

MASSACHUSETTS BASEBALL UMPIRES ASSOCIATION
2003 STATE EXAMINATION

NAME _____ SCORE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE _____

CIRCLE THE T FOR TRUE AND THE F FOR FALSE

- T F 1. A PITCHER MAY WEAR A SOLID WHITE FIELDERS GLOVE.
- T F 2. AN INFIELD FLY CALLED BY AN UMPIRE WILL CAUSE THE BALL TO BECOME DEAD IMMEDIATELY.
- T F 3. A BATTED BALL GOES SHARP AND DIRECT FROM THE BAT TO THE CATCHER'S MASK AND IS SUBSEQUENTLY CAUGHT BY HIM. THIS IS A LEGALLY CAUGHT FOUL TIP.
- T F 4. AN OUTFIELDER CATCHES THE BALL IN FLIGHT ON THE DEAD RUN. AFTER RUNNING THREE STEPS, HE FALLS AND DROPS THE BALL. UMPIRE RULES NO CATCH.
- T F 5. THE RUNNER ON FIRST IS STEALING WHEN THE CATCHER LEGALLY CATCHES A FOUL TIP. THE UMPIRE CALLS TIME AND RETURNS THE RUNNER TO FIRST.
- T F 6. A BUNT CAN NEVER BE RULED AN INFIELD FLY.
- T F 7. A BATTED BALL THAT HITS OFF OF HOME PLATE AND IS SUBSEQUENTLY FIELDIED BY THE CATCHER IN FRONT OF HOME PLATE IS A FAIR BALL.
- T F 8. A BATTED BALL THAT HITS BEHIND HOME PLATE AND IS SUBSEQUENTLY FIELDIED BY THE CATCHER IN FRONT OF HOME PLATE IS A FOUL BALL.
- T F 9. RUNNERS ON FIRST AND THIRD, ONE OUT THE BATTER POPS THE BALL UP TO THE SHORTSTOP. UMPIRE RULES INFIELD FLY.
- T F 10. A BATTED BALL GOES SHARP AND DIRECT FROM THE BAT TO THE CATCHER'S GLOVE, THEN HITS HIS MASK AND IS SUBSEQUENTLY CAUGHT BY HIM. THIS IS A FOUL BALL..
- T F 11. A BATTED BALL GOES SHARP AND DIRECT FROM THE BAT TO THE CATCHER'S GLOVE, THEN HITS THE BATTER'S UNIFORM AND IS CAUGHT BY HIM. THIS IS A FOUL BALL
- T F 12. AN INFIELD FLY WHICH FALLS TO THE GROUND UNTOUCHED AND SETTLES IN FOUL TERRITORY BETWEEN HOME AND FIRST OR HOME AND THIRD IS A FOUL BALL

- T F 13. ANY TIME THE BATTER GETS HIT BY A PITCHED BALL THE BALL BECOMES DEAD IMMEDIATELY.**
- T F 14. IF THE TWO COACHES DISAGREE ON THE GROUND RULES, THE HOME TEAM COACH WILL DETERMINE THE GROUND RULE.**
- T F 15. ANY GAME CALLED BECAUSE OF BAD WEATHER IS A SUSPENDED GAME.**
- T F 16. THE HOME TEAM IS AHEAD 6-4 IN THE TOP HALF OF THE SIXTH INNING, A THUNDERSTORM CAUSES THE GAME TO BE TERMINATED. THIS IS A LEGAL GAME, HOME TEAM WINS.**
- T F 17. UNDER PROFESSIONAL RULES, ANY TIME THE UMPIRE SUSPENDS PLAY BECAUSE OF WEATHER , HE MUST WAIT AT LEAST THIRTY MINUTES BEFORE CANCELLING THE GAME.**
- T F 18. BATTER'S INTERFERENCE CAUSES THE BALL TO BECOME DEAD IMMEDIATELY.**
- T F 19. UMPIRE'S INTERFERENCE CAUSES THE BALL TO BECOME DEAD IMMEDIATELY.**
- T F 20. CATCHER'S INTERFERENCE CAUSES THE BALL TO BECOME DEAD IMMEDIATELY.**
- T F 21. RUNNER ON FIRST IS STEALING SECOND, THE BATTER CLEARLY AND INTENTIONALLY INTERFERES WITH THE CATCHER WHO IS UNABLE TO MAKE A THROW. UMPIRE RULES THE RUNNER OUT FOR THE INTERFERENCE OF HIS TEAMMATE.**
- T F 22. THE BATTER, WHILE SWINGING AT THE PITCH, MAKES CONTACT WITH THE CATCHER'S MITT. THE BALL SUBSEQUENTLY BLOOPS INTO THE OUTFIELD FOR A HIT. THE UMPIRE IGNORES THE INTERFERENCE BY THE CATCHER.**
- T F 23. THE BATTER SWINGS AND MISSES AT A PITCHED BALL THAT SUBSEQUENTLY HITS HIM. THE BATTER IS ENTITLED TO FIRST BASE.**
- T F 24. A PITCHED BALL BOUNCES BEFORE THE PLATE AND SUBSEQUENTLY HITS THE BATTER. THE BATTER IS ENTITLED TO FIRST ON A HIT BATSMAN.**
- T F 25. A PITCHED BALL THAT BOUNCES IS SUBSEQUENTLY SWUNG AT AND HIT OVER THE FENCE BY THE BATTER. UMPIRE RULES HOME RUN.**
- T F 26. THE AWARDED OF BASES IS ALWAYS GOVERNED BY THE POSITION OF THE RUNNERS AT THE TIME OF THE THROW.**
- T F 27. ACCORDING TO THE FORCE PLAY SLIDE RULE, ANY TIME YOU DO NOT SLIDE, YOU MUST BE CALLED OUT FOR INTERFERENCE**
- T F 28. ANY PLAYER RULED OUT FOR VIOLATING THE COLLISION RULE MUST ALSO BE EJECTED.**

