

General Knowledge Section - True/False - 1 Point Each			
1)	TRUE	FALSE	Any rules listed in the HAJBA rulebook for specific baseball divisions should be followed in preference of General Baseball rules found in the NFHS rules book.
2)	TRUE	FALSE	As an umpire I can override the general rules in the HAJBA rule book in the spirit of fair play and sportsmanship where I deem appropriate.
3)	TRUE	FALSE	There is unlimited substitution in fielding positions, unless a coach is freely substituting to delay a game or abuse this privilege.
4)	TRUE	FALSE	I can question a coach between innings if I feel they are not rotating players equally so that all players are getting fair playing time.
5)	TRUE	FALSE	A pitcher may not wear white sleeves that are visible below his or her uniform sleeves, nor wear a sweatband on either arm, because it makes it harder for the batter to see the ball when it is pitched.
6)	TRUE	FALSE	The closest base coach determines placement of base runners after stopping play for an injured player.
7)	TRUE	FALSE	In between Innings, Umpires are not to be socializing with anyone from either of the teams or people outside the playing area. They should be situated in a "Neutral" position on the field as to not give the impression of favor to either team.
8)	TRUE	FALSE	An important aspect of an Umpire's job is to ensure that the game moves along at a consistent pace. The transition between innings should not take longer than 3 minutes. If this becomes an issue with a team, an umpire should speak to the Head Coaches of both teams and politely ask them to "move things along".
9)	TRUE	FALSE	An inning is considered to have started immediately following the final out of the previous inning.
10)	TRUE	FALSE	The Plate Umpire is responsible for starting a game at the scheduled time. If a team is not ready to play within 5 minutes of the scheduled starting time, the game will be forfeited.
11)	TRUE	FALSE	No equipment, clothing, or jewelry will be worn by players, managers, or coaches, which, in the opinion of the Plate Umpire, constitutes a safety hazard.
12)	TRUE	FALSE	If a player accidentally throws a bat, the umpire will warn the player and his or her team. Any other bat-throwing incident by a player on that team will cause that player to be out.
13)	TRUE	FALSE	If the defensive player does not have the ball and is not about to receive it, he/she can block the base or be near enough to impede the runner.
14)	TRUE	FALSE	1st base, 2nd base, 3rd base and Home plate are all completely in Fair Territory
15)	TRUE	FALSE	A base runner is out and the ball is dead if the base runner is hit by a fair batted ball before a fielder has a chance to field the ball.
16)	TRUE	FALSE	If a legally batted ball hits home plate it is AUTOMATICALLY a foul ball.
17)	TRUE	FALSE	Runners can advance on a foul tip.
18)	TRUE	FALSE	A pitch that first bounces on the ground prior to reaching home plate cannot be legally hit by the batter.

General Knowledge Section - 1 Point Each			
19)	TRUE	FALSE	If a pitched ball strikes the ground first and then strikes the batter, the batter is awarded first base if he/she does not swing at the pitch and attempts to avoid being hit.
20)	TRUE	FALSE	If the fielder's feet are in FOUL territory when a batted ball is first touched by that fielder, it is AUTOMATICALLY a foul ball.
21)	TRUE	FALSE	The batter hits a pitch directly into the mask of the catcher. After hitting the mask, the ball falls directly into the catcher's mitt. The umpire should rule this a foul tip.
22)	TRUE	FALSE	With a runner on first base, the batter hits a fair ground ball to the first baseman who steps on first base to get the batter out. The first baseman then throws the ball to the shortstop at second in an attempt to get the advancing runner out. In this situation, the shortstop must actually tag the advancing runner prior to the runner reaching second base to record the out.
23)	TRUE	FALSE	With a runner on third base and two outs, the batter hits a fair ground ball to the shortstop who in turn throws the ball to first for the third out, however, prior to the ball reaching first base, the runner on third crosses home plate. The run should be allowed to score.
24)	TRUE	FALSE	When swinging at a pitch, the batter misses the ball but strikes the catcher's glove. The batter should be awarded first base for catcher interference.
25)	TRUE	FALSE	When indicating a batted ball is fair, the home plate umpire should straddle the foul line, point to fair territory and yell "fair ball!".
26)	TRUE	FALSE	When judging whether a ball is fair or foul, the home plate umpire should judge the location of the ball in relation to the foul line rather than the location of the fielder when he/she touches the ball.
27)	TRUE	FALSE	A Foul Tip is a batted ball that goes sharp and direct from the bat to the catcher's glove or hands and is legally caught.
28)	TRUE	FALSE	A Foul Tip is always a strike
29)	TRUE	FALSE	A batter comes up to the plate. The count is 1 ball, 2 strikes. The opposing team then notices that he is not the correct batter. The correct batter can replace the incorrect batter and complete the AT BAT.
30)	TRUE	FALSE	If a HAJBA Umpire does not show up at their assigned field 15 minutes prior to the start of the game, dressed and ready to do their job, they are in jeopardy of being replaced by another Umpire for that game.

