C D
- 67. A B C D
- 68. A B C D
- 69. A B C D
- 70. A B C D
- 71. A B C D
- 72. A B C D
- 73. A B C D
- 74. A B C D
- 75. A B C D

**Section D –
Coaching Examination (cont)**

- 76. A B C D
- 77. A B C D
- 78. A B C D
- 79. A B C D
- 80. A B C D
- 81. A B C D
- 82. A B C D
- 83. A B C D
- 84. A B C D
- 85. A B C D
- 86. A B C D
- 87. A B C D
- 88. A B C D
- 89. A B C D
- 90. A B C D
- 91. A B C D
- 92. A B C D
- 93. A B C D
- 94. A B C D
- 95. A B C D
- 96. A B C D
- 97. A B C D
- 98. A B C D
- 99. A B C D
- 100. A B C D