

**The Villages D1 Umpire Exam.**  
**V15: 12-12-25**

The references for this exam are the SSUSA 2026 Rulebook, The D1 Rules dated December 12, 2025 and the SSUSA Umpire Mechanics handbook.

There is only one correct answer to each question.

**True/False Rules Questions.**

1. After a batter hits an over the fence home run, he may go directly to the dugout and any runners on base may also go directly to the dugout.
  - a. True
  - b. False
2. A runner heading home from 3B who suddenly realizes he is about to touch the strike mat may jump over the batter's box and go back and touch the scoring plate before the catcher, with possession of the ball, touches the mat.
  - a. True
  - b. False
3. A batter-runner who carries the bat to 1B should be called out.
  - a. True
  - b. False
4. Metal cleats are allowed.
  - a. True
  - b. False
5. As two runners are advancing on the bases, an overthrown ball hits a glove that the offensive team left on the field near the fence. There was no opportunity for the defense to get an out on the play. The umpire should call time and send both runners back to the last base each runner touched at the time the ball touched the glove.
  - a. True
  - b. False
6. A runner coming home crosses over the scoring plate (or the scoring line, if the plate is wet) but does not get his foot on the ground before the catcher catches the ball while touching the strike mat. The runner is out.
  - a. True
  - b. False
7. The flip-flop rule is mandatory when the visiting team is ahead by at least 10 runs entering the open inning.
  - a. True
  - b. False
8. The catcher must be positioned within the 8.5 wide by 10-foot-long catcher's box to the rear of the batter's box before each pitch.
  - a. True
  - b. False
9. After a batter-runner touches 1B, the double-bag becomes one bag, and the runner and fielder may use either portion.
  - a. True
  - b. False
10. A courtesy runner is considered in the game when he touches the base of the runner he is replacing.
  - a. True
  - b. False

11. If a player runs as a courtesy runner in a specific inning, he cannot have a legal courtesy runner replace him later in that same inning.
  - a. True
  - b. False
12. An ejected player or coach must leave the bench area unless the act is determined to be flagrant and the umpire explicitly asks the player or coach to leave the grounds. An out will be recorded every time the ejected player's position comes to bat.
  - a. True
  - b. False
13. Batters may not chop down on the ball so that it bounces high in the air. If the umpire judges this as intentional, they will be called out.
  - a. True
  - b. False
14. An illegal courtesy runner on base is committing a continuing violation and may be called out at any time when noticed on base and even after scoring a run if it is noticed before the first pitch to the next batter.
  - a. True
  - b. False
15. Any fielder may use a mitt (first baseman type of glove), as opposed to a regular fielder's glove.
  - a. True
  - b. False
16. If a defensive team takes a second conference in the same inning, the pitcher must be removed from the pitching position but may stay in the game.
  - a. True
  - b. False
17. The pitcher must come to a complete stop and pause for 1 second before starting the delivery motion.
  - a. True
  - b. False
18. A pitcher has 10 seconds to release the next pitch after receiving the ball or after the umpire indicates, "Play ball." A batter also has 10 seconds to get set in the batter's box. The umpire can call a ball or strike if either the pitcher or batter are judged to be causing undue delay of a game.
  - a. True
  - b. False
19. A baserunner establishes his own base path. When there is a tag play on the runner he must stay within a 6-foot-wide lane directly between him and the base he is approaching.
  - a. True
  - b. False
20. When a runner passes 1B without touching the base before the ball arrives for a force out, he is considered to have touched that base and must be tagged or properly appealed before he touches 1B to register an out.
  - a. True
  - b. False
21. A batter hits a sharp grounder that deflects off the pitcher's foot and hits a runner while running from 1B to 2B with the second baseman behind the runner. The runner is safe.
  - a. True
  - b. False

22. "No pitch" shall be declared if a runner is called out for leaving a base too soon. This is a dead ball and all subsequent action is nullified even if a batter hits the ball.
- True
  - False
23. For a legal low pitch, the top of the ball must be above 6 feet and for a legal high pitch, the top of the ball must be below 12 feet.
- True
  - False
24. The pitcher shall not attempt a quick return of the ball to catch the batter unprepared. The umpire should call time (and no pitch if the ball is already in the air) and allow the batter to get set.
- True
  - False
25. Any defender may wear a safety mask, and if discarded during a play, it becomes part of the playing field.
- True
  - False
26. A fielder in the batter's line of vision cannot distract the batter with unsportsmanlike intent prior to a pitch or after the pitch has been released.
- True
  - False
27. A runner must make every effort to avoid a collision with a fielder. If a runner misses 2B to safely avoid contact, and the fielder does not touch the base with a clean catch, or in the umpire's judgment the runner would have been safe without avoiding the contact, then the umpire can call the runner safe.
- True
  - False
28. An infield fly should be called on an infield pop-up only if the umpire judges that an infielder can catch the ball with ordinary effort.
- True
  - False
29. A base runner obstructed in a run-down shall be awarded the lead base at the time of the obstruction.
- True
  - False
30. A batter who contacts the ball with either foot completely outside the batter's box, is out whether the ball goes fair or foul.
- True
  - False
31. After hitting a safe line drive to right field the runner makes an aggressive turn toward 2B. He then stops and retreats back to 1B sliding safely under the first baseman's tag. The runner is out because sliding into 1B is prohibited.
- True
  - False

**Multiple Choice Rules Questions.**

32. When should the umpire call "No Pitch" after the pitcher has begun his delivery motion?
- When the pitcher drops the ball in the backswing of his delivery.
  - When a pitcher attempts to pitch before the batter is set in the batter's box.
  - When a pitcher hits attempts to quick pitch the batter.
  - All of the above.

