



2004 BASEBALL RULES EXAMINATION - PART 1

Instructions: Only the **answer sheet** of this examination will be sent to the grader. **You retain the questions for further study.** Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. **Every part** of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

NOTE: Send answer sheet to your state association office unless otherwise instructed.

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A. The Ball Becomes Dead Immediately When:

1. The batter enters the batter's box with an illegal bat.
2. A coach physically assists a runner.
3. An umpire announces "Foul Ball."
4. A pitch touches a runner.

B. Starting A Game:

5. The umpire-in-chief shall decide whether the grounds and other conditions are suitable for starting the game.
6. Once the game has started, the home coach is the sole judge as to whether conditions are fit for play to continue.
7. Prior to game time, both teams shall deliver their batting orders in duplicate to the umpire-in-chief.
8. The game begins when the umpire calls "Play" after all infielders, pitcher, catcher and batter are in position to start the game.

C. Batting Out of Order:

9. A batter is out, on appeal, when he fails to bat in his proper turn and another batter completes his time at bat in his place.
10. Only the defensive team may appeal batting out of order after the batter has completed his time at bat.
11. While an improper batter is at bat, any advancement by a runner would be nullified if batting out of order is legally appealed.
12. The No. 4 batter bats in the place of the No. 2 batter and then becomes the proper batter when no legal appeal is made. The next batter shall be the No. 3 batter.

D. Each Runner is Awarded One Base When:

13. There is a balk.
14. A pitch lodges in an umpire's ball bag.
15. A fielder, with less than two outs, catches a foul fly ball and then leaves the field of play by stepping with both feet into a dead-ball area.
16. A pitch strikes a runner.

E. Substitution:

17. An unreported substitution shall be called out upon discovery.
18. An illegal player, upon discovery by either team, shall be ejected from the game.
19. The penalty for an illegal substitute who is discovered while at bat shall also include the appropriate batting-out-of-order penalty.
20. If a player re-enters the game in the wrong position in the batting order, he would be considered to be batting out of order.

F. Base on Balls:

21. The batter must go immediately to first base when awarded a base on balls before time-out is called.
22. Either the defensive team's catcher or coach may request the umpire to award the batter first base with an intentional base on balls.
23. An intentional base on balls may only be requested prior to the first pitch to a batter.
24. The ball remains live during an awarded intentional base on balls.

G. Player Equipment:

25. A foul fly caught by an illegal glove shall be nullified and treated as a foul ball, unless the team at bat elects to take the result of the play.
26. No protective equipment shall have exposed metal or any other hard material.
27. Only the team that is currently on defense must secure loose equipment.
28. Only the umpire-in-chief may authorize the use of a prosthesis by a player.

H. Pregame Conference:

29. The pregame conference should begin approximately 10 minutes prior to the start of the game.
30. The purpose of the pregame conference is only to exchange lineup cards.
31. Both teams shall remain in their dugout or bullpen area until the pregame conference has concluded.
32. Both coaches shall verify to the umpire-in-chief that all participants are legally equipped.

I. Open Wound or Bleeding:

33. A coach who is bleeding may continue to participate in the game as long as he has no contact with a player.
34. A player with an open wound must leave the game to receive medical treatment.
35. If a starting player leaves the game to receive medical treatment, the re-entry rule would not apply.
36. As long as the team trainer verifies that a uniform with excessive blood has been safely treated, a player may continue to wear the uniform.

J. Infield Fly:

37. With two outs, an infield fly is possible with only first base occupied.
38. An infield fly is a fair fly that can include a line drive or an attempted bunt.
39. The declaration of an infield fly would be rescinded if an outfielder attempted to catch the ball.
40. An infield fly is still possible in the outfield, as long as the fly ball can be caught by an infielder with ordinary effort.

K. On A Dropped Third Strike:

41. With bases empty, the batter is out if he unintentionally kicks the ball.
42. The batter is always entitled to run.
43. With first base empty, the batter is considered to be out when he turns to his dugout and leaves the immediate area of home plate.
44. The batter may attempt to reach first base, even if the base was occupied and there were less than two outs, provided the runner on first was stealing on the pitch.