- T F 29. ANY TIME A RUNNER AND A FIELDER COLLIDE, IT MUST BE EITHER INTERFERENCE OR OBSTRUCTION.**
- T F 30. A BALK CAUSES THE BALL TO BECOME DEAD IMMEDIATELY.**
- T F 31. WHEN THE UMPIRE CALLS OBSTRUCTION, HE MUST AWARD THE OBSTRUCTED RUNNER AT LEAST ONE BASE.**
- T F 32. RUNNER ON FIRST, GROUND BALL TO THE SHORTSTOP. THE RUNNER ADVANCING FROM FIRST TO SECOND DOES NOT SLIDE AND AS A RESULT THE SECOND BASEMAN CANNOT MAKE A THROW IN AN ATTEMPT TO COMPLETE THE DOUBLE PLAY. UMPIRE RULES INTERFERENCE.**
- T F 33. A RUNNER ON SECOND IS ATTEMPTING TO SCORE ON A HIT TO THE OUTFIELD THE THROW TO THE CATCHER AND THE RUNNER ARRIVE AT THE PLATE AT THE SAME TIME AND THERE IS UNINTENTIONAL CONTACT. THE RUNNER IS SAFE AND T HE UMPIRE RULES THIS A LEGAL CONTACT PLAY.**
- T F 34. THE PITCHER COMES TO A LEGAL SET POSITION. HE THEN STEPS BACKWARD OFF THE RUBBER WITH HIS PIVOT FOOT, THEN FAKES A THROW TO FIRST. UMPIRE RULES A BALK.**
- T F 35. RUNNER ON FIRST. THE BATTER HITS A GROUND BALL TO THE SECOND BASEMAN. BEFORE THE FIELDER HAS AN OPPORTUNITY TO FIELD THE BALL THE BALL STRIKES THE RUNNER. UMPIRE RULES RUNNER OUT FOR INTERFERENCE.**
- T F 36. RUNNER ON FIRST IS STEALING ON THE PITCH. THE BATTER HITS A GROUND BALL TO THE SHORTSTOP. THE SHORTSTOP REALIZES HE HAS NO PLAY AT SECOND AND THROWS TO FIRST. THE THROW GOES INTO THE STANDS. AT THE TIME OF THE THROW, THE RUNNER ON FIRST HAD OCCUPIED SECOND. UMPIRE AWARDS THE RUNNER HOME AND THE BATTER SECOND.**
- T F 37. ON AN ATTEMPTED DOUBLE PLAY, THE RUNNER FROM FIRST DOES NOT SLIDE, BUT, INSTEAD VEERS OFF THE BASE PATH ALLOWING THE FIELDER TO COMPLETE HIS PLAY. UMPIRE RULES THIS LEGAL AND PROPER.**
- T F 38. THE PITCHER BALKS, AND IN THE SAME MOTION, THROWS THE BALL WILD TO FIRST BASE. THE RUNNER ON FIRST CONTINUES TO RUN AND GETS THROWN OUT ATTEMPTING TO ADVANCE TO THIRD. UMPIRE RULES PLAY STANDS, RUNNER IS OUT.**
- T F 39. AN APPEAL MUST BE MADE BEFORE THE NEXT PITCH, PLAY, OR ATTEMPTED PLAY TO BE VALID.**

