



## Level IV Exam

2002

**Applicant name:** \_\_\_\_\_

**Address:** \_\_\_\_\_

1. R2 is attempting to steal when the batter is hit by the pitch. The batter is awarded 1<sup>st</sup> and R2 return to 2<sup>nd</sup>.
2. A catcher may wear a 1<sup>st</sup> baseman's glove behind home plate.
3. A batted fly ball to RF hits the fence, bounces back and deflects off the right fielder over the fence in fair territory is a ground rule double.
4. On a bunt, after the ball passes the pitcher, the pitcher collides with the batter. Obstruction is indicated and delay dead ball. The first baseman fields the ball but throws wildly to 1<sup>st</sup>. The BR reaches 2<sup>nd</sup> base. Play stands.
5. With runners on 1<sup>st</sup> and 2<sup>nd</sup> with 0 outs, a declared infield fly which is intentionally dropped becomes a dead ball and the batter is out.
6. With 1 out and runners at 1<sup>st</sup> and 2<sup>nd</sup>, the batter singles. R2 scores but R1 is thrown out at home. BR advances to 2<sup>nd</sup> but missed 1<sup>st</sup>. The defense appeals. 3 outs and 1 run scores.
7. R2 attempts to score on a base hit. The throw is to the first base side of the plate. R2 steps on home plate and maliciously collides with the catcher. R2 is ejected and the run scores.
8. With 2 out and runners at 1<sup>st</sup> and 3<sup>rd</sup>, on an attempted double steal, the batter interferes with the catcher. The batter is out.
9. With runners on 1<sup>st</sup> and 3<sup>rd</sup>, the batter hits a ground ball, R1 is out at 2<sup>nd</sup> and intentionally interferes with the shortstop who attempts to make the double play. BR is out on the interference and R3 returns to 3<sup>rd</sup>.
10. With R2 stealing on the play, a ground ball goes through the pitcher's legs and strikes the field umpire behind the mound. The ball is dead and BR is awarded 1<sup>st</sup> and R2 return to 2<sup>nd</sup>.

11. The batter misses 1<sup>st</sup> on his way to 2<sup>nd</sup> on a ground rule double. The pitcher, after putting the ball in play, throws wildly to 1<sup>st</sup> on the appeal. The runner scores on the play. The 1<sup>st</sup> baseman retrieves the ball and appeals. It is denied. The run counts.
12. A player may sit in the stands after being ejected provided he changes into street clothes.
13. With 1 out, on a 3-2 pitch, R1 attempts to steal 2<sup>nd</sup>. The batter swings and misses but interferes with the catcher's throw to 2<sup>nd</sup>. The throw is not in time. The batter is out and R1 returns to 1<sup>st</sup>.
14. With 1 out and a runner at 2<sup>nd</sup>, the batter swings at strike 3 in the dirt. The ball deflects into the umpire's bag. BR is awarded 1<sup>st</sup> and R2 is awarded 3<sup>rd</sup>.
15. During a rundown between home and 3<sup>rd</sup>, R3 is obstructed, R2 had advanced and was standing on 3<sup>rd</sup> when the obstruction occurred. R3 is awarded home and R2 remains at 3<sup>rd</sup>.
16. A pitcher who enters the game in an emergency is allowed as many warm-up pitches as he feels necessary.
17. A team is playing with no substitutes left to enter the game and the DH is ejected. The game is forfeited.
18. The batter, while still in the batter's box, is out when he is unintentionally hit by his fair bunted ball.
19. A photographer on the field, attempts to avoid a thrown ball but gets hit. The ball is dead.
20. To lead the inning off, B6 walks, B7 walks and B9 walks. B1 comes to bat. The first pitch is wild and B6 and B7 score. The next pitch is a home run. The defense appeals. The batter is out and 0 runs score.
21. R1 is stealing. The pitcher balks on his throw to 1<sup>st</sup>. The shortstop catches the throw from the 1<sup>st</sup> baseman and tags R1 as he overslides 2<sup>nd</sup> base. The play stands and R1 is out.
22. The first game of a doubleheader ends at 11:20pm. The 2<sup>nd</sup> game must be started even though there is a midnight curfew.
23. The pitcher, while standing astride the rubber, drops the ball. This is a balk.
24. In a scheduled 7 inning game, the home team leads 2-1 with 1 out in the bottom of the fourth inning when rain makes play impossible. This game must be replayed.
25. With runners at 1<sup>st</sup> and 3<sup>rd</sup> and 1 out, the shortstop intentionally drops a fair fly ball. The ball is dead and the batter is out.
26. After bunting a fair ball down the first base line, the BR runs outside the 3 foot lane to avoid the first baseman who is straddling the line in attempting to field the ball. The batter is out.
27. When one runner passes another, the ball remains alive and the following runner is out.
28. While playing in a light rain, the score is 7-2 for the home team after 6 innings of play. In the top of the 7<sup>th</sup>, the visitors score 4 runs and have the bases loaded with 1 out when the lights

fail. After 45 minutes, the lights are back on however the field is not playable. This is a suspended game.