33. A runner tags at 3B as a fly ball is caught. He heads home but stops after only one foot crosses the commitment line.
- The umpire should call the runner out if he retreats back toward 3B.
  - The umpire should call the runner out if the catcher tags him with 1 foot on, or past the commitment line.
  - The umpire should call the runner safe if he is tagged with both feet over the commitment line.
  - All of the above.
34. Which of the following is not an appeal play?
- Missing a base.
  - Batting out of order.
  - The batter-runner touching any part of the white portion of 1B when a play is being made on him.
  - Leaving a base early on a caught fly ball.
35. Under what circumstance can a courtesy runner be replaced?
- When it is his turn to bat and he is on base.
  - When he is injured severely enough that he cannot remain in the game.
  - When the runner he replaced decides to come back in to run.
  - After advancing one base.
36. When a batter steps into the batter's box and the umpire discovers that he has an obviously cracked bat, he should:
- Remove the bat from the game and let the batter hit with another bat.
  - Call him out, eject him and remove the bat from the game.
  - Call him out and remove the bat from the game.
  - Allow the batter to hit with the cracked bat.
37. Runners are on 1B and 3B with one out when the batter hits a deep fly ball that is caught. The runner at 3B tags but the runner at 1B does not tag up properly and leaves the base early. The defense returns the ball to the infield and tags 1B on a live-ball appeal after the runner from 3B has scored. What is the correct call:
- The runner who left 1B early is out, and the run does not score because this is a force out and the third out.
  - The runner who left 1B early is the third out, but the run scores because this is a timing play.
38. With two runners on, the batter hits a slow roller that is fielded by the first baseman in fair territory and 10-20 feet in front of the base. Trying to give his teammates time to advance, the batter-runner stops and then backpedals toward home to delay the tag.
- The batter-runner has done nothing illegal by stopping but should be called out as soon as he retreats toward home. The other runners may continue to advance.
  - The batter-runner has done nothing illegal by stopping but should be called out as soon as he retreats toward home. The umpire should call a dead ball and return the runners to the bases they occupied at the time of the pitch.
39. With one out and a runner on 1B, the batter hits a deep fly ball that appears to be going out for a home run. The runner leaves 1B and walks toward the dugout as the ball falls short of the fence. Under which circumstances should the runner be allowed to continue on to 2B?
- When the runner enters the dugout.
  - When the first-base coach pushes the runner back and he heads for 2B.
  - When the runner has moved ten feet away from 1B, realizes his error and continues on to 2B.
  - None of the above.
40. After a pitcher delivers a pitch with "excessive speed" (umpire's judgment), the umpire should:
- Do nothing.
  - Call "illegal" and let play continue.
  - Call "illegal" and verbally warn the pitcher for excessive speed (and if he delivers another pitch with excessive speed, remove him from pitching for the rest of the game).
  - Call "illegal" and warn the pitcher only if the batter does not hit the ball.

41. What is the mercy rule?

- a. 15 runs after trailing team bats 5 times.
  - b. 12 runs after 5 innings.
  - c. 10 runs after 5 innings.
  - d. There is no mercy rule in D1.
42. With 1 out and a runner on 3B, the batter hits a grounder to the shortstop, who throws to 1B while the runner at 3B breaks for home. The batter-runner touches part of the white portion of 1B ahead of the throw arriving. The umpires should:
- a. Call the runner safe for beating the throw and let the run score.
  - b. Declare a dead ball, call the batter-runner out and return the runner who scored to 3B.
  - c. Call an out at 1B (either umpire) and allow the play to continue since the ball remains live.
  - d. Say nothing and wait for a proper appeal.
43. In extra innings, we use the international tie-breaker rule, which means the last batter of the previous inning starts on 2B. When can the offense put in a courtesy runner for this player?
- a. Before any pitches are thrown.
  - b. After at least one pitch is thrown.
  - c. After the runner reaches 3B.
  - d. Only after there are two outs.
44. One out and runners on 1B and 3B. The ball is hit sharply to the 3<sup>rd</sup> baseman and the runner from 3B breaks for home hoping to draw a throw. The 3<sup>rd</sup> baseman catches the ball and follows the runner toward home. The runner, realizing he is in a pickle, slows down. The 3<sup>rd</sup> baseman runs down the runner and tags him just after the runner steps on the commitment line with one foot. The plate umpire should:
- a. Call the runner safe and let the play continue.
  - b. Call the runner out and let the play continue.
  - c. Call a dead ball, declare the run scores and award the batter 1B and the other runner 2B.