L. It is Umpire Interference When:

45. A throw from the shortstop to the first baseman lodges in the umpire's shirt.
46. A base umpire collides with a base runner.
47. The catcher's throw, on an attempted steal, hits and rebounds off the base umpire.
48. The plate umpire accidentally hits the throwing arm of the catcher during a play at third on an attempted steal.

M. Obstruction:

49. Obstruction may be an intentional or an unintentional act by a member of the defensive team that hinders a runner.
50. Obstruction may be a verbal or a physical act by the defense.
51. A fake tag is considered to be obstruction.
52. The umpire shall award a preceding runner the necessary base or bases needed to be able to complete the award to an obstructed runner.

N. Base Running:

53. Any runner who misses a base while advancing may not return to touch it after a following runner has scored.
54. On a foul tip, each base runner shall touch his base after the batted ball has touched a fielder.
55. A runner must vacate his base to permit a fielder to catch a fly ball in the infield.
56. All awarded bases must be touched in their proper order.

O. A Batter is Out When:

57. The catch of a foul ball is prevented by a spectator reaching into the playing area.
58. He accidentally deflects a foul ball that had a chance of becoming fair.
59. Any member of the offensive team interferes with a fielder attempting to field a foul fly ball.
60. In extra innings, he bunts a ball foul.

P. Play or Force Play:

61. A force play is a play in which a runner loses his right to the base he occupies and is forced to advance because the batter becomes a batter-runner.
62. A force situation is reinstated when a runner retreats past the base to which he was forced to advance.
63. A defensive appeal of a runner failing to touch a base is considered to be a play.
64. For a given runner, a force play ends as soon as a following runner is put out at a previous base.

Q. Charged Conferences:

65. In an extra-inning game, each team is permitted one charged time-out on defense plus any defensive conferences not used during the regulation game.
66. A conference is not charged to a team if a non-playing representative, and not the coach, meets with a player of the team.
67. If one team is having a charged conference and the opposing coach wishes to also meet with his players, he may do so only if he is charged a conference as well.
68. A defensive charged conference is concluded when the coach leaves the dirt area of the pitching mound.

R. A Coach:

69. May have in his possession, while in a coach's box, a stopwatch, PDA and/or a scorebook.
70. May be warned or ejected if he allows his team to line up near the foul line by home plate to observe the opposing team's infield practice.
71. May use smokeless tobacco while in his team's dugout.
72. If ejected, may return to the field when requested to attend to an injured player.

S. Umpire-in-Chief:

73. Any questions regarding legality of a player's equipment shall be resolved by the umpire-in-chief.
74. The umpire-in-chief has sole authority to forfeit a game.
75. The umpire-in-chief may review a video tape to determine if one or two runs scored during a given inning.
76. The umpire-in-chief shall be responsible for keeping a lineup card and recording all substitutions and team warnings.

T. Bats:

77. Both wood and non-wood bats must meet the BESR standard and be labeled with a silk screen or other permanent certification mark.
78. Inserting a foreign substance into a bat is illegal.
79. A non-wood bat must have a safety grip extending a minimum of 10 inches, but not more than 18 inches from the handle end of the bat.
80. A non-wood bat could be 38 inches in length as long as it weighs at least 34 ounces.

U. A Pitch:

81. A pitch dropped during delivery with the bases empty that comes to rest between the pitching mound and home plate will be declared to be a no pitch.
82. With a runner on first, a pitch dropped during delivery that comes to rest at the foot of the pitching mound shall be declared a ball.
83. A live ball legally delivered to the batter is a pitch.
84. An illegal pitch is not considered to be a pitch because the ball became dead at the time of the infraction.

V. Uniforms:

85. Caps and shoes are required equipment.
86. Each player's uniform shall be numbered on the front and back of the shirt.
87. One American flag 2 inches x 3 inches may be worn on each item of uniform apparel.
88. Uniform sleeve lengths for players may vary, but for each individual player, sleeves shall be approximately the same length and shall not be ragged, frayed or slit.