- T F 40. BASES LOADED, TWO OUTS. THE BATTER HITS A DOUBLE SCORING THREE RUNS. THE DEFENSIVE TEAM LEGALLY APPEALS THE RUNNER ON SECOND MISSED THIRD. UMPIRE RULES RUNNER OUT ON APPEAL ONE RUN SCORES.**
- T F 41. THE COUNT ON THE BATTER IS 2-2, THE BATTER CHECKS HIS SWING AND THE PLATE UMPIRE RULES NO SWING. IF THE DEFENSIVE TEAM REQUESTS HE CHECK WITH HIS PARTNER FOR HELP, BY RULE, THE PLATE UMPIRE MUST ASK FOR HELP.**
- T F 42. SCORE TIED, BOTTOM OF THE NINTH, RUNNER ON THIRD, ONE OUT. THE BATTER SWINGS AT THE PITCH AND IS INTERFERED WITH BY THE CATCHER. HE MAKES CONTACT ANYWAY AND HITS A FLY BALL TO LEFT FIELD. THE RUNNER ON THIRD TAGS UP AND SCORES. THE UMPIRE RULES BATTER AWARDED FIRST ON THE INTERFERENCE AND RUNNER RETURNS TO THIRD.**
- T F 43. IN PLAY #42, THE OFFENSE HAS AN OPTION OF TAKING THE PLAY AND IGNORING THE INTERFERENCE.**
- T F 44. WITH NOBODY ON BASE AND NO COUNT ON THE BATTER, THE PITCHER STARTS HIS WINDUP AND STOPS. THE UMPIRE CALLS A BALL ON THE PITCHER FOR NOT COMPLETING HIS DELIVERY.**
- T F 45. RUNNER ON FIRST, ONE OUT. THE BATTER HITS A LINE DRIVE BACK TO THE PITCHER. HE INTENTIONALLY DROPS THE BALL TO TURN A DOUBLE PLAY. UMPIRE RULES THIS PLAY LEGAL**
- T F 46. IF A LEFT HANDED PITCHER BRINGS HIS FREE FOOT PAST THE BACK EDGE OF THE PITCHING RUBBER AND THEN THROWS TO FIRST IN AN ATTEMPT TO PICK OFF THE RUNNER, HE HAS COMMUTED A BALK.**
- T F 47. SPECTATOR INTERFERENCE CAUSES THE BALL TO BECOME DEAD IMMEDIATELY.**
- T F 48. ALL BASES, INCLUDING HOME PLATE AND THE FOUL LINES ARE IN FAIR TERRITORY.**
- T F 49. IF A BATTER REFUSES TO TAKE HIS POSITION IN THE BATTER'S BOX, UPON THE DIRECTION OF HTE PLATE UMPIRE, ANY PITCH DELIVERED IS RULED A STRIKE.**
- T F 50. UMPIRES ARE REPRESENTATIVES OF THE GAME OF BASEBALL AND AS SUCH SHOULD ALWAYS STRIVE TO MAINTAIN THE HIGHEST DEGREE OF INTEGRITY AND PROFESSIONALISM.**

FILL IN THE BLANK..

AN ILLEGAL PITCH WITH RUNNERS ON BASE IS A _____

**MASSACHUSETTS BASEBALL UMPIRES ASSOCIATION
2003 BASEBALL RULES EXAMINATION ANSWER KEY**

- | | | | | | | | | |
|-----|---|--------------|-----|---|-----------------|---------------------|---|------------|
| 1. | F | 1.15A | 20. | F | 6.08 C | 39. | T | 7.10 |
| 2. | F | 2.00 DEF | 21. | F | 6.06 C | 40. | F | 4.09 A |
| 3. | F | 2.00 DEF | 22. | T | 6.08 C | 41. | T | 9.02C, CB |
| 4. | T | 2.00 DEF | 23. | F | 6.08 B, AR | 42. | T | 6.08 C |
| 5. | F | 2.00 DEF | 24. | T | 2.00 DEF BALL | 43. | T | 6.08 C, CB |
| 6. | T | 2.00 DEF | 25. | T | 2.00 DEF BALL | 44. | F | 8.01D, CB |
| 7. | T | 2.00 DEF | 26. | F | 7.05 G | 45. | F | 6.05 L |
| 8. | F | 2.00 DEF | 27. | F | FORCEPLAY SLIDE | 46. | T | 8.05 A |
| 9. | F | 2.00 DEF | 28. | F | COLLISION | 47. | T | 3.16 |
| 10. | F | 2.00 DEF | 29. | F | 7.09 L, CB | 48. | T | 2.00 DEF |
| 11. | T | 2.00 DEF | 30. | F | 8.05 AR | 49. | T | 6.02 C |
| 12. | T | 2.00 DEF | 31. | F | 7.06 B | 50. | T | CODE |
| 13. | T | 5.09A, 6.08B | 32. | T | FORCEPLAY SLIDE | BONUS BALK 2.00 DEF | | |
| 14. | F | 3.13 | 33. | T | COLLISION | | | |
| 15. | F | 4.12 A,B | 34. | F | 8.01 C | | | |
| 16. | T | 4.10 C | 35. | T | 5.09 F | | | |
| 17. | T | 3.10 C | 36. | F | 7.05 G | | | |
| 18. | F | 6.06 C | 37. | T | FORCEPLAY SLIDE | | | |
| 19. | F | 5.09 B NOTE | 38. | T | 8.05 AR | | | |