

2009 NATIONAL SOFTBALL ASSOCIATION FAST-PITCH UMPIRES TEST

SECTION 1 DEFINITIONS

1. Painting a bat is considered altering a bat with the batter being declared out and ejected from the game.
2. A legal appeal must be made before the next legal or illegal pitch or before all the infielders have crossed the foul lines.
3. If the batter makes no effort to avoid being hit by the pitched ball or if the umpire calls the pitched ball a strike, the ball hitting the batter is disregarded and the ball remains alive and in play.
4. A batter holding the bat in the strike zone and makes no movement of the bat to the pitched ball will be considered a bunt attempt and called a strike even if no contact is made.
5. A team is charged with a defensive conference when a team representative not on the field delivers a message by any means to the pitcher or any defensive player.
6. A crow hop is when a pitcher prior to delivering a pitch replants the pivot foot and pushes off from a spot other than the pitcher's plate.
7. A delivery begins when the hands are separated and ends with the release of the ball.
8. A legal foul tip is when the ball goes directly from the bat to the catcher's hands and is legally caught by the catcher. Any foul tip is a strike and the ball becomes dead.
9. Any fielder can catch an infield fly.
10. A new inning shall begin with a pitch thrown to the first batter of an inning.
11. A pitcher's foot must remain in contact with the pitcher's plate or the ground until the non-pivot foot touches the ground or the pitcher shall be considered to be leaping. An illegal pitch is called on the pitcher.
12. A player and the manager are immediately ejected from the game when the batter enters or uses a non-approved bat.

SECTION 2 THE PLAYING FIELD

13. In all youth age divisions the base distance will be 55 feet.
14. In the 18 and Under division the pitching distance will be 43 feet.
15. There shall be an eighteen foot circle drawn around the pitcher's plate with the circle being ten foot in radius.
16. If during the course of the game, the base distance or pitching distance is found to be in error, the error should be corrected immediately and the game continued without any penalties.

SECTION 3 EQUIPMENT

17. Bats must be listed on the NSA approved bat list. On a well used bat sufficient markings must remain to make the bat identifiable. Bat name or model number are sufficient to make the bat identifiable.
18. At the discretion or judgment of an umpire a slightly dented bat may be considered a legal bat.
19. The official softball used for all divisions except the 10 and Under division will use the twelve inch raised seam softball with the C.O.R . of .47 and the maximum compression being 400 or 525 pounds.
20. In fast pitch softball, only the catcher and the first baseman are allowed to wear mitts.
21. Metal spikes are optional in the 16U and 18U age divisions unless a specific ball park has park rules prohibiting the use of metal spikes in their ball park.
22. If both teams are in or not in compliance with the uniform rule, the first team at the ball park will be the home team.
23. The wearing of any item by the pitcher or any player that may be distracting to the batter will not be allowed and shall be removed immediately.
24. Jewelry is acceptable if it does not present a hazard to anyone. If the jewelry presents a hazard, the player should be asked to remove the jewelry, and failure to remove the jewelry would result in the player being ejected.
25. Coaches in wheelchairs are allowed on the field of play if all the metal parts are covered by a soft substance and taped which may eliminate the risk of bodily injury to them or the players.
26. A pitcher may wear approved protective equipment on defense if the equipment is not or keeps becoming detached. Detached equipment will be considered an obstruction with the player being ejected if the act is repeated.

SECTION 4 PLAYERS/SUBSTITUTIONS

27. In youth division play, a team can use a maximum of twelve players on offense and ten players on defense.
28. The only way the designated hitter is eliminated for the remainder of the game is when she goes out and plays defense.
29. Failure to complete the game with the designated hitter unless the substitute is the player being hit for results in the forfeiture of the game.
30. Coaches have the option of using one or two extra players but must make it known prior to the start of the game and be listed on the line up card.
31. An extra player can bat in any position but also can change defensive positions each inning.
32. Any of the starting or substitutes including the designated hitter and extra player may be withdrawn from the game and re-entered once.

33. Violation of the re-entry rule is handled as an appeal and can be made anytime during the playing of that game.
34. If a player is removed from a game without a substitute available, the vacated spot in the lineup becomes an automatic out each time the vacated spot comes to bat.
35. Each pitcher must pitch to the first batter unless the pitcher sustains an injury or illness that in the judgment of the home plate umpire incapacitates the pitcher from pitching.
36. The last player that has made an out by any means or a player not currently in the game may replace the catcher or pitcher that is on base with two outs as a courtesy runner. Both players are allowed to remain in the game.
37. The pitcher, catcher or an eligible substitute may be used as a courtesy runner if an injury or a disqualification occurs to the player being used as the current courtesy runner.
38. Using the wrong courtesy runner will result in the head coach being ejected from the game.
39. The use of an illegal player is handled as an appeal and can be made at anytime while the player is in the game.

