

1. Whenever a ground ball is hit to the right side of the infield, you should:
  - a. Watch the play develop and cover first if the first baseman can't get there.
  - b. Start moving toward first base as soon as the ball is hit.
  - c. Stay on the mound and stay out of the play.
  - d. None of the above.
  - e. All of the above.
  
2. In an obvious bunt situation, choose the correct pitch selection and location from the list below:
  - a. Fastball in, try to jam him.
  - b. Curveball down, try to get him to bunt and miss.
  - c. Fastball for a strike, just let him bunt it.
  - d. None of the above.
  - e. All of the above.
  
3. Which of these are examples of balks?
  - a. Pitcher doesn't come to a complete stop before starting his delivery to home plate.
  - b. Left-handed pitcher steps home and throws to first.
  - c. Pitcher comes set, breaks his hands, and comes set again.
  - d. None of the above.
  - e. All of the above.
  
4. Controlling the running game at first base can be done by:
  - a. A well timed pitch out.
  - b. Holding the ball and then picking to first.
  - c. Holding the ball and then pitching.
  - d. None of the above.
  - e. All of the above.
  
5. Pitching inside for a strike with a fastball will:
  - a. Make it difficult for a hitter to cover the entire plate.
  - b. Set up the front-door breaking ball.
  - c. Allow the pitcher to avoid contact.
  - d. None of the above.
  - e. All of the above.
  
6. The only base that you don't follow your throw on a pick-off or comebacker is:
  - a. First
  - b. Second
  - c. Third
  - d. None of the above.
  - e. All of the above.
  
7. It's the ninth inning, two outs, and there are runners on 2B and 3B in a tie game. Two similar hitters are scheduled to hit. How do you proceed?
  - a. Go right after the first hitter.
  - b. Pitch around the first hitter and see if he'll chase.
  - c. Be smart with pitch and location to the first hitter and walk him if you fall behind.
  - d. None of the above.
  - e. All of the above.

8. In a first and third situation with one out, ninth inning, and the winning run on third base, a comebacker is hit to you. You field it cleanly. The runners and hitter all have average speed. What should you do with the ball?
- Throw to second to start the double play.
  - Check the runner on third and throw to first.
  - Check the runner on third then throw to second.
  - None of the above.
  - All of the above.
9. What should the pitcher's top priority be with a runner on second base and two outs?
- Make sure to control the runner's lead by varying looks.
  - Know how close the middle infielders are holding the runner.
  - Throw a quality strike to the hitter.
  - None of the above.
  - All of the above.
10. It's early in the game, and there is a runner on first base and a left-handed hitter at the plate. You are a RHP. Do you throw off-speed pitches to this hitter? If so, when and why? Choose the answer below that is false:
- Yes, so I can get him to ground in to a double play.
  - No; I don't want to speed up his bat and let him hit to the hole on the right side.
  - Yes, if I get two strikes and it makes sense in the pitch sequence.
  - None of the above.
  - All of the above.
11. Define "pitching to contact".
- Locating down the middle of the plate so hitters can make contact.
  - Throwing strikes with good location so hitters will swing early in counts.
  - Getting ground-ball outs.
  - None of the above.
  - All of the above.
12. Which of these statements is not a component of the infield fly rule?
- It is only called with runners on first and second and nobody out.
  - The hitter is automatically out.
  - The runners can advance at their own risk.
  - None of the above.
  - All of the above.
13. What is your responsibility if you pick a runner off first base? What is the catcher's responsibility?
- I stay out of the play. The catcher backs up first base.
  - I back up first. The catcher backs me up when he gets there.
  - I back up first until the catcher gets there. The catcher gets in front of me when he gets there.
  - None of the above.
  - All of the above.
14. A hitter hits a double but misses first base. You are on the mound. Which is not an acceptable way to handle this situation?
- With the ball still in play, step on first base.
  - If the ball is dead, step off, appeal, the throw to first.
  - With the ball still in play, tag the runner standing on second.
  - None of the above.
  - All of the above.

15. Yours is the visiting team and winning by one run. It's late in the game, and there are runners at 1B and 2B and no outs. A regular bunt defense is on, and the hitter bunts the ball hard and directly back to you. Which base do you throw to?
- Second base. You want to get two outs on the play.
  - Third base. Keeping the tying run off third is more important than a possible double play.
  - First base. You must get a sure out in this situation.
  - None of the above.
  - All of the above.
16. If you've identified a hitter's weakness, when should you attack it?
- Every time you face him.
  - At a critical time in the game.
  - Only if you can't get him out with your strength.
  - None of the above.
  - All of the above.
17. Define "pitch efficiency."
- Getting action from a hitter in five or fewer pitches.
  - Keeping your pitch count down so you can pitch into later innings.
  - Getting good leverage and line on every pitch.
  - None of the above.
  - All of the above.
18. You're up by two runs and have runners on first and third. A ball is hit for extra bases down the right field line. Where do you back up?
- Third base. You want to keep the runner of third base.
  - Home plate. The left fielder should back up third on this play.
  - Deep between home and third, and then see where the throw goes and back it up.
  - None of the above.
  - All of the above.
19. Which pitch is most effective?
- A pitch that you believe is the right pitch in that situation.
  - A pitch that attacks a hitter's weakness.
  - Whatever pitch you can command the best.
  - None of the above.
  - All of the above.
20. To be a successful major league pitcher, which of these do you need most?
- The ability to throw any pitch for a strike in any count.
  - Fastball command and the ability to control the running game.
  - An out-pitch that you can throw for a strike or off the plate for a swing and miss.
  - None of the above.
  - All of the above.