



## ENGLISH TEST

### Talents and Mentors Programme

November 2012

#### LAWS OF THE GAME

Circle the correct answer:

1. A player, with the ball in play, throws a shin guard at a trainer who is situated in the technical area. What decision should the referee make?
  - a. The referee sends off the player and play is restarted with a dropped ball.
  - b. The referee sends off the player and play is restarted with an indirect free kick taken where the ball was when play was stopped.
  - c. The referee sends off the player and play is restarted with a direct free kick taken where the ball was when play was stopped.
  - d. The referee sends off the player and play is restarted with a dropped ball taken where the ball was when play was stopped.
  
2. If a player attempts to deceive the referee by feigning injury or pretending to have been fouled...
  - a. He is cautioned for unsporting behavior and a direct free kick is awarded to the opposing team.
  - b. He is cautioned for unsporting behavior and an indirect free kick is awarded to the opposing team.
  - c. He is cautioned for dissent by action and an indirect free kick is awarded to the opposing team.
  - d. He is cautioned for dissent by action and a direct free kick is awarded to the opposing team.
  
3. An assistant referee notices a player is guilty of violence conduct when the ball is in play and the incident is out of the view of the referee. What decision should the assistant referee make?
  - a. Unless there is an opportunity for the opponents to score a goal, he should raise the flag to attract the referee's attention and inform him accordingly.
  - b. He should raise the flag immediately to attract the referee's attention and explain what happened.
  - c. He should communicate it to the referee the next time play is stopped.
  - d. He should do nothing as it is not his responsibility.
  
4. A player taking a correct throw-in throws the ball and strikes an opponent in a reckless manner. What decision should the referee make?
  - a. The referee sends off the thrower and the throw-in is retaken by the same team.
  - b. The referee cautions the thrower and awards a direct free kick from the touch line.

- c. The referee sends off the thrower and awards a direct free kick from where the opponent was hit.
- d. The referee cautions the thrower and awards a direct free kick (or a penalty) from where the opponent was hit.

**VOCABULARY**

Circle the correct definition for the following words:

*To feint*

- a. Make a deceptive or distracting movement, especially during a fight.
- b. Deliberately cause (someone) to believe something that is not true, especially for personal gain.
- c. Use deception to deprive (someone) of money or possessions.

*Release the ball*

- a. Intercept and hold the ball.
- b. Allow the ball to escape from goalkeeper’s hands.
- c. An act of preventing an opponent’s scoring using the goalkeeper’s hands.

*To award*

- a. Give or order the giving of (something) as an official payment, compensation, or prize to (someone).
- b. Move to another team.
- c. Agree or admit to (someone) that (something) is true.

*A skipper*

- a. A player whose duty it is to score goals, also called an attacker.
- b. The player who leads a team, also called the captain.
- c. A player who plays in the part of the football team which tries to prevent the other team from scoring goals, also called a defender.

Circle the correct translation for the following words:

SAQUE DE ESQUINA	BARRERA (defensiva en tiro libre)	JUGADOR LESIONADO
A.- Goal kick	A.- Barrier	A.- Injured player
B.- Corner kick	B.- Fence	B.- Ill player
C.- Throw-in	C.- Wall	C.- Sick player

RECUPERACIÓN DE TIEMPO PERDIDO	ESCUPIR A UN ADVERSARIO	AMONESTAR
A.- Wasting time recuperation	A.- To spit at an opponent	A.- To caution
B.- Allowance for time lost	B.- To trip an opponent	B.- To book
C.- Sum for time lost	C.- To charge an opponent	C.- A and B are corrects

## COMPREHENSION SKILLS

Read carefully the following text and decide which answer (A, B, C) best fits each space.

### Confrontation between players

Referees should ensure offenders are  1  uniformly. There is a clear benefit in going quickly to the point of conflict and being seen to take immediate disciplinary action (yellow card, red card as appropriate).

It has been noted that when a referee does not go quickly to the location of the incident, reactions and  2  often follow and the problem escalates.

If it is not possible to prevent the escalation of a confrontation between players immediately, the referee should observe what happens in detail and he should avoid being physically involved in separating  3  players.

Physical contact by a referee or assistant referee when intervening between players should normally be avoided. Strong use of the  4  might be helpful, but shouting at players should also be avoided.

Referees should not only punish the initial offender(s) where the  5  warranted it (recklessness, brutality), but also players involved in further confrontation. The main aggressor(s) should be punished appropriately and it is recommended that at least one player from each team is  6 . Yellow cards are not considered sufficient punishment where fighting (excessive physical contact etc.) is involved. Any player approaching or joining such an incident from some distance must be identified and cautioned.

One assistant should monitor and record  7  and the other assistant should remain close to the referee. The fourth official should maintain his position between the technical areas while also monitoring the situation.

The referee and assistant referee(s), and 4th official if necessary, should communicate with each other before the match re-starts.

Referees should not allow  8  and ensure the match re-starts as quickly as possible.

	A	B	C
1	warned	punished	sent-off
2	incidents	shouts	retaliations
3	problematic	fighting	controversial
4	hands	whistle	signals
5	play	offence	foul
6	cautioned	sent-off	warned
7	events	cards	hits
8	stoppage	extra time	time-wasting

*(Taken from: UEFA Referee Programme. Practical information for match officials 2010)*