

SNZ UMPIRES ANNUAL RULES TEST 2019 – Levels 1 to 3

Note: If you are a Level 3 umpire being assessed for Level 4 in the coming season you are required to sit the 100 question Level 4-7 rules test.

Pre-Amble: This Annual Rules Test is based on the New Zealand Rule Book 2018-2021 and relates to Fast Pitch only. You may also use the WBSC 2018-2021 rule book.

For the sake of brevity and clarity some questions will use the following symbols:

For Fielders: F1 = Pitcher; F2 = Catcher; F3 = 1st Base; F4 = 2nd Base; F5 = 3rd Base; F6 = Shortstop; F7 = Left Field; F8 = Centre Field; F9 = Right Field.

For Runners: R1 is always the lead runner, followed by R2, R3 etc.

For Batters: BR is the batter-runner; B1 is the lead-off batter, followed by B2, B3, B4 etc.

For Substitutes: S1 is the first substitution player, followed by S2, S3, S4 etc.

For The Bases: 1B = 1st Base; 2B = 2nd base; 3B = 3rd base; HP = Home plate

INSTRUCTIONS:

- This Rules Test is an Open Book Test. You may use the 2018-2021 New Zealand Rule Book or WBSC Rule Book to answer the questions. We highly recommend you do so and have included a Rule Reference column (optional to use). Answer strictly according to the Rule Book and NOT local bylaws and/or ground rules.
- **2.** The question may be long, but is written in full for clarity. If the Umpires ruling is only partially correct, the answer is FALSE.
- **3.** This Rules Test is now offered as an online test and includes 50 questions. Please provide your answers online and you will get your score result immediately after you press submit.
- **4.** All answers are either **True** or **False** (Yes = True, No = False) and are worth one (1) mark each for a total of 50 marks.
- 5. Please select your answer by clicking on the True or False button options.
- **6.** At the end of the test, press **Submit** and you will see your score immediately. You can only take the test once.
- 7. Completion of this test is to be done individually and **not as a group** to ensure the test is beneficial to the individual.
- 8. If you have any questions, please email: debeau12@gmail.com
- **9.** The Rules Test will close on **Sunday 15 September 2019**. Answers will be posted on the SNZ Umpires website shortly after the closing date.

If you require a reader/writer to complete the test please contact your local chief umpire to arrange this.

If you are unable to complete the test online please complete the answer sheet on page 8 and send to:

Dave Beaumont C/- 33 Marriotts Road, North New Brighton, Christchurch 8083 before the closing date.

		T/F	Rule Reference
1	Only pitchers (F1) are allowed to wear facemasks on the diamond.		
2	A softball batter's helmet must have two earflaps (one on each side).		
3	Any defensive team member including coaches, may take warm up pitches provided they wear a catcher's mask.		
4	At the beginning of the 1st inning pitchers are allowed three (3) warm up pitches.		
5	All fielding players, except the catcher, must be standing in fair territory before a pitch is delivered.		
6	A batter may wear protective arm and/or leg guards.		
7	A pitch crosses the plate at waist height with a quarter of the ball crossing the inside edge of the plate and the rest of the ball off the plate. RULING: Strike.		

8	A pitch crosses the plate with the top of the ball above the top of the batter's sternum (chest plate) but below their armpits. RULING: Ball.	
9	A pitch crosses the plate with the top of the ball at the bottom of the batter's kneecap. RULING: Strike.	
10	A pitch hits the ground before it reaches home plate, bounces up off the ground and crosses the plate above the knee. The batter does not swing at the pitch. RULING: Strike.	
11	Click on the link below to watch the video. The ball does NOT hit the bat. <u>https://www.youtube.com/watch?v=KhK5trHenms</u> RULING: Dead ball, batter is awarded 1st base.	
12	The batter is out if any part of their foot touches home plate when they hit the ball (fair or foul).	
13	A batted ball hits the batter standing in the batter's box. RULING: Dead ball, strike.	

