

2026 NFHS Baseball – New Rules and Points of Emphasis

Rules Changes

Double First Base (Rules 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7)

- Beginning in 2027, all high school baseball fields will be required to use a double first base.
- The double first base is NOT required in 2026 and will not be used during the 2026 State Championships.
- Schools may choose to implement the double first base during the 2026 season.
- Purpose: Enhance player safety by reducing collisions between the batter-runner and the first baseman on close plays at first base.

Defensive Meetings (Rules 2-10-3, 3-4-6)

- A player-to-player defensive meeting is defined as two or more defensive players conferring while on defense (Rule 2-10-3).
- Each team is allowed one player-to-player defensive meeting per inning (Rule 3-4-6).
- Umpires must deny any additional defensive player-to-player meeting requests during the same inning.
- Rationale: Improves pace of play and prevents teams from stalling, particularly in situations involving weather or darkness.

Points of Emphasis

Discipline and Unsportsmanlike Conduct (Rules 3-3-1 through 3-3-4; 10-2-3)

- Unsportsmanlike conduct includes arguing balls and strikes, disputing umpire judgment calls, and showing disrespect toward officials.
- Penalties may include a warning, restriction to the bench/dugout, or ejection from the contest.
- Depending on the severity of the offense, ejection may be the first penalty assessed.
- These penalties are protective in nature and reinforce the educational values of respect, integrity, and personal responsibility.

Sportsmanship – Bench Jockeying and Props

- Bench jockeying includes taunting, negative comments, or attempts to distract, intimidate, or embarrass opponents or officials.
- Such behavior violates interscholastic standards of conduct and is prohibited.
- Penalties may include warnings, bench restrictions, or ejections at the umpire's discretion.
- Props are not permitted on the field or in the dugout as they do not serve an educational purpose and may contribute to unsporting behavior.
- The dugout should promote encouragement, unity, and fair play.

Proper Pitching Positions (Rule 6)

- Pitchers must use either the wind-up or the set position.
- Wind-Up Position: The pivot foot is in contact with the pitcher's plate and is not parallel to it.
- Set Position: The pivot foot is in contact with or directly in front of the pitcher's plate and parallel to it.
- The position of the pivot foot determines which pitching rules apply.
- Proper enforcement ensures consistency and prevents illegal pitching motions.

Running Lane Awareness (Rule 8-4-1g)

- The batter-runner must use the designated running lane in foul territory when there is a play at first base.
- Failure to use the running lane may result in interference being called.
- Penalty: The batter-runner is declared out and all other runners return to the base occupied at the time of the pitch.
- Purpose: Promote safety by reducing collisions, ensure fairness by preventing interference, encourage consistency in enforcement, and reinforce educational responsibility.

Courtesy Runner Rule Clarification (WIAA)

The WIAA Executive Board approved an exception to the NFHS Courtesy Runner Rule that allows the offense to use a courtesy runner for a batter who played the previous half inning defensively as a pitcher or catcher. This includes any player that may currently also be a designated hitter offensively. As a result, Case Book Play CR 18 does not apply in the state of Washington.

Process Regarding the Enforcement of NFHS 1-3-1 (WIAA)

- Umpires are now to inspect baseballs prior to the contest for NOCSAE certification.
- If NOCSAE certified baseballs are not provided, inquire as to whether proper baseballs are available by home team, and, if so, require them to be provided.
- If the home team does not have access, Head Coach is restricted to bench for remainder of game. Ask the visiting coach if he is willing and able to provide proper baseballs.
- If no proper baseballs are available, play the game with the baseballs at hand.
- If the home coach is restricted to the dugout for failure to provide legal baseballs as above, the WIAA must be notified through the local assignor for immediate follow-up.

1: Prior to the contest, the official is required to ask the coach, "Does your team have a healthcare professional authorized in concussion management?"

- A. True
- B. False

Reference: WIAA/WOA

2: After being removed from the game for symptoms of a concussion, a player must be evaluated by proper medical personnel prior to returning to play. Who is responsible for making sure the player has been properly evaluated?

- A. Parents
- B. Officials
- C. Head Coach
- D. Any member of the coaching staff.

Reference: WIAA/WOA

3: After being removed from the game for symptoms of a concussion, the player is approved to return to play. A few plays later, the player is once again showing signs of a potential concussion. What should be done?

- A. Nothing
- B. Player should be sent off for evaluation.
- C. Player should not be able to participate

Reference: WIAA/WOA

4: An official is involved in a play that may have resulted in the official suffering a concussion. What should be done?

- A. Wait until after the game to worry about it.
- B. Nothing
- C. Immediately have medical personnel evaluate for a concussion.
- D. Send the official to the hospital.

Reference: WIAA/WOA

5: In the top of the sixth inning with a 1-1 count, coach of the home team calls time and complains that the visiting pitcher has exceeded pitching limitation rules. The umpire should:

- A. Consult both benches and confirm the correct pitch count.
- B. Have the pitcher removed from the mound immediately.
- C. Allow the pitcher to finish pitching to the batter, then have him removed from the mound.
- D. Make a note of the complaint but take no further action.

Reference: WIAA/WOA

6: One out, 2-2 count. R1 stealing on the pitch. Ball goes directly and speedily from bat into F2's glove, where it is caught. R1 easily achieved second base.

- A. Foul tip. Since the ball is foul it is dead. Runner returns to first base, batter stays with 2-2 count.
- B. Foul tip. The ball stays live, runner keeps second. Since it is foul with two strikes, batter stays at the plate with a 2-2 count.
- C. Foul tip. The ball stays live, runner keeps second. Since it is caught it's treated as strike three, batter is out.