Bantam Baseball Section - True/False - 1 Point Each			
31)	TRUE	FALSE	An official game shall consist of Six (6) Innings. No new Inning may begin after Two (2) Hours from the start of the game.
32)	TRUE	FALSE	Teams will play Nine (9) players at a time defensively.
33)	TRUE	FALSE	Two (2) coaches of the defensive team may be placed in the Infield to instruct players.
34)	TRUE	FALSE	Use of Hit Sticks and Whiffle Balls within the confines of the Outfield Grass, in a safe manner, is permitted prior to a game.
35)	TRUE	FALSE	Bunting is allowed.
36)	TRUE	FALSE	Stealing is not allowed.
37)	TRUE	FALSE	A difference of Twenty-Nine (29) runs at the end of Four (4) Innings, or Fifteen (15) runs at the end of Five (5) innings, will complete a game.
38)	TRUE	FALSE	Innings 1, 2, 3 and 4 will be pitched by both player and coach pitchers.
39)	TRUE	FALSE	During coach pitch only innings, the batter has Six (6) pitches total to put the ball into play, after which the batter is declared out. There are no walks, and balls and strikes will not be called by the umpire.
40)	TRUE	FALSE	During coach pitch only innings, the offensive coach shall pitch to his/her own team and will make every effort to avoid interfering in a play. If a batted ball hits the coach, the ball is considered dead, no pitch.
41)	TRUE	FALSE	A player may pitch in only Two (2) innings per game. If the pitcher is removed from the pitchers position during an inning, the pitcher may not return to the mound to pitch during the same game.
42)	TRUE	FALSE	In the event that the ball is hit to the outfield, the runners are in peril of being put out at all times and may advance bases until the ball is in the possession of an outfielder and no further defensive play is attempted. (Trapped is acceptable)
43)	TRUE	FALSE	Runners cannot leave their base until the batter hits the ball. If the runner leaves a base early, the runner is out and play continues.
44)	TRUE	FALSE	In the event of a tied score at the end of regulation play (complete innings or time limit), the umpire will inform the manager of each team that the tie breaker rule will be invoked as follows: Each team shall begin their offensive half of the next inning with a runner on second base and One (1) out. This runner will be the last player to bat in the offensive teams previous inning. The same situation shall be used each inning until the tie is broken and the inning is complete.
45)	TRUE	FALSE	During Kid/Coach Pitch Innings (Innings 1,2 and 3), Umpires will call Strikes, even after the coach enters the game to pitch. A batter can strike out during Innings 1, 2 and 3 without swinging the bat, even while the coach is pitching. See Rule 41.02 in the HAJBA Rulebook.