29. A batter who clearly has a foot outside of the batter's box and swings but misses the pitch, is out.
30. A balk shall be called when a pitcher licks his fingers while standing on the rubber.
31. A runner at 3<sup>rd</sup> with 1 out, the batter hits a fly ball to LF. There is catcher's interference on the play. R3 scores easily and the batter is out. The umpire should return R3 to 3<sup>rd</sup> and award the batter 1<sup>st</sup>.
32. With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, the 3<sup>rd</sup> baseman goes into foul territory to catch a pop up. He jumps and makes the catch but he falls into the stands. The ball is dead and the runners advance to 3<sup>rd</sup> and home.
33. There is a long fair fly ball down the RF line that appears it will be a home run. The right fielder throws his glove at the ball and deflects the ball over the home run fence in foul territory. The batter is awarded 3 bases.
34. At the pre-game meeting, the umpire-in-chief may warn each manager that an intentionally pitched ball at the batter will result in ejections to both the pitcher and the manager.
35. It begins to rain during the break between games of a doubleheader, the umpire-in-chief for the 1<sup>st</sup> game determines if the 2<sup>nd</sup> game will start.
36. With 1 out and runners on 1<sup>st</sup> and 3<sup>rd</sup>, the batter flies to RF. R1 was running on the play. R3 tags up and scores before R1 is thrown out at 1<sup>st</sup> base before he can return. 3 out and 1 run scores.
37. Appeals on a half swing may be made on either a ball or strike and the plate umpire must refer to the base umpire for his judgement.
38. An unannounced defensive substitution becomes legal as soon as the defensive player assumes the defensive position.
39. 2 out, runners on 2<sup>nd</sup> and 3<sup>rd</sup>, the batter hits an inside-the-park home run. The defense appeals that R2 missed 3<sup>rd</sup> base and is called out. 3 out and 1 run scores.
40. The pitcher delivers a ball that was intentionally damaged by the 3<sup>rd</sup> baseman. The umpire should eject both the 3<sup>rd</sup> baseman and the pitcher.
41. R1 is stealing. The catcher is bumped by the umpire as he throws to 2<sup>nd</sup>. The throw is in time to retire R1. Dead ball, umpire interference and the play stands.
42. With 2 out, bases loaded, bottom of the 9<sup>th</sup> with a tie score, the batter is hit by a pitch. He advances to 1<sup>st</sup> and R3 scores. R1, believing the game is over, runs across the field. The defense appeals. It is denied and the game is over.
43. Only the plate umpire may declare a baseball unfit to use.

44. With runners on 1<sup>st</sup> and 2<sup>nd</sup>, R2 is picked off and ends in a run down between 2<sup>nd</sup> and 3<sup>rd</sup>. R1 advances to 2<sup>nd</sup>. R2 is obstructed by the 3<sup>rd</sup> baseman going to 3<sup>rd</sup>. The 2<sup>nd</sup> baseman's throw is wild and enters the dugout. Both runners score.
45. Players who have been substituted for may remain on the bench or warm up pitchers.
46. With a team using a DH, the pitcher may enter the game offensively anywhere in the batting order.
47. With the visiting team in the field and a runner at 3<sup>rd</sup> and 1 out, the batter hits a foul fly ball deep to LF. A spectator reaches out and interferes with the leftfielder's play on the ball. The umpire should call the batter out for the interference and award R2 home.
48. After bunting a ball, the batter drops his bat and starts for 1<sup>st</sup>. The ball rolls and hits the bat in fair territory. The batter is out.
49. The batter hits a single to RF. The rightfielder, seeing the BR make a wide turn, throws to 1<sup>st</sup> in an attempt to get the retreating runner. The throw enters the dugout. The BR is awarded 3<sup>rd</sup>.
50. 1 out, runners at 2<sup>nd</sup> and 3<sup>rd</sup>. On a 1-1 pitch, R3 attempts to steal home. R2 remains at 2<sup>nd</sup>. The catcher interferes with the batter and the pitch is fouled off. Dead ball. R3 scores, R2 remains at 2<sup>nd</sup> and the batter is awarded 1<sup>st</sup>.