Reference: 2 2-16-2

7: Which of the following is NOT true about an infield fly?

- A. Once the umpire rules an infield fly, the ball is dead.
- B. Once an infield fly is ruled, the force is removed for all base runners.
- C. An infield fly situation requires runners on first and second or bases loaded, and only when less than two are out.
- D. An infield fly can be called on a fly ball that is caught by an outfielder.

Reference: 2 2-19

8: No outs, R1 stealing on the pitch. Ball is batted very near second base, where F6 stretches to glove the ball just as it passes the bag. As he sees R1 getting very near he reaches out with his bare hand and slaps second base just before the runner arrives.

- A. R1 is out on the force.
- B. R1 is safe. F6 must touch the base either with the ball hand or his foot.

Reference: 2 2-24-1

9: A batted ball bounces before it reaches third base and is gloved by F5 on the bounce. Which of these statements is NOT true?

- A. The ball is fair if both of F5's feet are in contact with fair territory at the time the ball is touched.
- B. The ball is fair if it crosses over any part of third base and is caught over fair territory.
- C. The ball is fair if it initially bounces in foul territory and is caught over fair territory before it reaches third base.
- D. The ball is foul if F5 unsuccessfully gloves it over foul ground but it lands in fair territory.

Reference: 2 2-5-1, 2-16-1

10: A batted ball goes sharply down off home plate and bounces into the air. The catcher catches the ball directly over home plate.

- A. Foul ball, the ball bounced off home plate.
- B. Foul ball, the catcher caught the ball in foul territory.
- C. Fair ball, ball is live.

Reference: 2 2-5-1f

11: Which of the following is NOT a catch?

- A. Two outs, pop fly to second baseman. He catches the ball one-handed with his glove. As he leaves the field, he opens his glove over the pitcher's mound to let the ball drop out. Not a catch as he did not handle it with his free hand.
- B. Fly ball to center field. F8 attempts a sliding catch, the ball goes into his glove but flies out as he rolls. F9 gets possession before the ball hits the ground. Not a catch since the original attempt was unsuccessful.
- C. Looping fly ball to left field. The left fielder sprints in and gloves the ball. He takes five steps in possession with the ball but loses his balance. During the fall, the ball comes out of his glove and onto the ground. Not a catch since he did not voluntarily release the baseball.
- D. Pop fly to shallow left field. The shortstop has to reach way over his head to attempt the catch. He gets the ball in his glove successfully, but as he falls awkwardly his glove comes off his hand and lands on the ground with the ball still in it. The left fielder removes the ball from the glove. Not a catch once the glove comes off of the fielder's hand.

Reference: 2 2-9-1

12: 2 balls, 2 strike count. R1 starts to steal second on the pitch. The batter swings at the pitch. The ball hits off his hands and rolls into fair territory. The catcher picks up the ball and tags the batter while R1 arrives safely at second base.

- A. Because the ball hit off his hands it is foul regardless of where it lands. Send runner back to 1st base, batter still has 2-2 count.
- B. The ball is dead as soon as it hits his hands. Batter is out on the third strike. Send the runner back to first.
- D. The ball is live, the batter is out, the runner returns to first.

Reference: 5 5-1-1a, 7-2-1b

13: Pitcher normally has a slow, deliberate motion from his windup with no runner on. With a runner on third he speeds up his motion noticeably. The catcher makes a snap throw back to third which catches the runner off the base. The coach argues that the pitcher is guilty of a balk because he changed his habitual motion.

- A. The coach is correct. The rule book states that the pitcher must move any part of the body used in pitching habitually. This is an illegal deception.
- B. The coach is incorrect. The pitcher is not required to maintain a consistent motion, as long as his motion is otherwise legal.

Reference: 6 6-2-4d

14: A pitcher throws a wild pitch that bounces way before it reaches the batter's box. Which of the following statements is true?

- A. If the ball hits the batter, it is still considered a hits batsman. Ball dead, award batter first base.
- B. If the ball crosses the plate in the strike zone, it is still a strike.
- C. While the ball hit the batter, the bounce removes the base award. Ball is dead, ball awarded to the batter.

Reference: 8 8-1-1d

15: R2, one out. Fly ball hit to left field. Runner thinks the ball is going to drop, but F7 makes a great catch. Runner retreats back toward second base. F7 throws the ball to F4 standing on second base. F4 catches the ball before R2 gets back to the base and, saying nothing, begins to leave the field. R2 then successfully returns to second base.

- A. If the defense does not specifically say that they are appealing the runner left too early, there is no appeal. The runner is entitled to return to the base.
- B. Because the purpose of the throw was clearly to appeal the runner leaving too soon, the defense is not required to verbalize the appeal play. The runner is out.

Reference: 8 8-2-5 note

16: R1, no outs. R1 steals as batter squares to bunt, so F3 charges. The bunt goes up the first base line and is fielded by F3. Batter-runner (BR) runs up the base line until he is about five feet from F3, then stops. As F3 lunges toward BR. BR begins to retreat toward home plate. As he does so, R1 breaks for third. F3 throws to third base in an attempt to retire advancing R1. R1 is safe at third and BR ends up running safely to 1st base.

- A. BR is out as soon as he retreats toward home plate. Ball is dead, R1 returns to second.
- B. BR is out as soon as he returns toward home plate. Ball is live, R1 advances at his own risk.
- C. BR is out for attempting to run bases in reverse order. Ball is dead, R1 returned to base occupied at the time of the pitch (first base).
- D. The play stands as it played out. BR is allowed to retreat as long as he does not touch home plate.