**Villages D1 Specific Rules. (These are rules in D1 that differ from SSUSA Rules)**

45. The pitcher releases a pitch to the batter with his toe on the pitching plate and moves behind the screen. The batter hits a sharp ground ball to the right of the pitching screen. The ball was within reach, he gloves it and throws out the runner easily. The umpire judges that the pitcher's torso and head were not behind the screen when the ball is struck. He should call the ball dead, the runner safe at 1B and only forced runners advance one base.
- a. True
  - b. False
46. A batted ball that comes to rest on the strike mat, but not on the pentagon home plate painted on the strike mat, is still a fair ball.
- a. True
  - b. False
47. Warm-up donuts are allowed in the on-deck area but should be stored off the field when not in use. A live ball that comes in contact with a warm-up donut left on the playing field should remain live if it is the defensive team's donut or be called dead and return runners to the last base touched if it is the offensive team's donut.
- a. True
  - b. False
48. A legal pitch must reach higher than the top of the pitching screen.
- a. True
  - b. False
49. A foul tip must go higher than the batter's head for the catcher to record an out by catching the ball.
- a. True
  - b. False
50. Runners are not allowed to slide across the scoring plate at any time.

- a. True
  - b. False
51. Teams may start a game one player short, with an out declared each time that spot in the order comes up to bat if the player has not yet arrived.
- a. True
  - b. False
52. A roster player who shows up late for a game may replace the substitute that started the game in his place.
- a. True
  - b. False
53. After 3 ½ innings, the home team is behind 14-1. They score 4 runs and load the bases. The batter hits a grand slam home run over the fence. How many total runs score in the inning?
- a. 5 runs
  - b. 6 runs
  - c. 7 runs
  - d. 8 runs
54. There is nobody out with runners on 1B and 2B and a 2-strike count. The batter hits an easy popup to the pitcher. The plate umpire calls "Infield Fly." The pitcher loses the ball in the sun. The ball hits the pitching screen on the fly and rolls harmlessly toward the catcher remaining in fair ground. The runners move up. The plate umpire should:
- a. Declare the batter out and let the play stand with runners advancing.
  - b. Call "dead ball," declare the batter out for strike 3 and return the runners to 1B and 2B.
55. A player may courtesy run for another player twice in the same inning.
- a. True
  - b. False
56. In extra innings, a player may be a courtesy runner for any other player once and only once, regardless of how many times that player was a courtesy runner in the first 7 innings.
- a. True
  - b. False
57. A protected player comes up for his 2nd at-bat of the game with a runner on 3B. This protected player walked in his first at-bat. The pitcher walks the protected batter on 4 straight balls. Where are the runners placed?
- a. The batter goes to 2B, the runner on 3B stays on 3B.
  - b. The batter goes to 2B, the runner on 3B scores.
58. The batter hits a sharp ground ball to the shortstop who catches it and throws it to 1B. The batter-runner beats the throw but touches both the white base and the orange base as he passes by the first baseman. The umpire should:
- a. Call the runner out. D1 rules require the runner to touch only the orange base.
  - b. Call the runner safe. The batter-runner may touch both bases simultaneously.
59. The visiting team is down by 14-3 after 3 innings. How many runs can they score in the top of the 4<sup>th</sup> inning?
- a. 5 runs.
  - b. 6 runs.

### **Umpire mechanics/responsibilities**

60. With nobody on base, the base umpire should start about 15 feet behind 1B in fair or foul territory
- a. True
  - b. False

61. Typically, the plate umpire will make all calls at the plate and 3B, while the base umpire makes calls at 1B and 2B. The base umpire should follow the last runner into 3B for any call there if there are multiple runners on base so the plate umpire can attend to plays at home.
- True
  - False
62. Pitches determined to be illegal should be called when the ball is about half way to the plate, at the apex of the ball's arc.
- True
  - False
63. You are the plate umpire. On a ground ball to shortstop, your partner makes an out call at 1B that should have been a safe call because the first baseman pulled his foot. You should:
- Immediately overturn your partner's call. Getting the call right is the most important thing.
  - Say nothing unless your partner asks for your help, and then confer with your partner before letting your partner change the call.
  - Tell the defensive team to appeal the call so that you can correct it.
  - Any of the above.
64. You are the plate umpire. The base umpire, who has calls on trouble fly balls makes an out call on a ball you clearly saw skip into the right-fielder's glove. The offensive team asks the base umpire to get help from you. You should:
- Wait to see if your partner asks for help. If he does, tell him what you saw and let him decide if he wants to change his call.
  - Go ahead and give a safe sign so he knows he got it wrong
  - If your partner asks you for help, tell him he got the call right. It would look bad if you overturned him.
  - None of the above.
65. With the bases empty, the plate umpire should be in position to watch the play at 1B in case the base umpire needs help on a pulled foot or swipe tag or the runner hitting the wrong bag.
- True
  - False
66. Strikes should be called loudly and with a right hand signal. Balls and illegal pitches should be called loud enough for at least the batter, pitcher and catcher to hear.
- True
  - False
67. When giving the count verbally, always say the number of balls first and show them on your left hand, and say the number of strikes second and show them on your right hand.
- True
  - False