SECTION 5 THE GAME

40. The Tournament Director and the Tournament UIC shall decide the fitness of the grounds for a game.
41. There are no time limits in any NSA post season fast pitch tournaments.
42. No new inning will start after the allotted time limit has expired. Once an inning begins that inning must be completed unless the home team is ahead when time expired. The visiting team one half inning must be completed.
43. If because of the ejection of a player by the umpire, a team no longer can field 9 defensive players or for any other reason can no longer field 8 defensive players, the umpire can forfeit the game to the team not a fault.
44. During all post season play if a game is interrupted by rain, the game must be started over if the game is not an official game unless teams mutually agree on the present score.
45. A run may be scored even though a third out of an inning was made as a result of the appeal of a baserunner leaving a base before a pitched ball leaves the pitcher's hand.
46. A manager/coach is allowed one charged conference per batter in any one inning, with a penalty of a strike being called on the batter if more than one conference occurs.

SECTION 6 PITCHING REGULATIONS

47. The pitcher shall take a position with both feet on the ground and in contact with the pitching plate. The hands shall be separated with the ball being held in either the glove or pitching hand.
48. The pitcher shall bring the hands together or touch them together for no more than 10 seconds.

49. The pitch starts when the hands are separated, or if the pitcher makes any motion that is part of her wind-up. The hands can be separated more than once per pitch.
50. After taking the signal the women/girl pitcher may step backward with the non-pivot foot, but this step must be taken simultaneously with or prior to the starting the pitch.
51. The pivot foot must remain in contact with the pitcher's plate or ground until the non-pivot foot touches the ground.
52. There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear before starting the windmill motion. The ball does have to be released the first time past the hip.
53. The plate umpire can give permission to a pitcher to apply tape to her pitching hand if a blister develops during the game.
54. A player who fails to hear the call of an illegal pitch will result in the pitch being void and not counted as a ball or strike.
55. If a fielder other than the catcher is outside the playing field (foul territory) once the pitcher steps on the pitching plate and prior to the pitch being released, the umpire will declare the pitch illegal. The ball is dead, batter is awarded a ball and all plays on that play are cancelled.
56. If the ball slips from the pitcher's hand during the windup or the backswing the ball becomes dead, a ball is called on the batter and baserunners cannot advance.
57. A charged conference will result if a team representative removes a pitcher from the pitching position which also results in that pitcher not being able to return as a pitcher during that game.

SECTION 7 BATTING

58. The batter enters the batter's box with an illegal bat, results in the opposing team having the option of taking the result of the play or the ball becoming dead, the batter is out and baserunners not being able to advance.
59. The batter enters the batter's box with an altered bat results in the ball becoming dead and the coach being ejected from the game.
60. Batting out of order is an appeal play that can be made by the home plate umpire.
61. If the error is discovered after the incorrect batter has batted and before the next pitch to the following batter, the player who should have batted is declared out, and any advance by baserunner(s) shall be nullified.
62. When a baserunner is discovered to have batted out of turn, that runner must return from the base she is occupying in order to bat in her proper place.
63. When a pitch is thrown and hits the ground before rebounding and hitting the batter outside the strike zone, the batter is awarded first base and runners move up if forced to.
64. If a batted ball hits the foul ball pole on the fly and hits the pole above the fence line the batter shall be awarded a home run.

65. If in the umpire's judgment a preceding runner intentionally interferes with a fielder attempting to catch or throw the ball to compete a double play, both the preceding runner and the batter are both declared out.
66. If no play is being made and the batter accidentally interferes with the catcher's throw to the pitcher the umpire should call time and return the baserunner(s) to the base they occupied at the time of the interference.
67. When a fielder uses an illegal glove in making a defensive play, the opposing team may take the result of the play or bat over assuming the ball and strike count along with baserunner(s) returning to the last base touched. Umpire declares the ball dead.

SECTION 8 BASERUNNING

68. When a runner dislodges a base from its proper place neither he nor any succeeding runners are compelled to follow the base unreasonably out of its position.
69. Two baserunners may not occupy the same base at the same time, with the runner who first legally occupied the base being entitled to the base and the other runner liable to be tagged out.
70. When the catcher obstructs the batter, no options are given if the batter has reached first base safely and all other runners have advanced at least one base.
71. When obstruction occurs, the ball becomes dead and all runners advance without liability to be put out.
72. A baserunner obstructed in a run down shall be awarded the lead base at the time the obstruction occurred.
73. A fielder that obstructs a runner by making a fake tag will be automatically ejected from the game.
74. When the first throw is made by an infielder and the throw is an over-throw, two bases are awarded and the award is governed by the position of each runner when the ball entered the dead ball area.
75. A fielder carrying a live ball into the dugout to tag a player is considered to have unintentionally carried the ball there, and the runners are awarded one base.
76. The baserunner is declared out if physically assisted by anyone other than another baserunner.
77. When a pitcher has possession of the ball within the sixteen foot circle, a runner who is legitimately off a base may stop once, but then must immediately attempt to advance to the next base or return to the last base touched.
78. Any throw to the person covering the orange base can go to either of the two bases to avoid contact, or if the first baseman has to go to the base unassisted and in foul territory, would be able to touch either side of the base to avoid contact.
79. If the first play is at first base from either the infield or outfield, the batter-runner must touch the orange bag unless trying to avoid a collision as the result of an errant throw.