W. Warm-up Throws:

89. The starting pitchers may warm up by using not more than eight throws completed in one minute, timed from the first throw.
90. At the beginning of the second inning, the starting pitcher may warm up by using not more than five throws completed in one minute, timed from the third out of the previous half-inning.
91. A relief pitcher may not use more than five throws to warm up if he replaces a pitcher in the middle of an inning.
92. The umpire-in-chief may authorize more throws for a relief pitcher because of an injury or inclement weather.

X. Umpire Judgment Shall be Used to Determine Base Awards When:

93. A spectator picks up a live batted ball.
94. A pitch lodges in a catcher's uniform.
95. Obstruction occurs, with a minimum award of one base beyond the runner's position on base.
96. Loose equipment interferes with play.

Y. When A Pitcher is Warming Up, A Batter Loosening Up May:

97. Warm up in the opposing team's on-deck circle.
98. Warm up near home plate so he can better time the pitches.
99. Warm up only in his team's on-deck circle, provided the on-deck circle is safely located.
100. Warm up without a proper batting helmet if he is safely in the on-deck circle.

**NATIONAL FEDERATION
2004 BASEBALL EXAM I – ANSWERS**

1.	True	5-1-1c	51.	True	2-22-2
2.	False	5-1-2f	52.	True	8-3-2
3.	True	5-1-1h	53.	True	8-2-3
4.	True	5-1-1a	54.	False	8-2-4
5.	False	4-1-1	55.	False	8-2-7
6.	False	4-1-1 Note	56.	True	8-2-8
7.	True	4-1-3	57.	True	7-4-1d
8.	True	4-1-5	58.	False	7-4-1i
9.	True	7-1-2a	59.	True	7-4-1f
10.	True	7-1-2a Note	60.	False	7-4-1e
11.	False	7-1-2b Note	61.	True	2-29-3
12.	False	7-1-2e	62.	True	2-29-3
13.	True	8-3-1a	63.	False	2-29-6
14.	True	8-3-3d	64.	True	2-29-3
15.	True	8-3-3d	65.	False	3-4-1
16.	True	8-3-1a	66.	False	2-10-1
17.	False	2-36-2, 3-1-1	67.	False	3-4-5
18.	False	3-1-1	68.	False	3-4-3
19.	False	3-1-1	69.	True	3-3-1i
20.	False	2-36-3b	70.	True	3-3-1-g-5
21.	True	2-4-2	71.	False	3-3-1p
22.	True	2-4-3	72.	True	3-3-2
23.	False	2-4-3	73.	True	1-5-7
24.	False	2-4-3	74.	True	10-2-2
25.	True	1-5-3	75.	False	10-1-5
26.	True	1-5-5	76.	True	10-2-3j
27.	False	1-5-4	77.	False	1-3-2, 1-3-5
28.	False	1-5-5	78.	True	1-3-6
29.	False	2-10-2	79.	True	1-3-3
30.	False	2-10-2	80.	False	1-3-4
31.	True	2-10-2	81.	True	6-1-4
32.	True	2-10-2, 4-1-3a	82.	False	6-1-4
33.	False	3-1-6	83.	True	2-28-2
34.	False	3-1-6	84.	True	2-28-2
35.	False	3-1-6	85.	True	1-4-1
36.	False	3-1-6	86.	False	1-4-3
37.	False	2-19-1	87.	True	1-4-4
38.	False	2-19-1	88.	True	1-4-2
39.	False	2-19-1	89.	True	6-2-2c exception
40.	True	2-19-1	90.	True	6-2-2c exception
41.	False	8-4-1a	91.	False	6-2-2c exception
42.	False	7-4-1b, 8-4-1i	92.	True	6-2-2c exception
43.	False	8-4-1i	93.	True	8-3-3e
44.	False	7-4-1b	94.	False	8-3-3d
45.	True	2-21-2	95.	True	8-3-2
46.	False	2-21-2	96.	True	1-5-4 penalty
47.	False	2-21-2	97.	False	1-2-3, 3-3-3
48.	True	2-21-2	98.	False	1-2-3, 3-3-3
49.	True	2-22-1	99.	True	1-2-3, 3-3-3
50.	True	2-22-1	100.	False	1-4-5