Western Region Umpire School

Little League - Junior League - Senior League - Challenger Division

# District 2 Basic Rules Certification 2019

**Please answer the questions and write in TRUE or FALSE. Assume its Little League Major Baseball Division, unless otherwise indicated. Please indicate the question’s rule reference in your answer. Answers may be in multiple sections**

Student\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**General Information**

1. As long as a league gets approval from the Charter Committee in Williamsport they can get any rule in the rule book waived including allowing only 2 strikes for a strikeout.

**1.0 Object of the game**

1. The traditional batting donuts are allowed only for the first batter of the inning in warming up. 0
2. A pitcher may use a two-tone glove as long as it is not white or light gray. All Neoprene sleeves must be covered by an Undershirt.
3. A hockey style mask satisfies the requirement for a catcher’s throat guard.

**2.0 Definitions**

1. A hard hit grounder bounces off the front of third base, the ball settles in foul territory before passing third base or being touched. It is a foul ball.
2. A batted ball hits home plate and bounces to the pitcher. She throws to 1st to retire the Batter Runner. The Umpire properly lets the play stand because home plate is entirely in fair territory.
3. The batter squares to bunt and holds the bat in the strike zone. The pitch goes over everyone’s head and the batter makes no attempt to strike at the pitch nor pulls the bat back. The umpire calls a strike.
4. A bunted ball cannot be an infield fly.
5. An infield fly should be called any time there are runners on base with less than two outs.
6. A batted ball that goes sharp & direct from the bat and is legally caught by the catcher is a foul tip & a live ball. However, any runner stealing must return.
7. Kyle hits a fly ball down the line. Ronnie in an attempting the catch, drops the ball. When the ball is touched, both Ronnie’s his feet are in fair territory. The ball is entirely in foul territory. The umpire calls foul ball.
8. With a 3-2 count on an inside pitch, the batter swings and the ball hits his hand. The umpire awards first base since the hands are part of the bat.

**3.0 Game preliminaries**

1. Batting 9; Starter Able is replaced by Baker in the top of the 3rd inning. Able may not return any earlier than the top of the 5th.
2. A Major Pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game.
3. Batting 9: Team A is unable to field 9 players due to an injury or ejection and has no eligible substitutes. Team B’s manager selects any of Team A’s previously used players to re-enter the game.

1. The local board can approve the use of a courtesy runner for the catcher to speed up the games.
2. Batting 9: Team A is unable to field 9 players due to an injury or ejection and has no eligible substitutes. Team B’s manager selects any of Team A’s previously used players to re-enter the game.
3. In the top of the 4th inning, with the bases loaded, the manager brings in a relief pitcher to face the cleanup hitter. After two wild pitches, two runs score, the manager decides to bring another pitcher in. The umpire refuses to allow the change.
4. **Batting 9; only a starter can reenter the game, but in any position in the batting order.**
5. If a team has only 9 players, the manager or coach may warm up the pitcher while the catcher is putting on his gear.

**4.0 Starting and Ending the game**

1. The batting order need not be exchanged at home plate prior to the start of the game, if both teams have their own scorekeeper.
2. Continuous batting order; Young Larry Welk must leave in the middle of the game for his accordion lessons. When his turn at bat comes up the umpire properly call his position out.
3. With runners on 1st and 3rd and one out, the batter grounds to the 1st baseman, who tags first and throws to second for the double play? Prior to the tag being made at second base, the runner from third scores. The umpire allows the run.
4. 2 outs runner on third. The batter hits a ground ball to the pitcher and gets in a pickle between home and first He is tagged out, prior to the tag being made, R3 scores. The umpire disallows the run.
5. During the game Rachel is injured. Her team started with 9. Her team can continue with 8 players.

**5.0 Putting the Ball in Play**

1. Runners on first and second. The pitch tips the catcher’s glove, and deflects into the umpire’s ball bag. Runners advance. The umpire calls dead ball and returns both runners.
2. If a fair-batted ball touches a runner, after being deflected by an infielder, the ball is live & the runner is not out.
3. Fielders are playing in. Runners on 2nd and 3rd. Batter hits a hard shot through the shortstops legs & squarely hits R2 in the leg. No other infielder had a chance to field the ball. The Umpire calls time, Calls R2 out and returns R3 to 3rd.

