

BCBUA Level 2 Exam - 2011

This exam consists of 50 questions. The pass mark is 40/50 or 80%. All questions are either TRUE (T) or FALSE (F). Answer the questions as they appear. Do not read anything into the questions. Please answer the questions on the Answer Sheet provided. Keep this exam for your records.

Questions #1-#25 pertain to the Official Rules of Baseball.

1. The pitcher looks strange...he is wearing a long sleeved undershirt that extends to his wrist on his throwing arm only. On his non-throwing arm, the undershirt has been cut off and is not visible at all. The umpire is correct to allow this.
2. The pitcher may wear a glove that is black, blue, AND red in colour so long as the umpire does not think it is distracting.
3. All bat boys/bat girls must wear helmets while performing their duties, even while standing inside the dugout.
4. On a foul tip, the ball is alive and in play.
5. No player shall intentionally damage or discolour the baseball by rubbing it with some type of foreign substance and, if discovered, the umpire shall demand the baseball and eject the offender from the game.
6. The umpires arrive at the ballpark an hour before the scheduled start time and discover that the field is unplayable. The umpires are correct to cancel the game.
7. A ball boy unintentionally interferes in a play as he is struck in the back with a live ball. The umpire is correct to leave the ball alive and in play.
8. The batter hits a foul fly ball behind 1st base and near the fence. The 1st baseman is in position to make the catch when an avid fan reaches into the playing area and bumps the 1st baseman's glove causing him to miss the ball. The ball falls to the ground. The umpire is correct to call the batter "Out" for "Spectator Interference".
9. If a manager has been ejected from the game, he will be allowed to sit in the grandstand, well removed from the vicinity of his team's bench or bullpen.
10. A game shall be forfeited to the opposing team when a team is unable to, or unwilling to place 9 players on the field.
11. The pitcher starts his delivery to the plate. The batter steps out of the batter's box. The umpire must call "Time" for the batter.

12. A legal catch may be made when a fielder catches a ball with one or both of his feet inside the dugout, as long as he does not fall down while in the dugout.
13. The count is 1-1 on the batter who attempts to bunt. The batter squares around and his foot is completely outside the batter's box in front of home plate. The batter fouls the pitch off. The umpire is correct to call "Foul Ball".
14. With a runner at 1st base, an **Improper** batter comes to the plate. On the first pitch to the batter, the runner at 1st successfully steals 2nd. The defensive team then appeals the use of an **Improper** batter. The umpire is correct to return the runner to 1st base and call the **Proper** batter "Out".
15. In the situation of Catcher's Interference, all runners including the batter-runner must safely advance 1 base or else the umpire should enforce the rule.
16. With nobody on base the catcher drops the 3rd strike. The batter starts for his dugout but just before he steps inside the coach yells at him to run to 1st base. The batter takes off for 1st and gets there safely since the infielders were throwing the ball around. The umpire should allow the play to stand.
17. The runner at 1st gets picked off and is involved in a rundown. While trying to get back to 1st base he is obstructed by the big 1st baseman who is blocking the base path without the ball. The base umpire signals for "Obstruction", however the ball gets past the 1st baseman and the runner takes off for 2nd base. The throw easily retires the runner. The umpire is correct to allow the play to stand 'as is' since the runner was greedy to go for extra bases.
18. With R2, the batter bunts the ball in front of home plate. The batter drops his bat, which hits the ball a second time mid-bounce. The pitcher fields the ball and throws to third base to retire R2. The umpire is correct to allow the play to stand.
19. The pitcher must take his signs from the catcher while standing on the rubber.
20. From the Set Position, the pitcher **MUST** step off the back of the rubber prior to making a pick-off attempt at any base.
21. While in contact with the pitching rubber, the pitcher may step and throw to any base in order to make a pick-off attempt.
22. The pitcher is allowed to lick his fingers while he is on the pitching rubber.
23. The pitcher is allowed to lick his fingers, while he is on the dirt, so that he can grip the ball better as long as he wipes them on his pants afterward.
24. If a pitcher commits a Balk and decides to deliver a pitch anyway, then the play shall proceed without reference to the Balk so long as all runners safely advance one base.

25. On an appeal of a Check Swing/Half Swing by the defensive manager or catcher the plate umpire **MUST** check with his base umpire.

Questions #26-#35 pertain to BC Minor rules.

26. Batters, on deck batters, base runners, players used as base coaches and bat boys in all age categories must wear double ear flap helmets.
27. Catchers in all age categories must wear a protective helmet and mask while catching in practice and warm-up situations such as bullpen or between innings. Coaches need to wear a mask only when warming up on the field between innings.
28. Pitch count is recorded after each game. A pitcher who requires rest after the first game of a double header can pitch in the second game for one inning.
29. If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest.
30. A pitcher requires three nights rest after throwing a 1PM game on a Sunday. The pitcher rests Sunday night, Monday night, Tuesday night and can pitch when he wakes up on Wednesday morning.
31. PeeWee pitchers may pitch on three consecutive days.
32. If a play is being made, or is about to be made, it is **MANDATORY** for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate.
33. On any force play, the runner must slide directly into the base. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
34. Any player during a game who is bleeding or who has an open wound, shall be removed from the field of play by the umpires. The player may not return to the game.
35. When a team is permitted to make an improper substitution as a result of an injury or ejection when no fresh subs are available, the manager of the injured player shall select the replacement player from the players already removed from the game.

Questions #36-#50 pertain to umpire mechanics using the 2 man system on a 70 foot diamond and higher. Mechanics are based on the 2 man system Umpires Manual 2006 Edition.

36. Both umpires have equal authority on the field to rule "Balk" or "Infield Fly".
37. The base umpire is responsible to signal the Catch/Out on all ROUTINE pop-ups.

38. The ideal angle for making a force call at 1st base is 90 degrees to the direction of the throw from the infielder.
39. With nobody on base, the 1st base umpire should position himself about 10-15 feet behind the 1st baseman with both feet completely in foul territory.
40. With nobody on base, and on all batted balls to the infield, the plate umpire should trail the batter-runner down the first base line to watch for swipe tags.
41. With nobody on base, and on all base hits to the outfield, the base umpire should watch the batter-runner touch 1st base while making the pivot, and then take the batter-runner to 2nd base.
42. With a runner at 1st base only, and on all base hits to the outfield, any possible play at 3rd base will be the responsibility of the plate umpire.
43. With a runner at 1st base, and on a ground ball to the infield, the base umpire should run directly towards 2nd base and get close for a probable play at the bag.
44. With a runner at 1st base, who is stealing on the play, the batter hits a broken-bat single to rightfield. R1 rounds 2nd and heads for 3rd. The base umpire is responsible for watching R1 touch 2nd base as well as the batter-runner touch 1st base.
45. With a runner on 1st, the runner steals 2nd on the pitch. On the throw, the ball gets away from the 2nd baseman and goes into centerfield. The runner takes off for 3rd. The call at 3rd is the base umpire's responsibility.
46. On a rundown between 1st and 2nd base, the plate umpire should hustle down the 1st base line and announce to his partner, "I've got this end!" when he is in a position to make calls at the cut-out area near the 1st base bag.
47. On a bases loaded hit to the outfield, the plate umpire is responsible for watching all runners touch 3rd base and home plate.
48. With a runner at 2nd base, who is stealing 3rd on the play, the base umpire should allow the plate umpire to make the call of "Out/Safe" because he has a better angle.
49. The signal of "Strike" and "Out" should be made with the right hand.
50. The signal of "Fair Ball" is done by pointing towards fair territory/the infield and saying "Fair" in a loud and clear voice.