Reference: 8 8-2-8

17: No outs, R1 steals on the pitch. Line drive is caught by F5. As R1 retreats toward first base, F5's throws goes wild and out of play. Where should R1 be placed?

- A. He gets the base he is going to plus one. Since he is attempting to return to first base, his "plus one" is second.
- B. He gets two bases from the base occupied at the time of the pitch. So he is awarded third.

Reference: 8 8-3-3c

18: Batter swings at strike three, which bounces out of the catcher's glove. At what point is the batter out "by rule" even if neither he nor first base are touched?

- A. As soon as he leaves the dirt circle around home plate.
- B. As soon as the umpire rules that he has "abandoned" the effort to advance to first.
- C. As soon as he steps into the dugout with one foot.
- D. As soon as he steps into the dugout with both feet.

Reference: 8 8-4-1i

19: One out, R1 steals on the pitch. Ball hit deep into the hole between second and third. Shortstop makes a great catch on the bounce and throws from his back to second. The runner comes into second base standing up, blocking F4's view of the throw.

A. R1 is out, he is required to "slide and avoid".

B. R1 is not required to slide into a base. He is safe if he did not violate any other base running rule.

Reference: 8-4-2b(2)

20: Two outs, R3, 2-2 count on the batter. Batter swings and misses on a ball that ricochets off the ground and away from the catcher. The batter, thinking he is out, begins to walk toward the 3rd base dugout. The coach sends the runner home from third base. The catcher retrieves the ball and tags the batter, who realized too late that he should run. R3 crosses home before the batter is tagged out.

A. Since it was a tag that occurred after the runner crossed home, the run scores.

B. The run does not count because no run can score when the batter is the third out, regardless of the circumstances.

Reference: 9-1-1 exception

1: True or False: the umpires are required to ask both head coaches "Does your team have a healthcare professional trained in concussion management?"

- A. True
- B. False

Reference: Concussion

2: With his team trailing 4–3 in the top half of the seventh inning and two out, Batter B3 comes up to bat. After hitting a home run, the home team coach points out to the umpire that pine tar extends beyond the handle of the bat and is 19 inches from the knob of the bat.

- A. This is legal.
- B. This is illegal. The bat should be replaced. The play stands.
- C. This is illegal. The batter is out. The run does not score.
- D. This is illegal. The batter is out. The run scores.

Reference: 1-3-2

3: Bottom of the fifth, batter B3 enters the box. Defensive coach claims that the batter is wearing metal cleats, which is prohibited by field rules. Coach produces a document indicating that the penalty for wearing metal cleats on the field is ejection.

- A. Player is to be ejected in accordance with the field regulations
- B. Player is to be ejected, and head coach is benched for verifying legality of playing equipment.
- C. A ground rule cannot supersede a playing rule. The penalty for detection of unauthorized equipment is that the defective equipment must be replaced, with ejection only upon further violation. No penalty to the head coach.
- D. A ground rule cannot supersede a playing rule. The penalty for detection of unauthorized equipment is that the defective equipment must be replaced, with ejection only upon further violation. Head coach is benched for the contest.

Reference: 1-5-4 pen, 4-1-2

4: Improper use of communication devices or play cards both carry the same penalty. What is the penalty for violation of either of these rules?

- A. Team warning for the first offense. Second offense by the same team results in ejection of the offender.
- B. Team warning and benching of head coach for the first offense. Second offense by the same team results in ejection of the offender and the head coach.
- C. Warning issued to both teams. Subsequent offense by either team results in ejection of offender and Head Coach.
- D. Team warning for the first offense. Second offense by the same team results in ejection of the offender and the Head Coach.

Reference: 1-6-1 Pen, 3-2-5 Pen

5: Which of the following video-related actions are illegal?

- A. Assistant Coach uses a video camera from the bench to record his pitcher's motion for review of mechanics between innings.
- B. Defensive player wears a "Go Pro" type video recorder attached to his cap.
- C. Base coach uses a smartphone to video batters during at-bats.
- D. A&B
- E. A&C
- F. B&C
- G. A, B & C

Reference: 1-6-3

6: After his pitcher gives up two consecutive hits, Head Coach of team A requests a charged conference to talk to him. The pitcher then proceeds to give up a base on balls. The catcher requests time to go talk to the pitcher.

- A. Legal – only one conference and one meeting has been used.
- B. Legal – the defense has used two conferences, but both are allowed.
- C. Illegal – the visit by the catcher would be the second visit for that inning. The pitcher must now be replaced.

Reference: 2-10-3

7: Which of the following situations counts as a player-to-player meeting?

- A. After a substitute pitcher finishes his warm-up pitches, the catcher goes out to the mound to go over signals.
- B. Members of the defense huddle to converse during an offensive charged conference.
- C. After a strike-out, the catcher throws the ball “around the horn.” The second baseman walks the ball to the pitcher and, while handing it to him, tells him “Good job.”
- D. After the pitcher gives up a home run, the coach of the defense tells his catcher to “settle his pitcher down” as the batter-runner is rounding the bases. The catcher returns to his position before the ball is put back into play.
- E. The catcher, expecting a fast ball, ends up catching a curve. He requests time to discuss the “cross up” with his pitcher.

Reference: 2-22-1

8: B7 hits a single to right field. As R2 rounds third base, F2 stands a few feet from home plate on the base line directly between third base and home plate, awaiting the throw from right field. Which of the following statements is true regarding obstruction?

