

## References

- Rulebook 2022 USSSA OFFICIAL FASTPITCH PLAYING RULES and BY-LAWS Sixteenth Edition  
[https://usssa.com/docs/Fastpitch/Fastpitch\\_Rules.pdf](https://usssa.com/docs/Fastpitch/Fastpitch_Rules.pdf)
- Manual 2018 USSSA Official Umpire's Manual  
<http://mdumps.com/2018FastPitchUSSSAmanual.pdf>
- 10C USSSA Region 1 10U "C" & "All-Star" Rule Exceptions  
<http://mdumps.com/Rule%20Exceptions%2010C.pdf>

## TRUE OR FALSE

- 1 There are two pitching distances in USSSA. Forty feet for U10's and U12's and forty-three feet for U14's and above.
- 2 The distance from home to second base is 84' 10 1/4".
- 3 The first batter of the game, B1, hits a ground ball to F6. F6's throw to F3 just beats B1. The offensive coach protests B1 would have been safe if the base distance was not incorrect. The base distance is verified to be 65'. The umpires should have the base distance reset to 60' immediately; No protest is allowed and B1 remains out.
- 4 The Batter's box is measured from the mid-point of home plate with four feet in the front portion and three feet in the back portion.
- 5 The double first base is required.
- 6 The three-foot running lane begins 30 feet from home plate. The mid-point between home and first base.
- 7 All teams must use the 12-inch ball with the USSSA logo.
- 8 Adult coaches may wear sandals in the coach's box.
- 9 A batted ball is considered fair if it touches first, second, or third base.
- 10 The flex player is a non-batting position.
- 11 Fair or foul balls are determined by the position of the player when she touches the ball.
- 12 An illegal player is one who does not have a legal right to the position.
- 13 Interference is a violation by the defense.
- 14 The strike zone is the space over home plate from the batter's front armpit to the top of the batter's knees.
- 15 An infield fly can be ruled when the batter bunts the ball in the air, there are less than two outs, and runners occupy first and second base.
- 16 With bases loaded and two outs the batter hits a grand slam. All runners touch home but the runner on first misses second and is out on appeal. Two runs score.
- 17 An assistant coach may represent the team at the pre-game conference.
- 18 In a tiebreaker inning, the player in front of the scheduled batter is placed on 2nd.
- 19 After the third out in the bottom of the inning is recorded and before the first pitch of the next inning, the clock sounds. The game is ended.

- 20 If the player to start on 2nd base in the tiebreaker inning was removed from the game with no available substitute to replace her, the player who precedes the absent player is placed on second base and no out is charged.
- 21 The umpire should confirm with each scorebook the number of the player to occupy second base in a tiebreaker.
- 22 The catcher asks for time and goes to talk to her pitcher. Baserunners may leave their bases to talk to a coach.
- 23 Between innings and before the ball is declared live, the coach goes to the pitching circle and while fixing the pitching area talks to the pitcher. This is a charged conference.
- 24 The coach calls time out to take water to the pitcher on a hot day. The coach asks the pitcher how she is feeling. Because he talks with her this is a charged conference.
- 25 A coach forgot to add two substitutes (who are eligible roster members on the team) to the lineup card at the pregame meeting with the umpires. Thus, he is not allowed to add them for that game.
- 26 At the pregame, the coach presents a lineup with 10 batters (1 AP, No DP/Flex, No substitutes). Unless proclaimed otherwise, this is considered a traditional lineup.
- 27 In a traditional (non-roster batting) lineup, as long as an 8 batter minimum is maintained, a team may drop positions in the batting order for any reason (including ejection), and create an Absent Player(s) (automatic out) position - IF no substitutes are available
- 28 After a team warning, a player is wearing jewelry which the umpires deem to be dangerous. The team is playing with nine players. They may continue and play short.
- 29 When the DP is playing defense for any player other than the FLEX, that defensive player has temporarily left the game and only has one re-entry remaining in that game.
- 30 The FLEX may not play offense only.
- 31 The FLEX may run for a player other than the DP if the player is injured and there are no available substitutes.
- 32 The penalty for an unreported substitution is: first offense a team warning is issued and second offense the head coach is restricted to the bench for the remainder of that game.
- 33 Placing the FLEX offensively in other than the DP position makes her an illegal player.
- 34 The penalty for using an ineligible player is ejection of the player and the coach.
- 35 If a player becomes seriously injured during a play, the Umpire(s) should immediately call dead ball and then award one base from the last base possessed for each runner on base at the time.
- 36 A player who has been removed from a game due to the blood rule can return later in the same game without it being considered a re-entry since it was due to the blood rule (the one exception).
- 37 It is an illegal pitch when the pitcher takes her starting position with her pivot foot in contact with the pitching plate and the ball held in her pitching hand behind her back and not visible to the batter.
- 38 A pitcher leaping is illegal.
- 39 The pitcher may only push off from the rubber.
- 40 The pitcher may use chalk from the line defining the pitcher's circle as a drying agent for her hands,
- 41 If the ball slips from the pitcher's hand during the back swing and goes backward, a ball is called on the batter and the ball remains alive.