Midget Baseball Section - True/False - 1 Point Each

46)	TRUE	FALSE	An official game shall consist of Six (6) Innings. No new Inning may begin after Two (2) Hours from the start of the game.
47)	TRUE	FALSE	Teams will play Ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing Four (4) outfielders. Outfielders must be positioned on the grass part of the outfield.
48)	TRUE	FALSE	Use of Hit Sticks and Whiffle Balls within the confines of the Outfield Grass, in a safe manner, is permitted prior to a game.
49)	TRUE	FALSE	Bunting is allowed.
50)	TRUE	FALSE	A runner on Third (3) at the time of the pitch may only advance from third base to home if the ball is hit or with the bases loaded the batter receives a base on balls or is hit by a pitch.
51)	TRUE	FALSE	The batter is out on the third strike, unless the catcher drops the ball.
52)	TRUE	FALSE	Runners may not leave their base until the ball crosses the plate.
53)	TRUE	FALSE	With two outs, a courtesy runner will be allowed to replace the catcher for the next inning on a base to speed up the inning transition. The courtesy runner will be chosen by the coach.
54)	TRUE	FALSE	No more than Five (5) runs shall be scored by the offensive team in any inning, except the sixth inning. Scoring of runs is not limited in the sixth inning.
55)	TRUE	FALSE	A difference of Fifteen (15) runs at the end of Four (4) innings, (Three and One-half innings if the home team is ahead), will constitute a complete game.
56)	TRUE	FALSE	A difference of Ten (10) runs at the end of Five (5) innings, (Four and One-half innings if the home team is ahead), will constitute a complete game.
57)	TRUE	FALSE	A game can end in a tie.
58)	TRUE	FALSE	Nine (9) outs maximum per pitcher per day. If a pitcher is removed from the mound, that player may not return as a pitcher for the remainder of the game.
59)	TRUE	FALSE	In the event of a tied score at the end of regulation play (complete innings or time limit), the umpire will inform the manager of each team that the tie breaker rule will be invoked as follows: Each team shall begin their offensive half of the next inning with a runner on second base and One (1) out. This runner will be the last player to bat in the offensive teams previous inning. The same situation shall be used each inning until the tie is broken and the inning is complete.

Minor Baseball Section - True/False - 1 Point Each			
60)	TRUE	FALSE	An official game shall consist of Seven (7) Innings. No new Inning may begin after Two and one half (2.5) Hours from the start of the game.
61)	TRUE	FALSE	Every player on the team who is present for a game will not sit on the bench more than Two (2) innings and those innings must not be consecutive. Every player must play a minimum of Two (2) infield innings of an official Seven (7) inning game.
62)	TRUE	FALSE	Use of Hit Sticks and Whiffle Balls within the confines of the Outfield Grass, in a safe manner, is permitted prior to a game.
63)	TRUE	FALSE	Intentional walks are allowed.
64)	TRUE	FALSE	Home may be stolen one time per inning, per team, on a wild pitch, passed ball or straight steal; However runner may score on any other play made on him or other runners (ie. pick off attempt, catcher throws to base). Stealing home on a throw back to the pitcher is considered your one steal.
65)	TRUE	FALSE	Leads Offs are allowed.
66)	TRUE	FALSE	A difference of Ten (10) runs at the end of Five (5) innings, (Four and One-half innings if the home team is ahead), will constitute a complete game.
67)	TRUE	FALSE	An Eight (8) run limit per inning will apply with the exception of the Seventh (7) inning which will be unlimited.
68)	TRUE	FALSE	Nine (9) outs maximum per pitcher per day. If a pitcher is removed from the mound, that player may not return as a pitcher for the remainder of the game.
69)	TRUE	FALSE	The manager will be warned if the pitcher hits Three (3) batters in a game. If the pitcher hits a Fourth batter, as a result of being wild, the umpire will have the pitcher removed from pitching duties for the remainder of the game. This rule applies only if the batter(s) have made a sufficient attempt to avoid being hit.
70)	TRUE	FALSE	One (1) Balk warning per pitcher, per game, will be given.
71)	TRUE	FALSE	In the event of a tied score at the end of regulation play (complete innings or time limit), the umpire will inform the manager of each team that the tie breaker rule will be invoked as follows: Each team shall begin their offensive half of the next inning with a runner on second base and One (1) out. This runner will be the last player to bat in the offensive teams previous inning. The same situation shall be used each inning until the tie is broken and the inning is complete.
72)	TRUE	FALSE	With no Runners on Base, and One Out, a Batter can attempt to advance to First Base if the Third Strike is not cleanly caught by the catcher.
73)	TRUE	FALSE	With the Bases loaded, and Two Outs, a Batter can attempt to advance to First Base if the Third Strike is not cleanly caught by the catcher.