- A. The instant that the base runner rounds third with the intention of heading home the catcher is guilty of obstruction.
- B. F2 is allowed to block access to the plate if he is in the immediate act of catching the throw from right field.
- C. If F2 possesses the ball before the runner arrives at the plate, the umpire must rule that the catcher’s presence either hindered the runner or altered the pattern of play to rule obstruction.
- D. If F2 moves toward the infield, he is required to allow the runner access to the entire home plate prior to possessing the ball.

Reference: 2-22-1

9: R1, R2, 1 out. Both runners attempt to steal on the pitch. Batter pops the ball to F5, Umpire rules “infield fly, batter is out.” F5 catches the fly ball. Both runners reverse direction and make their way back to their original bases. F5 throws the ball to F4 who catches the ball and steps on second base before R2 returns to the base.

- A. Runner is out on appeal.
- B. Infield fly removes the force back into 2nd base. Fielder must tag the runner off the base to get the out.

Reference: 2-24-1, 8-2-5

10: Team A presents a lineup at the plate meeting that lists #7 as the starting pitcher and #15 as F3. The lineups are reviewed and accepted and are made official. In the top of the first inning, #7 delivers one pitch to the first batter of the game. He then calls his coach out to the mound and has a brief conversation with him. The coach then informs the umpire that #7 is unable to continue due to illness. The coach brings #15 in from 1B to continue as the pitcher and moves #7 to 1B. In the 5th inning, Team A’s coach reports he wants to move #15 back to 1B and bring #7 back to pitch.

- A. Legal. A pitcher can be removed from the game before facing a batter to completion due to illness or injury. If he remains in the game, he can return once to pitch.
- B. Not legal. Since #7 did not face a batter to completion, he cannot return to pitch. He can play any other defensive position other than pitcher.

Reference: 3-1-1 Penalty

11: All malicious contact carries an ejection. What additional penalty can be enforced?

- A. Offensive malicious contact always results in the runner being called out.
- B. All defensive malicious contact results in the runner being awarded an additional base.
- C. All defensive malicious contact results in the runner being awarded whatever base the umpire deems that runner would have achieved in the absence of the malicious contact.
- D. Offensive malicious contact results in the runner being called out unless that runner has already scored.
- E. A & B
- F. C & D
- G. A, B & C
- H. A, B, C & E

Reference: 3-3-1m Pen

12: A coach from Team A is ejected for violation of the rules and refuses to leave the vicinity of the playing area immediately.

- A. The game will remain suspended until the coach is escorted outside of the vicinity of the field.
- B. The game will be suspended immediately, and the state association will determine if the game will be resumed or forfeited.
- C. The game should be forfeited to the opposing team if the refusal to leave causes a delay in the resumption of play.

Reference: 4'4'1

13: R3. Infield elects to play at shallow depth to protect against the run. Base umpire backs up behind the depth of the shortstop at "deep C" position. B1 hits a sharp line drive that travels past the shortstop, hits the umpire in the knee, and deflects into foul territory.

- A. Foul ball
- B. Dead ball, umpire interference. Batter awarded first base, R3 remains at third.
- C. Dead ball, umpire interference. R3 scores if he touches home plate before the ball is recovered by the defense.
- D. Fair ball remains live, runners may advance at their own risk.

Reference: 5-1-1f

14: R1, R3, one out. On the pitch R1 attempts to steal 2nd base. The batter interferes with the catchers attempt to retire R1 at second base. As soon as the catcher releases the throw R3 breaks for home. F6 who sees R3 attempt to score cuts the throw off and throws home in time to retire R3.

- A. Ignore the interference as an out on R3 occurred. R1 remains at 2nd base.
- B. Enforce the interference. R3 is out at home and the Batter is out on interference.
- C. The defensive team has the option of taking the result of the interference or the result of the play.
- D. Enforce the interference. If the catcher's initial throw does not retire a runner the ball is dead immediately, the batter is out on interference and all runners return to the last legal base at the time of the pitch.

Reference: 5-2-a(1)

15: R1. F1 is on the pitcher's plate and is slow to start his motion to pitch. The batter requests time just as the pitcher finally starts his motion to pitch. The umpire does not grant the batter's request for time, but the pitcher stops his motion anyway.

- A. It is illegal for the pitcher to stop. A ball is added to the batter's count.
- B. It is illegal for the pitcher to stop. This is a balk.
- C. The umpire shall call time as soon as the pitcher stops. Any action on the play is nullified. There is no penalty to either the batter or pitcher.

Reference: 6-2-4(d)(1)

- 16: Team A's batting order includes Adams, Baker, Carter, and Daniels in the 1-4 spots in the lineup. At one point during the game, Adams bats and reaches 1B. Carter then comes to bat. On the first pitch, which is called a ball, Adams steals 2B. Carter sees two more pitches, both called balls. With the count 3-0 and Adams still on 2B, the head coach for Team B comes out and appeals that Team A is batting out of order.**
- A. The umpire returns Adams to 1B. Baker is declared out for not batting when he should have. Carter starts a new at bat with no count.
 - B. Adams remains at 2B. Baker continues the at bat and inherits the 3-0 count. Carter is sent to the dugout to wait for his proper turn to bat.

Reference: 7'1'2

- 17: With 2 outs in the 3rd inning and R1 stealing second base on the pitch, B4 leans over home plate as the catcher tries to retire R1. The catcher has to step to the side to avoid making contact with B4. The throw is in time as R1 is tagged out on his slide.**
- A. Batter interference is ignored because R1 was retired on the catcher's throw, inning over. B4 remains at bat to start the 4th inning.
 - B. Legal play, the batter did nothing wrong.
 - C. Batter is called out on Batter Interference, inning over. B5 comes to bat to start the 4th inning.