SECTION 9 DEAD BALL/BALL IN PLAY

80. A delayed dead ball signal will be given when a ball is pitched illegally.
81. The ball is alive and in play when a baserunner fails to keep in contact with their base until the pitched ball leaves the pitchers hand.
82. When the umpire calls time and an appeal play is asked to be made, the ball becomes alive throughout the appeal process.
83. The ball is dead when a fair ball prior to passing a fielder, strikes an umpire or baserunner on fair ground.
84. The ball is dead when a caught fair ball which can be handled by an ordinary effort and is intentionally dropped with less than two outs, with runners on first, first and second, first and third and the bases loaded.
85. The ball remains in play when the infield fly rule is enforced.
86. The ball becomes dead immediately when a baserunner is called out for passing a preceding runner.
87. When no play is being made on an obstructed runner, the ball remains alive until the play is over.
88. The ball remains alive when the umpire calls the baserunner out for failure to return and touch the base, when play is resumed after a suspension of play.
89. When a thrown ball strikes an offensive player, the ball becomes dead immediately and all runners return to the last based touched.

SECTION 10 UMPIRES

90. An umpire shall call out a runner leaving a base too early on a caught fly ball and for batting out of order immediately.
91. The base umpire can declare a game forfeited if that umpire feels that a team is exhibiting unsportsmanlike conduct.
92. No umpire shall seek to reverse a decision made by his partner, nor shall criticize or interfere with the duties of his partner unless he is asked to.
93. The plate umpire may grant time to the batter even if the pitcher has already started his/her pitching motion.
94. The proper umpiring uniform will be heather grey slacks with belt loops and an official NSA umpire's shirt with embroidered logo.
95. If a team uses an official bat boy/girl that person must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Failure to wear the approved helmet will result in being removed from the playing area.

SECTION 11 PROTESTS

96. In some cases, a protest can be submitted involving the judgment of a specific umpire during the playing of a game.
97. A protest may be filed if the umpire has 1) misinterpreted a rule, 2) failed to apply the correct rule to the situation and 3) failed to impose the correct penalty.
98. In tournament play, a player eligibility protest can be filed anytime before the next game is played on that field.
99. A protest fee of \$75.00 will be paid in all qualifying and post season tournaments sanctioned by the N.S.A.
100. In tournament play, any protest must be resolved before further play continues.

NATIONAL SOFTBALL ASSOCIATION ANSWER SHEET FAST-PITCH UMPIRES TEST

Name of Applicant			State	Date	Phone			
1.	T	F	34.	T	F	67.	T	F
2.	T	F	35.	T	F	68.	T	F
3.	T	F	36.	T	F	69.	T	F
4.	T	F	37.	T	F	70.	T	F
5.	T	F	38.	T	F	71.	T	F
6.	T	F	39.	T	F	72.	T	F
7.	T	F	40.	T	F	73.	T	F
8.	T	F	41.	T	F	74.	T	F
9.	T	F	42.	T	F	75.	T	F
10.	T	F	43.	T	F	76.	T	F
11.	T	F	44.	T	F	77.	T	F
12.	T	F	45.	T	F	78.	T	F
13.	T	F	46.	T	F	79.	T	F
14.	T	F	47.	T	F	80.	T	F
15.	T	F	48.	T	F	81.	T	F
16.	T	F	49.	T	F	82.	T	F
17.	T	F	50.	T	F	83.	T	F
18.	T	F	51.	T	F	84.	T	F
19.	T	F	52.	T	F	85.	T	F
20.	T	F	53.	T	F	86.	T	F
21.	T	F	54.	T	F	87.	T	F
22.	T	F	55.	T	F	88.	T	F
23.	T	F	56.	T	F	89.	T	F
24.	T	F	57.	T	F	90.	T	F
25.	T	F	58.	T	F	91.	T	F
26.	T	F	59.	T	F	92.	T	F
27.	T	F	60.	T	F	93.	T	F
28.	T	F	61.	T	F	94.	T	F
29.	T	F	62.	T	F	95.	T	F
30.	T	F	63.	T	F	96.	T	F
31.	T	F	64.	T	F	97.	T	F
32.	T	F	65.	T	F	98.	T	F
33.	T	F	66.	T	F	99.	T	F
						100.	T	F