14	1 ball, 2 strike count on the batter. The next pitch is bunted into fair territory. NB: A bunt is a ball not swung at, but intentionally met with the bat and tapped slowly (see picture). RULING: Batter is out.							
15	2 ball, 2 strike count on the batter. The batter bunts the next pitch. Watch the video to see what happens next. <u>https://www.youtube.com/watch?v=fqxrDcIPNF0</u> RULING: Batter is out.							
16	A batted ball first touches the outfield in foul territory, then rolls over the line into fair territory where it comes to rest. RULING: Foul ball.							
17	A batted ball hit into foul territory before passing 1st base spins back into the infield and comes to rest. RULING: Foul ball.							
18	A batted ball hits 3rd base, rolls and comes to rest in outfield foul territory. RULING: Fair ball.							

19	A batted ball is fielded by 3rd base (F5) on the foul line with one foot in foul territory. RULING: Foul ball.	
20	A batted ball is fielded by 3rd base (F5) over the foul line with both their feet inside the diamond. RULING: Foul ball.	
21	2 ball, 2 strike count on the batter. On the next pitch the batter tips a ball directly from the bat to the catcher's glove. RULING: Foul tip, batter is out.	
22	Runner on 1st base (R1 on 1B). 1 strike count on the batter. On the next pitch the batter hits a foul tip. R1 runs from 1st to 2nd base. RULING: Strike two (2), R1 is safe on 2nd base.	
23	One out. Runners on 1st and 2nd base. (R1 on 2B, R2 on 1B). The batter swings and misses the 3rd strike, which the catcher drops. RULING: The batter is out.	
24	One out. R1 on 1B. The batter swings and misses the 3rd strike, which the catcher drops. RULING: The batter is out.	
25	The pitcher (F1) can notify the plate umpire to give a batter an Intentional Base on Balls.	

	A pitch hits the ground before it reaches home plate, bounces up off the ground and is hit by the batter.
26	The batted ball is caught in flight by F1.
	RULING: Legal catch, batter is out.
	The batter hits a line drive to 3rd base fielder (F5).
27	The ball deflects off F5's glove in flight and is caught by the shortstop (F6).
	RULING: Legal catch, batter is out.
	The batter hits to shortstop (F6) who throws the ball to 1st base.
28	F3 catches the ball with their whole foot on the foul (coloured) portion of 1st base just before the batter-runner reaches the base.
	RULING: The batter is safe.
29	On a double (two base) hit to the outfield the batter-runner must touch the fair (white) portion of 1st base as they run to 2nd base.
	Fenced Diamond.
	The batter hits to the outfield.
30	The batted ball bounces over the outfield fence before they reach 1st base.
	RULING: The batter-runner is awarded 2nd base.

		T/F	Rule Reference
31	Fenced Diamond.		
	The batter hits to the outfield.		
	The batted ball bounces over the outfield fence after they have touched 1st base.		
	RULING: The batter-runner is awarded 3rd base.		
	Open diamond. The batter hits a foul fly ball between home plate and 1st base.		
	The catcher (F2) jumps up from foul territory and catches the ball over dead ball territory with both feet in the air.		
32	F2 lands in dead ball territory with the ball securely held in their glove.		
	RULING: Legal catch, batter is out.		
33	Fenced diamond. The batter hits a fly ball close to the outfield fence. F8 catches the ball, then falls over the fence. F8 lands in dead ball territory with the ball securely held in their glove. RULING: Legal catch, batter is out.		
34	Fenced diamond. R1 on 3B, R2 on 2B. The batter hits a fly ball close to the outfield fence. R1 and R2 hold their bases. Watch the video to see what happens next. https://youtu.be/jMfJ-GGOs6g		
	RULING: Legal catch, batter is out, R1 is awarded home and R2 is awarded 3rd base.		

