



# 2009 BASEBALL RULES EXAMINATION – PART I

**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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**NOTE:** In the exam situations, **F** refers to a **fielder**, **B** refers to a **batter** and **R** refers to a **runner**. All situations and acts are legal, and no errors or mistakes are involved unless otherwise noted.

## The On-Deck Circle

1. It is mandatory for a player to warm up in the on-deck circle.
2. A player may warm up in the other team's on-deck circle.
3. The on-deck circle should be to the side and away from home plate, 37 feet if space allows.
4. Weighted bats, used to loosen up, can only be used in the on-deck circle.

## Uniforms

5. Each player shall have a number on the front of his shirt.
6. No players on the same team shall wear identical numbers.
7. Caps and shoes are required equipment.
8. The sleeves of each individual player shall be approximately the same length and shall not be ragged, frayed or slit.

## Illegal Gloves and Mitts

9. If a ball is touched with an illegal glove or mitt, the team at bat has the choice of taking the play or having the appropriate award enforced for use of an illegal glove/mitt.
10. The player caught using the illegal glove or mitt shall be ejected immediately.
11. The illegal glove or mitt must be replaced at the end of the half-inning.
12. A foul fly caught with an illegal glove/mitt shall be nullified and treated as a ball added to the batter's count.

## A Catch

13. A fielder who catches a ball and then runs into a wall or another player and drops the ball will be judged to have made the catch provided he traveled at least 10 feet.
14. For a catch to be made, a fielder may not use his cap, protector, mask, pocket or other part of his uniform to trap the ball.
15. A fielder must have both feet in fair ground for a catch to be declared.
16. It is not a catch when a fielder touches a batted ball in flight, which then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

## A Foul Ball Will be Declared When:

17. A batted ball first lands untouched in fair ground and settles on the foul line.
18. A batted ball clips the corner of third base and deflects into foul ground, where it comes to rest untouched.
19. A batted ball touches a bat that is lying in foul ground.
20. A fielder standing in foul ground touches the fly ball that bounces off his glove over foul ground and then lands in fair ground.

## An Infield Fly

21. Only first base must be occupied for an infield-fly situation to exist.
22. An infield fly can be a fair batted ball or an attempted bunt, but not a line drive.
23. For an infield fly to be declared, it must be able to be caught on the infield grass or dirt area in front of the bases.
24. The fair batted ball must be hit before two are out to be a possible infield fly.

## A Pitch

25. When a pitcher commits a balk and completes his delivery to the batter, it is considered to be a pitch.
26. A pitch ends when the pitched ball is secured by the catcher or comes to rest.
27. The time of the pitch is when the pitcher has committed himself to delivering the pitch to the batter.
28. A pitch dropped during delivery and which crosses a foul line shall be called a ball.

### **A Play**

29. 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.
30. A defensive appeal of a runner failing to touch a base or tag up properly is considered to be a play.
31. When a runner advances beyond a base to which he is forced, the force play is removed even if he fails to touch the base.
32. A force is reinstated when a runner retreats past the base to which he was forced to advance.

### **Sliding**

33. If a runner slides in a non-force situation, he must slide within reach of the base with either a hand or a foot.
34. A head-first slide is illegal.
35. A runner must slide in a force-play situation.
36. If, on a force-play situation, the runner elects to slide, he must slide on the ground and in a direct line between the two bases for the slide to be legal.

### **Substitution of a Pitcher**

37. If the starting pitcher does not face one batter, he may not participate at any defensive position for the balance of the game.
38. If the starting pitcher is replaced in the fifth inning, the substitute pitcher shall pitch until the batter is put out or reaches first base, or until a third out has been made.
39. If a substitute pitcher requires more than eight warm-up throws, the pitcher he replaced cannot return to the game as a pitcher.
40. A player cannot be removed as a pitcher and return to pitch the same inning.

### **A Charged Conference**

41. If time is called and the catcher goes to the mound to meet with the pitcher, the team will be charged with a defensive charged conference.
42. A defensive charged conference is concluded when the coach turns to walk away from his players.
43. An offensive charged conference is concluded when the coach initially starts to return to the coach's box or dugout.
44. Time granted for an obviously incapacitated player shall not constitute a charged conference.

### **A Team Warning Will Be Issued and the Next Offender of That Team Ejected When:**

45. A player loosens up to bat in the opposing team's on-deck circle.
46. A player commits an act for the purpose of causing a balk.
47. A player fakes a tag without the ball.
48. Players leave the bench area for the purpose of physical confrontation.

### **Coaching**

49. A coach who is ejected must leave the dugout but may sit in the stands.
50. The head coach must attend the pregame conference if available.
51. The base coach need not vacate his position in the coaching box if the area is needed by a fielder attempting to make a putout.
52. If a thrown ball unintentionally touches a base coach in foul ground, the ball remains live and in play.