Major Baseball Section - True/False - 1 Point Each

74)	TRUE	FALSE	An official game shall consist of Seven (7) Innings. No new Inning may begin after Two and one half (2.5) Hours from the start of the game. No new inning may begin after Two (2) hours if a double header is being played.
75)	TRUE	FALSE	Every player on the team who is present for a game will play a minimum of Two (2) innings defensively of an official Seven (7) inning game.
76)	TRUE	FALSE	A difference of Ten (10) runs at the end of Five (5) innings, (Four and One-half innings if the home team is ahead), will constitute a complete game.
77)	TRUE	FALSE	Nine (9) outs maximum per pitcher per day. If a pitcher is removed from the mound, that player may not return as a pitcher for the remainder of the game.
78)	TRUE	FALSE	The manager will be warned if the pitcher hits Two (2) batters in a game. If the pitcher hits a Third batter, as a result of being wild, the umpire will have the pitcher removed from pitching duties for the remainder of the game. This rule applies only if the batter(s) have made a sufficient attempt to avoid being hit.
79)	TRUE	FALSE	In the event of a tied score at the end of regulation play (complete innings or time limit), the umpire will inform the manager of each team that the tie breaker rule will be invoked as follows: Each team shall begin their offensive half of the next inning with a runner on second base and One (1) out. This runner will be the last player to bat in the offensive teams previous inning. The same situation shall be used each inning until the tie is broken and the inning is complete.
80)	TRUE	FALSE	With the Bases loaded, and One Out, a Batter can attempt to advance to First Base if the Third Strike is not cleanly caught by the catcher.

Judge The Call - Good Call or Bad Call - 2 Points Each			
81)	Correct Call	Incorrect Call	With a runner on first and third base and one out, the batter hits a fly ball to right field. The runner on first goes almost all the way to second thinking the ball will not be caught. The right fielder makes a great catch and throws the ball into the first baseman who tags first for the third out of the inning after the runner on third has crossed the plate. The umpire rules the run counts because the third out was not a force out.
82)	Correct Call	Incorrect Call	Debbie is scheduled to bat but Erica steps into the box and promptly strokes a double to right centerfield. The defensive team appeals to the home plate umpire before the next pitch or play. The umpire recognizes that Debbie was scheduled to bat and that Erica batted out of turn. The umpire calls Erica out and removes her from second base.
83)	Correct Call	Incorrect Call	The runner on first base is stealing as the ball is fouled into the catcher's mask and drops into the glove of the catcher. The defensive manager wants the runner now on second base to return to first base because of the foul ball. The umpire disagrees and allows the runner to remain at second because of the foul tip.
84)	Correct Call	Incorrect Call	The batter gets set to hit the next pitch with a two-ball and two-strike count. The pitcher throws an inside pitch which the batter swings at, with the ball striking the batters hands. The umpire awards the batter first base.
85)	Correct Call	Incorrect Call	In running the bases the batter-runner rounds first base on the way to second, but while rounding first, runs 15-feet out of the base line on the way to second base. The umpire calls the batter-runner out for being out of the base line.
86)	Correct Call	Incorrect Call	The second baseman takes the strong and accurate throw from the right fielder and is waiting for the batter-runner to come into second base. The batter-runner seeing that he is a dead duck, intentionally barrels into the second baseman and knocks the ball loose. The umpire calls the batter-runner out for not sliding or attempting to go around the fielder.
87)	Correct Call	Incorrect Call	The batter bunts the ball in fair territory and in running to first base unintentionally touches the ball. Umpire declares the batter runner out.
88)	Correct Call	Incorrect Call	The batter bats out of order and reaches base safely. An appeal is made before another pitch is delivered. The umpire declares the batter who reached base safely to be out.
89)	Correct Call	Incorrect Call	The batter hits a line drive single into right field but overruns first base. He makes no attempt to go to second. The right fielder fires the ball to the first baseman who tags the batter-runner before he gets back to the bag. The umpire declares the batter-runner safe.