- 42 It is an illegal pitch when the pitcher attempts a quick return of the ball before the batter is in position or is off balance as result of a previous pitch.
- 43 With a runner on 3<sup>rd</sup> base, an illegal pitch is called but the batter hits a fly ball to the outfield which is caught and the runner from 3<sup>rd</sup> tags up and scores. The umpire should return the runner to 3<sup>rd</sup> base because the batter failed to reach 1<sup>st</sup> base.
- 44 It is an illegal pitch if the 3<sup>rd</sup> baseman has positioned herself with one foot in foul territory as the pitch is released.
- 45 It is an illegal pitch if the pitcher while within the pitcher's circle applies saliva to her pitching hand fingers and then immediately grips the ball even though the pitch had not started.
- 46 When the pitcher takes her position preliminary to pitching, only the pivot foot must be partially within the 24-inch length of the pitcher's plate.
- 47 The pitch has begun and cannot be discontinued after the pitcher's hands have separated to start the pitch.
- 48 With a 2-1 count on the batter, the defense correctly appeals an improper batter. The proper batter is out. The next batter following the proper batter bats.
- 49 The pitcher is on the pitching plate with her hands together when the batter walks from the left to right batter's box. The ball remains live and the pitch gets delivered.
- 50 After R1 (the runner on 1st base) gets safely to 2nd base on a passed ball, it is discovered the batter has an illegal bat. The batter is declared out but R1 remains on 2nd base.
- 51 On a bunt, the ball rolls into the dropped bat in the fair ground. The ball is immediately dead, the batter out, and all runners must return to their bases.
- 52 After a foul ball, the umpire notices the bat is cracked. The batter is given the benefit of the doubt that the cracking occurred on the foul ball and was not there when she entered the box with the bat. The bat is removed but she is not declared out and continues to bat .
- 53 The on-deck batter drops her bat and runs to third base to tell her teammate to slide. The third baseman is not sure who is the live runner and who is the on-deck batter so she does not make a play. Interference is declared and the runner on third base is declared out.
- 54 It is discovered that the batter entered the box with an illegal damaged bat that is approved and has not been altered. She is declared out and both she and the coach are ejected.
- 55 With a 2-2 count the batter steps out of the box causing the pitcher to stop her forward motion after the hands separated. The ball is immediately dead, no pitch is declared and the count remains 2-2.
- 56 R3 is on third base when B2 receives ball 4. F2 returns the ball to F1 who is within the pitcher's circle. As B2 advances to first base, R3 moves off the base. B2 reaches first and continues to second base as R3 stands motionless off third base. The pitcher makes no motion toward either runner. R3 is called out.
- 57 R1 takes a large lead off of first base with the pitch. The catcher throws the ball back to the pitcher who receives the ball outside of the circle. She looks at R1, but makes no play or motion toward her. R1 stands motionless. R1 should be called out.
- 58 After a pitch, F2 returns the ball to F1 who is within the pitcher's circle. R3, who had taken a lead, returns to third base. F1 walks outside of the circle to adjust her hairband, and R3 then makes a break toward home. R3 should be called out.
- 59 B1 (the pitcher) hits a double. B2 then flies out. The coach asks for a courtesy runner for B1. This is legal.