### **Starting a Game**

53. The home team's coach shall decide whether the grounds and other conditions are suitable for starting the first game of a doubleheader.
54. Whether or not the visiting team agrees, the home team may mandate the ground rules that are to be used in the game.
55. A ground rule can, when needed, invalidate a rules book rule.
56. A game may be started with a team having only eight players present, provided the ninth player arrives before his spot in the lineup comes to bat.

### **Ending a Game**

57. If the home team scores a go-ahead run in the bottom of the seventh, or in any extra inning, the game ends at that point.
58. Unless a state association has adopted other game-ending procedures, if a game is called in the top of the sixth inning with the visitors scoring a tying run, the score shall be the same as it was at the end of the fifth inning.
59. If an over-the-fence home run is hit, only the go-ahead run will score before the game is terminated.
60. A game is terminated if a team cannot provide nine players to finish the game.

### **A Ball Becomes Dead Immediately When:**

61. The batter enters the batter's box with an illegal bat.
62. A batted foul ball contacts a small rock and is deflected toward fair ground.
63. Anyone who is required to wear a batting helmet deliberately removes his helmet while the ball is in live-ball territory and the ball is live.
64. The plate umpire interferes with the catcher who is attempting to throw.

## **Pitching**

65. If a pitcher is ambidextrous, he may face a given batter either as a left-handed pitcher or a right-handed pitcher, but not both.
66. The pitching regulations begin when the pitcher first arrives on the pitching mound.
67. With his feet in the wind-up position, the pitcher may deliver a pitch or attempt a pick-off at an occupied base.
68. From the set position, a pitcher wishing to change to the wind-up position must first step clearly backward off the pitcher's plate with his pivot foot first.

### **A Pitcher May Not Wear or Use:**

69. A multi-colored glove even if it is not distracting to a batter.
70. A non-glare face/head protector while pitching.
71. An exposed undershirt sleeve that is white.
72. A band-aid on the fingers or palm of his pitching hand that could come in contact with the ball.

### **With Runners on Base, a Balk Would be Declared When:**

73. A pitcher goes to his mouth with his pitching hand and, without wiping off his hand, touches the ball and then engages the pitching plate.
74. A pitcher intentionally pitches close to a batter.
75. A pitcher, in the set position, turns his shoulders to check a runner on first base after he has stretched and become set.
76. A pitcher defaces a ball and then delivers a pitch.

### **Leaving the Batter's Box**

77. The batter may legally leave the batter's box when a member of either team requests and is granted "Time."
78. The batter may legally leave the batter's box when the pitcher receives the ball and engages the pitching plate.
79. The ball is dead immediately when the batter leaves the batter's box in violation of the rule.
80. The batter must keep both feet in the batter's box when receiving the signs from his coach.

### **A Batter Will be Declared Out When:**

81. When the bat breaks and hits a fielder.
82. He hits the ball foul while one foot is touching the ground completely outside the lines of the batter's box.
83. He disconcerts the pitcher by stepping from the box on one side to the box on the other side of home plate while the pitcher is in position to pitch.
84. His third base coach interferes with the third baseman attempting to catch a foul fly ball.

### **Touching or Returning to a Base**

85. Even with the ball being dead because of an uncaught foul, a returning runner shall retouch all bases in reverse order.
86. A runner who misses a base while advancing may not return to touch the base after a following runner has scored.
87. A runner must touch his base after a foul tip is caught.
88. For failing to touch a base while returning, the runner may be called out if the defense makes a legal appeal.

### **Each Runner is Awarded Two Bases When:**

89. A pitch is touched by detached player equipment.
90. A spectator touches and prevents a fair ball from going over the fence.
91. A runner was attempting to advance at the time the ball becomes lodged in an offensive player's uniform.
92. A thrown ball becomes lodged in a defensive player's equipment or uniform.

## **Scoring**

93. The run will score when, with two outs, the runner on third successfully steals home before the batter-runner is thrown out at first on a dropped third strike.
94. One run will score if, with two outs and runners on second and third, the batter hits a home run, but the defense successfully appeals the runner from second missing third base.
95. With runners at second and third and one out, the batter hits a fly ball to center that is caught. The runner at third leaves early and both runners touch home on a bad throw from the outfield. The defense successfully appeals the runner leaving early at third. Neither run will count.
96. With the bases loaded and no outs, the runner at first base violates the force-play slide rule while advancing to second base. During the play, the runner from third advanced to home. The home plate umpire will count his run.

## **Umpiring**

97. Umpires shall only wear heather gray slacks.
98. Umpires shall not use tobacco or tobacco-like products on or in the vicinity of the playing field.
99. With his partner having left the field at the end of the game, the umpire-in-chief may correct a scorekeeping error when one team correctly informs him of the mistake.
100. The base umpire has concurrent jurisdiction with the umpire-in-chief in calling time, balks, infield fly, or in ejecting any coach or player.