Fair or Foul - Make the Call - 3 Points Each			
90)	FAIR	FOUL	Fielder is standing in fair territory when a fly ball touches his glove which is just outside of the foul line.
91)	FAIR	FOUL	The ball hits in foul territory, hits a pebble and bounces into fair territory and is fielded there.
92)	FAIR	FOUL	The ball hits in foul territory, spins forward and comes to rest directly on home plate.
93)	FAIR	FOUL	The ball is swung at and hits the batter's leg while he is in the batter's box, bounces into fair territory and is fielded there.
94)	FAIR	FOUL	There is a runner taking his lead off third base in foul territory. A line drive hits him and then bounces fair, where it is fielded.
95)	FAIR	FOUL	Ball rolls directly along the foul line, touches a corner of the base and then Rolls foul, never passing the bag.
96)	FAIR	FOUL	Ball hits fair, spins foul, hits a pebble, comes back into the diamond, crossing directly over the bag and comes to rest in fair territory.
97)	FAIR	FOUL	Ball rolls inside the line (fair), then into foul territory before reaching the bag, but after it passes behind the bag it hits a pebble and goes fair again, settling behind the bag.
98)	FAIR	FOUL	The third baseman, while standing in fair territory, reaches out into foul territory and touches a line drive which is definitely on the foul side of the line. However, he touched it when he was in fair territory.
99)	FAIR	FOUL	Left fielder goes into foul territory for a long fly. At the last second the wind carries the ball into fair territory. While standing in foul territory, he reaches into fair territory and touches the ball.

Umpire Field Mechanics - True/False - 1 Point Each			
100)	TRUE	FALSE	With No Runners on Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup behind First Base, fully in Fair Territory.
101)	TRUE	FALSE	With a Runner on First Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 1st/2nd Baseline, while not blocking the Fielder's View.
102)	TRUE	FALSE	With a Runner on Second Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 1st/2nd Baseline, while not blocking the Fielder's View.
103)	TRUE	FALSE	With a Runner on Third Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 2nd/3rd Baseline, while not blocking the Fielder's View.
104)	TRUE	FALSE	With a Runner on 1st and 2nd Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 2nd/3rd Baseline, while not blocking the Fielder's View.
105)	TRUE	FALSE	With a Runner on 1st, 2nd and 3rd Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 1st/2nd Baseline, while not blocking the Fielder's View.
106)	TRUE	FALSE	With a Runner on 1st and 3rd Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 2nd/3rd Baseline, while not blocking the Fielder's View.
107)	TRUE	FALSE	With a Runner on 2nd and 3rd Base, in a 2 Person Umpiring System, the Field Umpire should be Initially Setup between the Pitcher and the 1st/2nd Baseline, while not blocking the Fielder's View.
108)	TRUE	FALSE	When a Plate Umpire signals the count, both arms are to be raised up. The Fingers on the Left Hand indicate Balls, followed by Strikes on the Fingers of the Right Hand. Verbally give the count. Use consecutive fingers when giving the count.
109)	TRUE	FALSE	When indicating a Fair Ball, the Umpire points to Fair Territory with the hand closest to the infield, and verbally declares "Fair Ball".
110)	TRUE	FALSE	To indicate Time/Dead Ball, an Umpire raises both hands with open palms away from the body, and verbally declares "Time" or "Dead Ball".
111)	TRUE	FALSE	To indicate a Foul Ball, an Umpire raises both hands with open palms away from the body, and verbally declares "Foul Ball".
112)	TRUE	FALSE	To indicate a player as "safe", an Umpire extends both arms straight out with palms down and verbally declares "Safe".
113)	TRUE	FALSE	To indicate a player as "out", an Umpire brings the left arm with hand closed to midsection as right arm is extended straight up with hand facing ear. Then pull down at elbow while closing the fist and verbally declaring "Out".
End of the Test			