- 60 Team A starts the game with 2 substitutes. In the 5<sup>th</sup> inning, the coach requests a courtesy runner for the catcher. Both substitutes have already been substituted into the game. Team A may not use a courtesy runner.
- 61 When determining the Last Completed at Bat courtesy runner, the pitcher and catcher are skipped over.
- 62 In the 4<sup>th</sup> inning, the pitcher hits a single. The coach uses a courtesy runner for the pitcher. The courtesy runner successfully steals second base, but injures her ankle and cannot continue. Another courtesy runner takes her place. This is legal.
- 63 B2 is standing completely in the batter's box when she is hit by a pitch that first bounces in the front of the batter's box. She is awarded 1<sup>st</sup> base.
- 64 R1 is on first base and is off with the pitch. B2 hits a deep fly ball that is caught by F8. R1 has passed second base when the catch is made, and when returning to first base, she does not touch second base. This is a legal action.
- 65 The penalty for a fake tag is obstruction.
- 66 R2 is on second base. B3 hits a fly ball to F9 which is caught. R2 is returning to second base when F9's throw to the infield is wild and goes out of play. R2 is awarded home.
- 67 B1 hits a fly ball in the infield with F3 settling under the ball, directly in the running lane, 20 feet from first base. B1 runs out of the running lane in her attempt to reach first base. She should be declared out for violating the running lane rule.
- 68 R3 is on third base when B2 hits a long fly ball to F8. While R3 is returning to the third base to tag up, she trips and falls. The third base coach helps her to her feet. This is legal.
- 69 B4 hits a sharp grounder down the left field line. As F7 nears the ball, a spectator picks it up in fair territory. This is an automatic 2 base award.
- 70 R1 is on first base. B2 hits a fly ball to F9 who catches it. R1 returns to first base before the throw arrives, but she only touches the orange base. She is then tagged by F3. She is declared out.
- 71 With R1 on first base, B2 singles. R1 goes to third base but fails to touch second base. The coach in the dugout requests time and appeals that R1 missed second base. The umpire should grant the appeal and declare R1 out.
- 72 The batting order is B1, B2, B3. B2 bats in place of B1 and walks. Before the next pitch, the defensive coach appeals batting out of order to the umpire. B2 is declared out and B3 is the next batter.
- 73 The batting order is B1, B2, B3, B4. B3 bats in place of B1 and walks. B2 comes up and swings at the first pitch. The defensive coach appeals batting out of order to the umpire. The Umpires rule the appeal is too late. B3 remains on base; B4 replaces B2 at bat with a 0-1 count; B1&B2 lose their turn at bat.
- 74 R1 interferes with F4's initial play on a batted ball. The Umpires should declare R1 out and allow the play to continue.
- 75 The third base Coach physically restrains her runner from advancing. The runner is out, and the ball is dead.
- 76 At the pregame, the umpire reminds the team that no dangerous jewelry is allowed. This is considered a team warning.
- 77 The batter enters the batter's box with a non-approved bat, the batter and head coach are ejected.
- 78 An ejected player is eligible to play in the team's next game.
- 79 When a coach makes a formal rule interpretation protest, play can continue until a tournament official arrives.

**10C Rules**

- 80 (10C) A 5 run limit per inning shall be imposed for the first 2 innings of the game.
- 81 (10C) The uncaught third strike and infield fly rule do not apply.
- 82 (10C) R3 is the runner on third base. In an attempted pickoff, the catcher throws the ball into Left Field. R3 may advance to home and score.
- 83 (10C) R3 is the runner on third base. In an attempted pickoff, the catcher throws the ball out of play. R3 is awarded home.
- 84 (10C) On a walk, the Batter/Runner may legally attempt to advance to third base.

**Two (2) Umpire Mechanics**

- 85 The first illegal pitch can be handled with an umpire warning.
- 86 Plate Umpire calls for plate conference. Pitcher and catcher are allowed to continue to warm up in the infield while conference is taking place.
- 87 Lineup Card Management. The plate umpire shall keep a written record of ALL ejections/restrictions and team warnings
- 88 There are 4 elements to every play. The ball, the base, the runner and the fielder.
- 89 The Umpire should be no closer than 15 feet on a tag play.
- 90 Runner on 3rd. Ball hit to F4. Plate Umpire should pick up the bat to move it away from the plate, and then set up in right hand batter's box for possible play at the plate.
- 91 Once action is complete, both umpires should immediately move to next position.
- 92 No runners on base. U1 takes position about 20-25 ft. from 1st base just off the line in foul territory in an upright, standing position.
- 93 No one on. Ball hit to F4. Base Umpire should step into foul territory to make call at first. Ball is overthrown. Plate Umpire should prepare to make call at third only.
- 94 No one on. Fly ball down the right field line. Base Umpire should turn and chase.
- 95 Runner on 1st base. Bunt up 1st base side. P exits starting position to the left of the catcher and follows the play up the 1st base line for about 10 feet then observes the play at 1st base and if runner advances toward 3rd base then quickly moves toward the play at 3rd base.
- 96 Runner at 2nd. Ball hit to F6, who throws to 1st base. Base Umpire should step toward 1st to make call, then pivot toward third for the second call.
- 97 Runner on 2nd base. U1 sets up about 15 feet from 3rd base just behind the baseline to cover the steal of 3rd.
- 98 Runner at 2nd. Base hit to left field. Base Umpire has potential call at 2nd. Plate Umpire should move toward third for possible play.
- 99 Runner on 3rd base. Runner is off 3rd with pitch. Sharp line drive fielded by LF on one bounce. LF throws to 3rd as Runner dives back to third. Plate Umpire has the call at 3rd.
- 100 Runners on 1st & 2nd base. Fly ball to left field. Base Umpire does not go out to cover the catch. Base Umpire has tag up responsibility at both 1st & 2nd base.