Reference: 7-3-5 Pen

- 18: The batter swings and hits a ground ball towards the pitcher. After hitting the ball, the batter loses control of his bat and it goes towards the pitcher, who is trying to field the ground ball. The pitcher has to dodge the bat and is not able to make a play.**
- A. This is interference. The batter is out.
 - B. The umpire has to judge whether the bat was thrown intentionally. If so, this is interference. If not, the ball remains live and the result of the play stands.

Reference: 7-3-6

- 19: Bases loaded, no outs. B1 attempts a bunt that pops high above the infield. F1 gloves and then intentionally drops the ball. He picks up the ball and lobs home for a force play at home; the catcher then throws to first base in time to force out the batter-runner**
- A. Infield fly. Batter is out, 1 run scores, runner is safe at home, ball remains live.
 - B. Double play, ball remains live,
 - C. Ball is dead when F1 intentionally drops the ball after touching it with a glove, the batter is called out, & runners return to the base occupied at time of pitch.

Reference: 8-1-1e

- 20: On a ground ball to the shortstop, the throw to first pulls F3 toward foul territory. F3 catches the ball with his foot on the colored portion of the base after the runner touches the white portion of first base.**
- A. The runner is safe and not at risk of being put out as he was making a legal attempt to avoid the fielder.
 - B. The runner is out at the end of playing action for touching the wrong portion of the base.
 - C. The runner is out on appeal for touching the wrong portion of the base if the fielder touches him or the white portion of the base on appeal before the batter-runner touches the white portion of the base.

Reference: 8-2-1

- 21: Batter B2 hits a stand-up double. He rounds first by touching the white portion of first base.**
- A. The batter-runner is called out at the end of playing action for touching the wrong portion of the base.
 - B. The batter-runner is subject to being called out on appeal for touching the wrong portion of the base.
 - C. Legal – the runner is not obligated to touch the colored portion of the base in this situation.

Reference: 8-2-1, 8-2-2(a)(3)

22: Which of the following statements is NOT true regarding the double first base?

- A. Other than for an uncaught third strike, a collision between the fielder and batter-runner when the fielder is touching the colored portion of first base results in obstruction on the fielder.
- B. Other than for an uncaught third strike, a collision between the fielder and batter-runner when the runner attempts to touch the white portion of first base results in interference on the batter-runner.
- C. A runner's lane violation is ignored if the batter-runner correctly touches the colored portion of first base.
- D. Once the batter-runner passes first base, it essentially ceases to exist as a "safe haven" for that player.
- E. The only time a penalty is immediately enforced for either the batter-runner or fielder touching the wrong portion of first base is when there is a collision.

Reference: 8-2-2(a)

23: On an uncaught third strike, the throw to first pulls F3 toward foul territory. F3 catches the ball with his foot on the colored portion of the base after the runner touches the white portion of the base.

- A. The runner is safe.
- B. The runner is out at the end of playing action for touching the wrong base.
- C. The runner is out on appeal if the fielder touches him or the white base before the batter-runner touches the white base.
- D. The fielder is guilty of obstruction as he was contacting the incorrect portion of the base.

Reference: 8-2-2(a)(1)

24: R1 steals on the pitch. Ball hit to deep LF. R1, thinking the ball will drop, rounds second and heads to third, but F7 makes the catch. R1 retreats, attempting to return to retouch 1st base. Between 2nd and 3rd on his way back, he is obstructed by F6. The throw to 1st is well ahead of the runner returning to retag, and F3 successfully appeals R1 leaving too soon on a caught fly.

- A. If the umpire judges that the obstruction did not prevent the successful appeal, the out at first stands.
- B. Obstruction must be awarded. The award that nullifies the obstruction is to allow the runner to return to 1st base.
- C. Obstruction must be awarded. Because NFHS rules require a minimum one base award, that award is from the last legally touched base. R1 is awarded 2nd, but he still must legally retouch 2nd and 1st before advancing.
- D. Obstruction must be awarded. Because NFHS rules require a minimum one base award, the award is from the position at the time of the obstruction. R1 is awarded 3rd, but he still must legally retouch 2nd and 1st before advancing.

Reference: 8-3-2

25: Which of the following statements are true in order to enforce a running lane violation? (last half distance between home and first base)

- A. Batter/runner must have at least one foot completely outside the running lane.
- B. The batter/runner must interfere with the catch of a throw at 1st base.
- C. The act of running outside the running lane does not interfere with a fielder or a throw.
- D. The throw could be made from foul territory.
- E. a & b
- F. a, b & d