**6.0 The Batter**

1. Big Foot Billy swings at a ball and hits liner into the gap. When he made contact the Umpire notices a good portion of his shoe was touching Home Plate. His heal was clearly on the line of the batter box. The umpire immediately calls time calls Billy out for foot touching the plate.
2. #4 bats in place of #2 and singles. #2 then bats and flies out. #3 bats and hits a single. An appeal is made and the umpire rules #4’s time at bat was legal.
3. 1 out runner (R1) on first. With 2 strikes the batter swings and misses a pitch that bounces 4 feet in front of the plate and the catcher catches it cleanly. The batter attempts to go to 1st base and R1 advances to 2nd. The Plate Umpire calls time, then properly calls the batter out and returns the runner on 2nd to 1st base.
4. While swinging at a pitch, the batter strikes the catcher’s glove, but hits a fair ball into the gap. Batter/runner is thrown out attempting to reach 3rd. The offensive manager has an option to take the interference call.
5. On a bunted ball down the first base line, the batter/runner inadvertently kicks the ball while in fair territory. The umpire makes no call since the kick was accidental.
6. After bunting the ball, the batter/runner runs clearly in fair territory towards first. The catcher, after fielding the bunt, appeals to the umpire that he was unable to throw due to the runner being in the way. The umpire agrees and calls the runner out.
7. On any interference the ball is dead.
8. Batter enters the box with an illegal bat. The umpires call the batter out and warns the manager that he will be ejected if it happens again.
9. The runner on first steals second on a pitch that hits the batter. The umpire calls a ball because the batter made no attempt to avoid being hit. The ball is dead. Runner returns.
10. When batting out of order is properly appealed, the proper batter (One who should have batted) is the one called out.

**7.0 The Runner**

1. Runners on 2nd and 3rd and a 3-1 count on the batter. The next pitch goes wild into the stands. The umpire awards the batter/runner first on the walk and advances each base runner one base.
2. A glove thrown at a batted ball must touch the ball for bases to be awarded.
3. BR hits a ground ball to left field. The left fielder throws the ball in, over everybody’s head and the ball rolls into the dugout. At the time of the throw BR had not reached 1st, at the time of the ball going out of play the BR was almost to 2nd. The Umpire calls time and awards BR 2nd base.
4. R1 is off the base after the pitch. The catcher attempts a pickoff. The first baseman blocks the base with his leg, then receives the ball and tags R1 out as he slides in head first. . The base umpire calls time, announces Obstruction and awards R1 2nd base.
5. One out, runner on 1st and the batter has a 3-1 count. On the next pitch, the runner steals second and over slides the base. The shortstop tags him before he returns to second. The pitch was ball four. The umpire calls the runner out.
6. A runner must turn right when overrunning 1st base to avoid being at liability to be put out.
7. 2 out, runner at 3rd. On strike 3 the Catcher drops the ball. BR makes no attempt to go to 1st and starts to the dugout. Catcher rolls the ball to the mound. Before BR gets to the dugout the manager yells to BR to go to first and he takes off. R3 has reached the pitcher’s mound on his way to the dugout. The pitcher picks up the ball and chases R3 back to third. R3 runs straight back to 3rd. The umpire calls R3 out for being out of the baseline.
8. Runner on third. Batter hits the ball to the infield and is thrown out at 1st. R3 is coming home watching the play and the Catcher is standing on the plate watching the play. We have a collision. The umpire properly warns the Catcher not to block the plate without the ball and warns R3 not to run over the catcher.
9. R1 is hit by a batted ball which has not passed any infielder. The ball deflects to the SS who attempts to throw out the BR. R1 interferes with the throw. The umpire call BR out for Interference by R1.
10. Runner on 2nd, the shortstop is playing directly between 2nd and 3rd. The batter hits a grounder to the SS. To avoid the collision R2 runs about 6 feet behind the SS. The umpire lets the play stand.

