

References

- Rulebook 2022 USSSA OFFICIAL FASTPITCH PLAYING RULES and BY-LAWS Sixteenth Edition
https://usssa.com/docs/Fastpitch/Fastpitch_Rules.pdf
- Manual 2018 USSSA Official Umpire's Manual
<http://cms.usssa.net/wp-content/uploads/sites/2/2018/03/2018FastPitchUSSSAmanual.pdf>
- 10C USSSA Region 1 10U "C" & "All-Star" Rule Exceptions
<http://mdumps.com/Rule%20Exceptions%2010C.pdf>

TRUE OR FALSE

- 1 As the visiting team comes out on defense in the first inning, it is discovered that the pitching distance is incorrect. To be fair to both teams, it should be corrected after the inning is over.
- 2 The batter's box extends 4 feet forward from the center of home plate.
- 3 A non-adult warming up a pitcher may wear a batting helmet.
- 4 The glove/mitt worn by the catcher may be any size.
- 5 To be legal, a non-wooden bat must bear the new USSSA Fastpitch only BPF 1.20 certification mark.
- 6 A player has completed her time at bat when she becomes a batter-runner.
- 7 Holding the bat in the strike zone is considered an attempt to bunt.
- 8 B1 hits a high fly ball down the right field line. F9, with both feet clearly in fair territory, reaches across the foul line in an attempt to catch the fly ball. While the ball is still in the air and completely over foul ground, the ball deflects off F9's glove and lands in fair territory. This is a foul ball.
- 9 Interference is only awarded in situations where the runner physically contacts a fielder.
- 10 Any part of the ball passing over home plate and across the batter's forward armpit is in the Strike Zone.
- 11 On a game ending out of the park home run, ground rule double or awarded bases for overthrow into dead ball territory, all runs shall score as if the game were to continue; even if the team exceeds the run rule.
- 12 A new inning begins when the pitcher releases the first pitch.
- 13 In a tiebreaker inning if the wrong player is placed on second base, the correct runner should be inserted immediately even if a pitch has been thrown or the runner has advanced a base. All play made while the incorrect runner was on base stands.
- 14 When a defensive player requests time to speak to another defensive player, and the request is granted, base runners may abandon the vicinity of their bases to talk to an offensive coach.
- 15 If a team chooses to use the traditional line-up which may include the DP/Flex and AP's. The maximum number of batters is twelve.
- 16 A team is playing with no substitutes. R1 on first, injures her leg while stealing second. The last completed at bat (LCAB) completes her run. R1 is allowed to continue, when the team returns to defense.
- 17 While using Roster batting, Player A leaves because of an injury. Arriving late, Player B must go into the vacant position in the line-up.

- 18 When the DP/FLEX option is used, the lineup may be reduced to nine and then returned to 10 any number of times.
- 19 The FLEX may be substituted for at any time by anyone else in the batting order.
- 20 If an "AP" plays defense for the flex, the flex player is out of the game.
- 21 Failure of the Coach to report substitutes results in: First Offense: Team Warning; Second Offense: Coach restricted to the bench.
- 22 Preliminary to pitching, the pitcher must come to the pitcher's plate and present the ball.
- 23 The pivot foot must remain in contact with the pitcher's plate or push off and drag away from the pitcher's plate.
- 24 The pitcher may not slide the pivot foot across the rubber after establishing the contact point with the rubber.
- 25 The following are examples of an illegal pitch: Crow Hop; Leap; Side-arm delivery.
- 26 If the pitcher uses dirt to dry the hand, she is required to wipe the hand prior to contacting the ball.
- 27 The coach of the offensive team has the option of accepting the effect of an illegal pitch or taking the result of the play.
- 28 The ball is dead and "No Pitch" is called when a runner is called out for leaving a base too soon.
- 29 The on deck batter is not permitted to warm up in the opposing team's on deck circle.
- 30 Prior to the pitch, the batter is considered in the batter's box if any part of her feet are touching the lines of the box.
- 31 A batter may not delay the game by failing to properly take their position in the batter's box within 15 seconds of the pitcher having the ball in the pitching circle or by stepping out of the box when the pitcher is on the pitcher's plate.
- 32 The batter must keep one foot in the batter's box between pitches.
- 33 A Batter who switches batter's boxes while the pitcher is in position to pitch is declared out.
- 34 A broken bat hits a fielder in the act of making a play on the ball. The umpire shall declare interference.
- 35 A team playing with an absent player is not required to take an out when the player is due to bat if the opposing coach agrees.
- 36 A slap hitting batter, hits the ball with her front foot partially outside the front line of the batter's box. The ball is dead, and the batter is called out.
- 37 The batter-runner is safe at first base on a dropped third strike. F1 has possession of the ball in the circle but does not attempt a play. Batter-runner overruns first base and turns to the right. Seeing no fielder near second base, she advances safely to second base. This is a legal advance by the batter-runner.
- 38 The DP is on base, and the coach puts the flex, who is the pitcher, on base for the DP. The coach may then ask for a courtesy runner for the pitcher.
- 39 If a player not entitled to be a courtesy runner physically replaces the pitcher on base as a courtesy runner, she shall be declared out and a team warning shall be issued for the first offense.
- 40 Team has Nine (9) players. R1 is on base. The LCAB is courtesy running for the pitcher. R1 gets injured. LCAB replaces R1 and completes her running responsibilities. The pitcher must come back as a runner.