Reference: 8-4-1g

WOA Baseball Umpire

PROFESSIONALISM			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Uniform: Lacks pieces of a proper uniform.	Uniform: Parts of uniform not proper, incomplete or not in good shape, wrinkled.	Uniform: Full and complete uniform.	Uniform: Full and complete uniform. Fits properly, not baggy, loose or wrinkled. Shoes shined.
Demeanor: Tentative, distracted, unapproachable, lacks confidence and assertiveness.	Demeanor: Tentative, attempting to appear calm, approachable, confident and focused; inconsistent and sometimes loses focus.	Demeanor: Calm and reasonably poised, focused and approachable in most situations.	Demeanor: Calm, approachable, poised and focused, especially in intense situations.
Pre and Post Game: Participation is limited or nonexistent. Acceptance of suggestions for improvement is inconsistent. Does not often understand what is being said.	Pre and Post Game: Contribution is limited in nature. Accepts suggestions for improvement fairly well. Understands most of what is being discussed.	Pre and Post Game: Contributes ideas and has good knowledge of the art of officiating. Accepts suggestions for improvement well. Fully understands what is being discussed.	Pre and Post Game: Leads discussion and has a strong knowledge of what needs to be covered. Is able to give constructive critique clearly and calmly. Recognizes his own failings during the game and uses as a learning experience for all.
Approachability: Overly dictatorial or passive in interacting with coaches.	Approachability: Sometimes dictatorial or passive in interacting with coaches.	Approachability: Usually allows appropriate level of interaction in responding to situations without being too passive or aggressive.	Approachability: Always allows appropriate level of interaction in responding to situations without being too passive or aggressive.
Focus: Has difficulty concentrating on the crucial elements throughout the game. Regularly taken by surprise on pitches and plays, multiple lapses of attention to developing plays and situations.	Focus: Occasional concentration on the crucial elements throughout the entire game. Sometimes taken by surprise on some pitches and plays, and has some lapses of attention to developing plays and situations.	Focus: Regular concentration on the crucial elements throughout the entire game. Prepared for most pitches and play, and attention to developing plays and situations.	Focus: Consistent concentration on the crucial elements throughout the entire game. Includes being prepared for every pitch and play, and attention to developing plays and situations.
Hustle: Rarely moves with a purpose during a play to get into proper position to cover plays. Usually reacts with an inappropriate amount of speed to cover plays.	Hustle: Occasionally moves with a purpose during a play to get into proper position to cover plays. Sometimes reacts with an inappropriate amount of speed to cover plays.	Hustle: Usually moves with a purpose during a play to get into proper position to cover plays. Reacts with an appropriate amount of speed to cover plays.	Hustle: Always moves with a purpose during a play to get into proper position to cover plays. Reacts with the proper amount of speed to cover plays.
Fraternization: Frequently engages in excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Sometimes engages in excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Usually avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Always avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.

COMMUNICATION			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Crew Communications: Rarely exhibits proper use of verbal and non-verbal communications. Limited or no understanding of what non-verbal communication entails. Little or no eye contact with partners between hitters and during developing plays.	Crew Communications: Occasionally exhibits proper use of verbal and non-verbal communications. Some understanding of what non-verbal communication entails. Sometimes has eye contact with partners between hitters and during developing plays.	Crew Communications: Usually exhibits proper use of verbal and non-verbal communications. Understands what non-verbal communication entails. Frequent eye contact with partners between hitters and during developing plays.	Crew Communications: Always exhibits proper use of verbal and non-verbal communications. Understands what non-verbal communication entails. Good eye contact with partners between hitters and during developing plays.
Interaction with Coaches and Players: Little to no effective communication with coaches and players. Overly dictatorial or passive.	Interaction with Coaches and Players: Some effective communication with coaches and players. Sometimes overly aggressive or passive.	Interaction with Coaches and Players: Usually demonstrates effective communication with coaches and players. Maintains appropriate level of control.	Interaction with Coaches and Players: Always demonstrates effective communication with coaches and players. Maintains proper level of control.
Use of Signals: Signals are typically sloppy, unidentifiable and do not conform to standard mechanics.	Use of Signals: Signals are sometimes indiscernible or not according to standard mechanics.	Use of Signals: Usually displays clear signals to partners and when making calls.	Use of Signals: Always presents clear, crisp signals to partners and when making calls.
Verbalization of Calls: Weak or no voice when verbalizing calls. Does not understand the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Moderate use of voice when verbalizing calls. Partially understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Strong voice when verbalizing calls, calls usually understood. Mostly understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Always uses strong voice when verbalizing calls. Calls almost always understood. Fully understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.

WOA Baseball Umpire

GAME MANAGEMENT			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Policies & Procedures: Seldom adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, rarely applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.	Policies & Procedures: Sometimes adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, seldom applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.	Policies & Procedures: Usually adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, consistently applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.	Policies & Procedures: Adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.
NFHS Playing Rules: Does not have skill set to confidently apply rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.	NFHS Playing Rules: Mostly adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.	NFHS Playing Rules: Consistently adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.	NFHS Playing Rules: Consistently adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.
Handling Situations: Does not have the ability to handle a situation with any confidence. Does not understand what situations require a response and what should be ignored.	Handling Situations: Umpire begins to develop ability to take responsibility of a situation. Sometimes overreacts to situations and is sometimes over aggressive. Begins to understand which situations require response and which to be ignored. May not be able to respond appropriately.	Handling Situations: Usually takes responsibility of situations. Seldom overreacts to situations or becomes overly aggressive. Most of the time addresses situations that require attention and responds in kind.	Handling Situations: Usually takes responsibility of situations as they develop. Doesn't over react to situations or become overly aggressive. Does not avoid confrontation when necessary, nor seek it when it is not. Doesn't ignore situations that require attention and doesn't proceed in a manner that draws undue attention.
Game Management/Pace of Play: No flow to the games play or pace due to lack of knowledge and/or experience and awareness.	Game Management/Pace of Play: Pace of the game runs more smoothly. Better awareness of dead ball situations and putting ball into play.	Game Management/Pace of Play: Good grasp of game flow. Helps ensure game doesn't drag by either team. Is mostly focused throughout the game for possible situations including during deadball periods.	Game Management/Pace of Play: Game flows smoothly from start to finish. Cordial and approachable in all situations and keeps game moving at all times.
Proper Use of Discipline: Unsure of handling situations, warnings, ejections. Can't explain what happened or how/when to end a conversation. Doesn't give warnings or ejections. Responds defensively.	Proper Use of Discipline: Handles few situations, warnings, ejections. Still timid explaining situational awareness. Sometimes responds defensively.	Proper Use of Discipline: Knows the proper use of warnings and ejections. Heads potential situations off before they escalate.	Proper Use of Discipline: Handles situations when needed with confidence and always a calm and cool demeanor. Allows head coaches to be heard but calmly administers proper use of warnings and ejections.