35	R1 on 1B. The batter hits to shortstop (F6) who fields the ball and runs to 2nd base attempting to force out R1 (see picture). In the umpire's judgement, F6's foot and R1's foot touch 2nd base at the same time. RULING: R1 is safe.						
36	Only the plate umpire can eject a coach.						
37	The catcher stands up to catch a pitch blocking the plate umpires view of the batter's swing or no swing. RULING: The plate umpire can ask the base umpire if the batter made an attempt to hit the pitch to assist with a strike/ball call.						
38	After completing the top of the 5th inning, Whero team has 1 run. Kākāriki team (batting second) has 9 runs. Kākāriki team are declared winners on the run ahead rule and the game is over.						
39	If an umpire sees a runner leave a base before a caught fly ball is first touched they should call that runner out immediately, regardless of whether the fielding (defensive) team make an appeal or not.						
40	R1 on 1B. The batter hits a double (two base hit) to right field. R1 advances to 3rd base.						
41	If a team is using a designated player (DP) they must have ten (10) players listed in their starting line-up.						

42	A team has a designated player (DP) in their line-up batting for the pitcher (F1). In the 6th innings the coach notifies the plate umpire that F1 will bat in place of the DP. RULING: This is a legal change.	
43	Makea starts the game at centre field (F8). In the 3rd innings Makea is substituted by Hoani (S1) fielding at F8. In the 5th innings Makea re-enters the game fielding at F8. In the 7th innings Makea is substituted by Avery (S2) fielding at F8. RULING: All of these changes are legal.	
44	Only the plate umpire can declare an infield fly.	
45	No outs. Runners on 1st and 2nd base (R1 on 2B, R2 on 1B). The batter hits a fly ball towards the shortstop (F6). The umpire/s call "Infield fly". Watch the video to see what happens next. <u>https://youtu.be/WbFDeD6Mup4</u> SOFTBALL RULING: The batter is safe.	
46	One out. Runners on 1st and 2nd base (R1 on 2B, R2 on 1B). The batter hits a fly ball between 3rd base (F5) and shortstop (F6). The umpire/s call "Infield fly". R1 runs to 3rd base on the hit. Both F5 and F6 call for the ball, they collide and the ball falls to the ground. RULING: The batter is out, R1 is safe on 3rd base.	

	One out, R1 on 3B.
47	The batter bunts the first pitch to attempt a "squeeze play".
	NB: a squeeze play is a hit and run attempt to score the runner on 3rd base.
	The base umpire calls R1 out for leaving 3rd base before the pitch (leaving early).
	RULING: Dead ball, R1 is out for leaving early, batter returns to bat with no count.
48	See picture. The runner is out for interfering with a fielder who is attempting to field a batted ball.
	R1 on 2B.
	The batter (B2) hits a ground ball towards shortstop (F6).
49	Watch the video to see what happens next.
	https://youtu.be/lv1Do7srV5s
	RULING: Dead ball, R1 is out for interference, B2 is safe on 1st base.
	The batter (B1) bunts the ball which is fielded by F2.
	F2 throws to 1st base.
50	The thrown ball hits B1 who is in the "running lane" (see picture).
50	NB: The running lane is a one metre line in foul territory starting halfway between home plate and 1st base.
	RULING: Dead ball, B1 is out for interference.

SNZ UMPIRES ANNUAL RULES TEST 2019 – Levels 1-3

ANSWER SHEET

Name:		iation		
Current Level:	Email:	Phone:		

Q	T/F	Q	T/F	Q	T/F	Q	T/F	Q	T/F	Q	T/F
1		10		18		26		35		44	
2		11		19		27		36		45	
3		12		20		28		37		46	
4		13		21		29		38		47	
5		14		22		30		39		48	
6		15		23		31		40		49	
7		16		24		32		41		50	
8		17		25		33		42			
9						34		43			

Return **this page only** if you are submitting written answers (instead of completing test online) to: Email: <u>debeau12@gmail.com</u> OR send to: Dave Beaumont

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