- 41 With runners on first and second, the batter swings and hits the ball with her hands to the shortstop. The ball is immediately dead, the batter is charged with a swinging strike, and all runners return to the base occupied at the time of the pitch.
- 42 The batter-runner is hit by a throw and incapacitated prior to reaching first base. She is awarded first base if interference is not ruled.
- 43 With runners on first and second, on a hit ball to the shortstop near second base, the shortstop steps on second base and then tags the runner initially on second base who is still standing on the base. This is a double play.
- 44 With a runner on first base, corners are playing halfway to home in a bunt situation. The ball is hit with no opportunity for a defensive play and strikes the runner going from first to second base. The ball is immediately dead, and the base runner is out.
- 45 A runner on third base leaves early on a caught fly ball. As she returns to third, she is obstructed but the throw beats her to third base. The runner is out.
- 46 A runner on first base leaves early on a caught fly ball. As the player returns to first base, the throw to first goes out of play. The runner is awarded third base.
- 47 B4 strikes out but F2 drops the ball. B4 reaches first base. R1 advances from 2nd base to 3rd base. F2's throw to third goes out of play. R1 is awarded home and B4 is awarded third base.
- 48 On a pick off at first base, the sliding runner unintentionally knocks the ball out of the fielder's glove, and it goes out of play after the runner is safe. The runner is awarded second base.
- 49 With a runner on third base, the batter bunts a ball down the first base line on a squeeze bunt. To give her teammate more time, the batter walks backward away from the first baseman trying to make a tag. The ball is immediately dead, and the runner must return to third base if she has not reached home.
- 50 The batter-runner may stop midway between home plate and first base to delay F3's tag.
- 51 A batted ball passes F6 and strikes R1, while she is standing on third base. The ball is dead and R1 is out.
- 52 R1 who just scored interferes with F2's attempt to retrieve a thrown ball on the ground. The ball is immediately declared dead, R1 is declared out, the run nullified, and all runners returned to the last base touched before the interference.
- 53 After beating out an infield hit the batter-runner turns to the infield and begins to walk back to first base in fair territory. She is tagged by the first baseman and is out.
- 54 With bases loaded, the batter hits a pop fly that is declared an infield fly. The infielder unintentionally drops the fly ball. The runner on third goes home. The ball is thrown to home and the catcher steps on the plate before the base runner reaches home. The runner advancing from third base is out.
- 55 If the third base coaches taps a runner on her shoulder when a fly ball is first touched by an outfielder to tell her she can advance, the umpire should declare the ball dead and call the runner out.
- 56 R1 is on a double first base. F2 attempts to pick R1 off first. R1 dives back and over slides first base but maintains contact with colored portion of first base (in foul territory) when F3's tag is applied. R1 is out.
- 57 Any fielder, with or without the ball, may make a dead-ball appeal by verbally stating that the runner missed the base or left too soon.
- 58 Runners may not advance during a live ball appeal.

- 59 When a fair batted ball is wedged into the fence. The umpire should declare the ball dead and award the base she would have reached had the ball not become wedged in the fence.
- 60 If an Umpire interferes with catcher who is attempting to throw, it is a Delayed Dead Ball.

Two Umpire Mechanics

- 61 Plate Umpire calls for plate conference. Pitcher and catcher are allowed to continue to warm up in the infield while conference is taking place.
- 62 After the game ends, Plate Umpire is leaving the field to change, but stops to explain the game ending rule interpretation that just happened.
- 63 The Plate Umpire has the primary responsibility to call infield fly.
- 64 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.
- 65 No one on. Ball hit to F5. Overthrow to first. Base Umpire should take runner to 2nd and Plate Umpire should take any potential play at 3rd.
- 66 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.
- 67 No one on. Fly ball down the right field line. Base Umpire should turn and chase.
- 68 No one on. If the Base Umpire goes out, the Plate Umpire should remain in a holding position at home, while the Base Umpire returns to infield and takes all plays in the infield.
- 69 Runner at first. Attempted steal of 2nd with the pitch. Ball hit to F4 who throws to F3 for play at 1st. Plate Umpire should move up the 3rd base line for potential play at 3rd.
- 70 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.
- 71 Runner at 2nd. Base hit to left field. Base Umpire has potential call at 2nd. Plate Umpire should move toward third for possible play.
- 72 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.

10C Rules

- 73 10C - Runners may not advance to home on a dropped third strike.
- 74 10C - Runners starting at third base may not steal home, but are liable to be put out if they are off the base
- 75 10C - A 5 run limit per inning shall be imposed for the first 2 innings of the game.