RULES KNOWLEDGE AND ENFORCEMENT			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Rules Applications: Shows limited rules knowledge and ability to apply rules. Has little grasp of difference between NFHS rules and other codes.	Rules Applications: Understands and identifies rules violations and penalties but with errors and lack of judgment. Has basic grasp of difference between NFHS rules and other codes.	Rules Applications: Exhibits proper rules knowledge and applies consistently throughout game. Has solid grasp of difference between NFHS rules and other codes.	Rules Applications: Exhibits proper rules knowledge and applies consistently throughout game. Able to properly handle complex rules situations. Able to clearly articulate differences between NFHS rules and other codes.
Enforcement: Applies very little rule enforcement beyond ball/strike, fair/foul, safe/out. Relies on partners for details regarding penalty enforcement and live/dead ball status.	Enforcement: Able to identify and apply the most obvious rule situations beyond ball/strike, fair/foul, safe/out. Needs occasional assistance from partners for details regarding penalty enforcement and live/dead ball status.	Enforcement: Able to identify and apply a wide range of rule situations. Can be relied upon to correctly identify live/dead ball status, base awards, and other nuances of rule enforcement. Able to provide assistance to partners who need aid in penalty enforcement.	Enforcement: Able to identify and apply most every range of rule situations, including obscure and unique instances. Consistently able to produce proper verbiage, awards, and ball status. Can be relied upon to provide assistance to partners in administering any type of rule enforcement situation.
Consistency: Has difficulty in maintaining a consistent enforcement. Strike zone is erratic and/or enforcements may vary widely throughout the course of the game.	Consistency: Has occasional challenges maintaining a consistent enforcement. Strike zone and/or other judgments may vary throughout the course of the game.	Consistency: Usually able to maintain a consistent enforcement. Both teams are able to feel confident that few variances in enforcement will be encountered.	Consistency: Able to establish and maintain a consistent enforcement throughout the game. Both teams have high confidence that very few if any variances in enforcement will be encountered.
Judgment of Calls: Shows little capability of translating rules into correct judgment calls. Relies either too heavily on "by the book" enforcement or not enough on basic rule enforcement to apply effective judgment.	Judgment of Calls: Shows basic awareness of translating rules into correct judgment calls. Is able to begin to incorporate the "spirit" and intent of rules as well as their written verbiage in judgments.	Judgment of Calls: Shows high capability of translating rules into correct judgment calls. Has a solid grasp of the nature of the interaction between the rules and the game in applying judgments.	Judgment of Calls: Consistently utilizes baseball knowledge in making the connection between rules and judgments. Is able to articulate the nuances behind rules that go into proper application of judgment calls.

