SPORTS LAW PRACTICE TEST (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

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How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

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Questions

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1. Describe the method for calculating a league's salary cap during collective bargaining.

A. The salary cap is the total league revenue multiplied by the percentage of revenue shared with players.

B. A league's salary cap is calculated by determining the amount of revenue a league generates and then multiplying that number by the percentage of revenue it agrees to share with its players.

C. The salary cap is determined by the league's total profits divided by the number of teams.

D. The salary cap is set by the players' union based on minimum wage.

2. Which term refers to the legal protection that covers inventions and processes?

A. Patent

B. Trademark

C. Copyright

D. Trade Secret

3. Which rights are afforded to employees by section 7 of the NLRA?

A. Right to form, join, or assist labor organizations; right to collectively bargain with an employer; right to engage in concerted activities

B. Right to a safe workplace

C. All of the above

D. Right to sue the employer in civil court

4. Which term denotes a legal instrument used to protect inventions?

A. Trademark

B. Service Mark

C. Patent

D. Copyright

5. What are the elements of a claim for trademark infringement?

A. A valid trademark must be registered and used in commerce

B. The owner must prove actual confusion is necessary

C. The owner only needs to show that the other party used a similar mark

D. The owner must show that the owner used and registered the mark, and that the other party's use is likely to cause confusion or deceive consumers about the source

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6. What is the economic weapon (tool) given to employers in collective bargaining?

A. Lockout

B. Strike

C. Boycott

D. Mediation

7. Which of the following would constitute cybersquatting?

A. Registering a domain name that uses a famous athlete's name

B. Registering a domain name similar to a team's trademark to profit

C. All of the above

D. Registering a domain name unrelated to sports

8. Which type of mark is described as descriptive but can gain protection through acquired distinctiveness?

A. Fanciful mark

B. Descriptive mark

C. Arbitrary mark

D. Suggestive mark

9. Which of the following are key legal considerations in broadcasting sports events?

A. Only the broadcast schedule matters.

B. Broadcasting has no antitrust concerns.

C. Consumers have no protections in streaming.

D. Exclusive licensing, blackout policies, data rights, antitrust concerns, and consumer protection for streaming services.

10. Which term best describes a secret agreement among competitors to fix prices or divide markets?

A. Price fixing

B. Collusion

C. Oligopoly

D. Monopoly

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Answers

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1. B
2. A
3. C
4. C
5. D
6. A
7. C
8. B
9. D
10. B

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Explanations

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1. Describe the method for calculating a league's salary cap during collective bargaining.

A. The salary cap is the total league revenue multiplied by the percentage of revenue shared with players.

B. A league's salary cap is calculated by determining the amount of revenue a league generates and then multiplying that number by the percentage of revenue it agrees to share with its players.

C. The salary cap is determined by the league's total profits divided by the number of teams.

D. The salary cap is set by the players' union based on minimum wage.

The main idea is that a league's salary cap under a collective bargaining agreement is built from a revenue-sharing arrangement between the league and its players. The process starts by calculating the league's revenue, and then applying the agreed-upon percentage of that revenue that will go to players. The result is the total player-pay pool, which informs the cap—the maximum amount teams can spend on player salaries in a season. This method ties the cap to the league's financial performance and the negotiated share with players, rather than to profits or to a unilateral decision by any side. For example, if the league generates $1 billion in revenue and the players' share is set at 50%, the player-pay pool would be $500 million. That pool is then allocated across teams to determine individual team caps, subject to any other negotiated rules in the CBA (like minimums, exceptions, or luxury tax provisions). This approach contrasts with basing the cap on profits, or having the cap determined solely by the players or by a fixed minimum wage, which do not reflect the revenue-based bargaining framework used in collective bargaining.

2. Which term refers to the legal protection that covers inventions and processes?

A. Patent

B. Trademark

C. Copyright

D. Trade Secret

Patent protection covers inventions and processes by granting the inventor exclusive rights to prevent others from making, using, selling, or importing the patented invention for a limited time. To obtain a patent, the invention must be new, useful, and non-obvious, and the patent office examines and may publish the application. This form of protection targets technical ideas, devices, methods, or chemical compositions. It differs from other forms of IP: trademarks protect brand names and logos, copyright covers original creative works, and trade secrets protect confidential information that remains secret. So for the term that refers to legal protection of inventions and processes, patent is the correct choice.

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3. Which rights are afforded to employees by section 7 of the NLRA?

A. Right to form, join, or assist labor organizations; right to collectively bargain with an employer; right to engage in concerted activities

B. Right to a safe workplace

C. All of the above

D. Right to sue the employer in civil court

Section 7 protects employees' ability to organize and act collectively to improve their terms and conditions of employment. Specifically, it guarantees the right to form, join, or assist labor organizations; the right to bargain collectively through representatives chosen by employees; and the right to engage in other concerted activities for mutual aid or protection. These protections are the core reason people can unionize, negotiate with employers, and coordinate actions with coworkers. The right to a safe workplace and the right to sue the employer in civil court aren't enumerated as Section 7 rights. Workplace safety is addressed by separate health and safety laws, and enforcement for unfair labor practices operates through the National Labor Relations Board rather than private civil suits. So the combination that includes the three Section 7 rights is the best answer because it aligns exactly with what Section 7 protects.

4. Which term denotes a legal instrument used to protect inventions?

A. Trademark

B. Service Mark

C. Patent

D. Copyright

A patent is the legal instrument used to protect inventions. It grants the inventor exclusive rights to make, use, sell, or import the invention for a set period (typically 20 years), in exchange for publicly disclosing how the invention works. This protection is specific to the functional aspects and potential applications of the invention. Trademarks and service marks shield branding identifiers like names, logos, and slogans used to distinguish goods or services, not the invention itself. Copyright protects original works of authorship (such as writings, art, music, and software code) but not the underlying invention or its functional aspects. So, for safeguarding inventions, patent is the appropriate term.