1. All appeals must be made verbally.
2. Bases loaded no outs, BR hits an inside the park grand slam. R2 missed home plate. After BR touches home, the Umpire calls time and informs the scorekeeper R2 is out and only 3 runs score.
3. Bases loaded 2 outs, BR hits an over the fence grand slam. R2 missed home plate. After BR touches home, the catcher with a new ball, tags the base and appeals R2 missed home. The umpire calls R2 out and informs the scorekeeper only one runs scores.
4. Bases loaded 2 outs, BR hits an inside the park grand slam. R2 missed home plate. After BR touches home, the catcher with the ball, tags the base and appeals R2 missed home. The umpire calls R2 out and informs the scorekeeper only one runs scores.
5. Runner on 3rd leaves as the pitcher lets the ball go. The batter hits a fly ball to the outfield. Ball is caught & R3 then returns, tags up & scores. Umpires ignores the leaving early and allow the score since the runner tagged up.
6. Runner leaves before the pitch. The Base Umpire immediately calls time and returns the runner to the base.
7. Batting 9, Mike and Mark are on the bench. They may both be used in the same inning as Special Pinch Runners provided they go in defensively.

**8.0 The Pitcher**

1. With runners on base the pitcher brings the pitching hand in contact with his mouth while on the rubber. He wipes it off. The umpire immediately calls a ball on the batter and advances the runners one base.
2. The pitcher, in the judgment of the umpire, intentionally threw at the batter. The umpire should call time and issue a warning to the pitcher and his manager.
3. Manager Weaver decides to visit his pitcher a 2nd time in the same inning. After getting to the mound the umpire informs the manager that he has to remove the pitcher.
4. Each umpire has the authority to rule on any point not specifically covered in the rules.
5. Mark is the Chief Umpire and has the plate. He is working with Andy, a youth umpire. Andy has a runner on first and 2nd and is stationed in the C position behind short. BR hits the ball to third base. The third baseman tags 3rd and throws the ball to first. Andy call both players out. Mark, calls time, walks out to tell Andy the BR was safe and he has to change the call. Mark properly turns, announces and give the safe signal for the runner at first. The Chief Umpire can overrule any other umpire on the field.

1. The umpire shall report to the league president any disqualifications or other incidents worthy of comments within 24 hours after the end of the game.

Optional Softball Questions:

1. The catcher decides to wear a 1st baseman’s mitt. The Umpire allows this.
2. The Pitcher is wearing a visor, the 2nd baseman a hat, and 1st base has some fuzzy thing holding her hair up. The umpire properly requires the team to change to any one of the options.
3. Little Wendy at 1st removes here fuzzy hair thingy from her head and puts it on her wrist. The umpire requires her to remove it.
4. The Pitcher while touching the rubber drops the ball from her hand with no runners. The ball is immediately picked up. The umpire calls a ball on the batter.
5. The Pitcher goes to her mouth inside the circle. The umpire calls time and awards a ball to the batter.
6. The runner leads off as soon as the pitcher releases the ball. The umpire calls the pitch a ball. The ball is returned to the pitcher in the circle. The runner waits for the pitcher to get back on the pitcher plate before returning. The Umpire calls the runner out.
7. Previous pitch was hit out of play, umpire give a new ball to the pitcher. While waiting for the batter to get set in the box, the pitcher takes the ball and rubs it in the dirt. Umpire calls time and awards a ball to the batter.
8. Runners on 1st and 3rd. Pitcher is delivering a pitch and in doing so the ball slips from her hand and rolls half way between her and home plate. Both Runners advance a base and the runner from 3rd scores. Umpire sends both runners back and declares the pitch a “No Pitch”.
9. Runner on 1st leaves 1st base right after the pitcher releases the pitch and steals second standing up. The umpire sends the runner back to 1st for leaving the base early.
10. The pitcher takes signs from the catcher with both hands together; she then immediately starts her delivery to the batter. The Umpire stops the play and awards a ball to the batter.
11. The batter squares to bunt the pitch. While bunting, sees that the pitch is going to bounce in the dirt and just stands there with the bat out in front and watches the ball bounce by. Umpire calls the pitch a strike.

**“It’s What You Learn After You Know It All That Counts.”**