WOA Baseball Umpire

POSITIONING AND MECHANICS

Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
<p>WOA Mechanics/Crew Communication: Begins to understand concept of proper mechanics, rarely rotates in the proper situations . Rarely exhibits proper use of verbal and non-verbal communications with partners. Does not make eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has basic knowledge of proper mechanics, sometimes rotates in the proper situations . Occasionally exhibits proper use of verbal and non-verbal communications with partners. Some eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has a good knowledge of proper mechanics, usually rotates in the proper situations and may be alert enough to adjust if one of his partners misses coverage. Proper use of verbal and non-verbal communications with partners. Good eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has excellent knowledge of proper mechanics, always rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Proper use of verbal and non-verbal communications with partners. Good eye contact with partners between hitters and during developing plays.</p>
<p>Proper Positioning: Rarely attains the appropriate angle and distance for plays. Unable to apply 90 Degree theory on plays at first base. Does not get proper distance from plays. Rarely hustles to gain distance & direction toward plays. Rarely works to get angle over distance. Unable to recognize/adjust for trouble throws or unusual plays.</p>	<p>Proper Positioning: Sometimes gets appropriate angle and distance for plays. Begins to apply 90 Degree theory on plays at first base. Sometimes is too close or too far from plays. Hustle is inconsistent when gaining distance & direction toward plays. Sometimes works to get angle over distance when appropriate. Begins to adjust position for trouble throws or unusual play & attempts to when needed.</p>	<p>Proper Positioning: Usually attains the appropriate angle and distance for plays. Uses 90 Degree theory on plays at first base. Usually proper distance from plays. Hustles to gain distance & direction toward plays. Usually works to get angle over distance when appropriate. Understands how to adjust position for trouble throws or unusual play & attempts to when needed.</p>	<p>Proper Positioning: Always attains the appropriate angle and distance for plays & uses 90 Degree theory on plays at first base. Proper distance from the play. Always hustles to gain distance & direction toward plays, and works to get angle over distance when appropriate. Consistently adjusts position for trouble throws or unusual play.</p>
<p>Stability of Head and Body Position: Doesn't establish "Locked In" position, usually drifts side to side or up and down with pitch. Often flinches on swings or foul tips; Feet don't remain stable throughout, doesn't obtain a solid base; does' maintain proper spacing from catcher and frequently becomes entangled if catcher moves quickly and unexpectedly; Eyes aren't horizontal with ground at the start of the game and head dips as game wears on; Head is rarely at proper height to allow unobstructed view of entire plate but not always. Doesn't work in the "slot" or doesn't understand what the "slot" is.</p>	<p>Stability of Head and Body Position: Sometimes able to get "Locked In" position, sometimes drifts side to side or up and down with pitch. Sometimes flinches on swings or foul tips; Feet begin to remain stable throughout, providing solid base; Inconsistently maintains proper spacing from catcher and sometimes become entangled if catcher moves quickly and unexpectedly; Eyes are horizontal with ground at the start of the game but dip as game wears on; Head is sometimes at proper height to allow unobstructed view of entire plate but not always. Begins to understand and apply concept of the slot and is sometimes blocked out.</p>	<p>Stability of Head and Body Position: Establishes "Locked In" position, does not drift side to side or up and down with pitch. Rarely flinches on swings or foul tips; Feet remain stable throughout, providing solid base. Usually is correct distance from catcher and may get entangled if catcher moves quickly and unexpectedly; Eyes remain horizontal with ground and do not dip as game wears on; Head at proper height to allow unobstructed view of entire plate. Works in the "slot", not over the top of the catcher or to the outside.</p>	<p>Stability of Head and Body Position: Establishes "Locked In" position, does not drift side to side or up and down with pitch. Does not flinch on swings or foul tips; Feet remain stable throughout, providing solid base; Maintains proper spacing from catcher so as not to become entangled if catcher moves quickly and unexpectedly; Eyes remain horizontal with ground and do not dip as game wears on; Maintains proper head height throughout game to allow unobstructed view of entire plate. Works in the "slot", not over the top of the catcher or to the outside. Consistently makes adjustments to be in best position to see pitch.</p>
<p>Timing/Judgment (Base): Needs to work on timing and is not able to apply concept. Usually anticipates the play; doesn't allow everything that can happen, to happen, before making a decision, sometimes has proper use of eyes and rarely checks for firm/secure possession and voluntary release. Is correct a good percentage of their calls. Generally gets calls correct.</p>	<p>Timing/Judgment (Base): Begins to apply concept of timing. Sometimes anticipates the play; usually allows everything that can happen, to happen, before making a decision, sometimes has proper use of eyes and checks for firm/secure possession and voluntary release. Is correct a good percentage of the calls.</p>	<p>Timing/Judgment (Base): Does not anticipate the play; allows everything that can happen, to happen, before making a decision. Generally exhibits proper use of eyes and usually checks for firm/secure possession and voluntary release. Is correct on the majority of calls. Gets the call right most of the time.</p>	<p>Timing/Judgment (Base): Never anticipates the play; allows everything that can happen, to happen, before making a decision. Always exhibits proper use of eyes and checks for firm/secure possession and voluntary release. Is correct the vast majority of calls. Gets the call right.</p>
<p>Timing/Judgment (Plate): Needs to work on good timing (proper use of eyes). Anticipates the pitch; Doesn't allow everything that can happen, to happen, before making decision, then makes a call. Makes a decision as the ball is approaching the plate or crossing. Often verbalizes his decision as or before the catcher has caught the ball.</p>	<p>Timing/Judgment (Plate): Needs to work on good timing (proper use of eyes). Anticipates the pitch; Doesn't allow everything that can happen, to happen, before making decision, then makes a call. Makes a decision as the ball is approaching the plate or crossing. Sometimes verbalizes his decision as or before the catcher has caught the ball.</p>	<p>Timing/Judgment (Plate): Has and shows good timing (proper use of eyes). Does not anticipate pitch; Allows everything that can happen, to happen, before making decision, then makes a call. Does not make a call as the ball is approaching the plate or crossing but after the catcher has caught the ball.</p>	<p>Timing/Judgment (Plate): Exhibits excellent timing, tracking release from pitchers hand, flight of ball through zone and into the catchers glove. Does not anticipate pitch; Allows everything that can happen, to happen, before making mental call and physical signal after the catcher has caught the ball.</p>
<p>Style/Mechanics of Call: Signals are not clear or authoritative. Mechanics do not project well to stands. Rarely coordinates voice and signals to give a professional appearance on appropriate plays. Mechanics bring undue attention to the umpire.</p>	<p>Style/Mechanics of Call: Signals are beginning to become clear and can be more authoritative. Still working on style. Generally mechanics project well and are visible to stands. Inconsistent appearance of mechanics on appropriate plays. Is not overly demonstrative, but may change the mechanics of his call during the course of a game. For the most part, voice is loud enough to be heard but does not draw undue attention.</p>	<p>Style/Mechanics of Call: Gives clear authoritative signals; Possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance on appropriate plays. Is not overly demonstrative nor changes the mechanics of his call during the course of a game. Voice is loud enough to be heard but does not draw undue attention.</p>	<p>Style/Mechanics of Call: Gives clear authoritative signals; Possesses smooth, relaxed style that projects confidence; Coordinates voice and signals to give a professional appearance on appropriate plays. Is not overly demonstrative nor changes the mechanics of his call during the course of a game. Voice is loud enough to be heard but does not draw undue attention.</p>
<p>Reactions to Developing Plays: Shows no knowledge and perception of how play will develop through. Usually is pursuing where, how, and the speed at which the play will occur.</p>	<p>Reactions to Developing Plays: Shows little to no knowledge and perception of how play will develop through. Often is pursuing where, how, and the speed at which the play will occur.</p>	<p>Reactions to Developing Plays: Exhibits good knowledge and perception of how play will develop through correctly anticipating where, how, and the speed at which the play will occur. Generally is completely set for all plays.</p>	<p>Reactions to Developing Plays: Exhibits excellent knowledge and perception of how play will develop through correctly anticipating where, how, and the speed at which the play will occur. Always completely set for all plays.</p>