5. What are the elements of a claim for trademark infringement?

A. A valid trademark must be registered and used in commerce

B. The owner must prove actual confusion is necessary

C. The owner only needs to show that the other party used a similar mark

D. The owner must show that the owner used and registered the mark, and that the other party's use is likely to cause confusion or deceive consumers about the source

The main idea is that a valid trademark owner must prove two things to win an infringement claim: they have a protectable mark, and another party's use of a similar mark is likely to confuse consumers about who provides the goods or services. If the mark is registered, that registration helps by showing ownership and validity, and the owner must show that the other party used the mark in commerce in a way that could be mistaken for source, sponsorship, or affiliation. This answer frames the elements by saying the owner has used and registered the mark, establishing a protectable right, and that the other party's use is likely to cause confusion or deceive consumers about the source. Those points cover the core requirements: ownership of a valid mark (often evidenced by registration), use by the defendant in commerce, and a likelihood of confusion as to the source, which is the harm the law seeks to prevent. While it's true that actual confusion isn't always shown, and that infringement can apply to unregistered marks when they are used in commerce, the combination of ownership/registration, use in commerce, and a likelihood of confusion best captures the standard the law uses to protect a mark's identification of source.

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6. What is the economic weapon (tool) given to employers in collective bargaining?

A. Lockout

B. Strike

C. Boycott

D. Mediation

In collective bargaining, the employer's economic leverage is the lockout. A lockout lets the employer temporarily close the workplace or bar employees from working, cutting off wages and production to pressure the union to accept concessions. This tool is distinct because it is controlled by the employer and directly affects the workers' income and the company's output, which is the essence of economic pressure in negotiations. In contrast, a strike is initiated by workers to pressure the employer, a boycott is typically a consumer or third-party sanction rather than an in-house bargaining tactic, and mediation is a neutral process to help parties reach agreement rather than a coercive lever. The lockout stands out as the employer-controlled economic tool used in bargaining.

7. Which of the following would constitute cybersquatting?

A. Registering a domain name that uses a famous athlete's name

B. Registering a domain name similar to a team's trademark to profit

C. All of the above

D. Registering a domain name unrelated to sports

Cybersquatting is registering a domain name with the bad-faith intent to profit from someone else's trademark or name. When a domain name uses a famous athlete's name, the registrant is aiming to capitalize on that person's fame, which is classic cybersquatting. Likewise, registering a domain that is confusingly similar to a team's trademark to profit is also a textbook move to leverage someone else's brand recognition for gain. Even a domain name that isn't obviously sports-related can be cybersquatting if the main goal is to profit from that athlete's name or from the team's mark. The essential factor is the intent to profit from someone else's rights, not the domain's content itself. So, all of these scenarios illustrate cybersquatting, which is why the best answer is that all of the above apply.

8. Which type of mark is described as descriptive but can gain protection through acquired distinctiveness?

A. Fanciful mark

B. Descriptive mark

C. Arbitrary mark

D. Suggestive mark

Descriptive marks describe a quality or characteristic of the goods or services, so they aren't inherently distinctive. They can still receive trademark protection, but only if they develop acquired distinctiveness (secondary meaning)—meaning the public comes to identify the mark with a single source. For a descriptive mark, you'd show evidence like long use, extensive advertising, and consumer recognition linking the mark to your brand. Once that association is established, the descriptive term can function as a protected mark. Other types are inherently distinctive and don't rely on acquired distinctiveness: fanciful marks are invented terms with no meaning, arbitrary marks use existing words in an unrelated way, and suggestive marks hint at a feature without describing it directly.

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9. Which of the following are key legal considerations in broadcasting sports events?

A. Only the broadcast schedule matters.

B. Broadcasting has no antitrust concerns.

C. Consumers have no protections in streaming.

D. Exclusive licensing, blackout policies, data rights, antitrust concerns, and consumer protection for streaming services.

Broadcasting sports events involves a range of legal issues that go beyond when a game is shown. The best answer recognizes that licensing, how access is controlled, data handling, competition law, and consumer protections all shape how sports are broadcast. Exclusive licensing determines who can show the event in a given market and can affect price, availability, and competition among bidders. Blackout policies decide whether a game can be shown locally or regionally, which interacts with consumer access and venue attendance interests. Data rights cover who owns and can use viewer information gathered from broadcasts or streaming, raising privacy and analytics considerations. Antitrust concerns arise from how leagues, teams, and broadcasters structure rights deals, bundling, and market concentration, which can impact competition and consumer options. Consumer protection for streaming services addresses pricing, terms of service, accessibility, reliability, and overall consumer rights in the digital space. All of these areas together capture the key legal landscape for broadcasting sports, making the comprehensive option the best choice.

10. Which term best describes a secret agreement among competitors to fix prices or divide markets?

A. Price fixing

B. Collusion

C. Oligopoly

D. Monopoly

Collusion is the idea being tested here: a secret agreement among competitors to restrain competition. When rivals secretly decide to fix prices or divide markets, they are colluding. Price fixing is a specific form of collusion that targets setting prices at a common level, but the general term for the secret agreement itself is collusion. An oligopoly describes a market structure with only a few dominant firms, and a monopoly describes a market with a single seller; neither captures the act of an illicit agreement itself. So, collusion best describes the scenario.

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Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

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We wish you the very best on your exam journey. You've got this!

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