

**Subject Num Question - True or False**

Pitching It is a legal for the pitcher to...

- 1 Take the signal off of the pitching plate.
- 2 Walk onto the pitching plate with her hands already together, pause, and then pitch.
- 3 Walk onto the pitching plate as her hands are coming together, pause, and then pitch.
- 4 Simulate taking the signal from the catcher with hands apart and both feet on the pitching plate, then step back with one foot before the hands come together.
- 5 After delivering the pitch, have the stride foot land partially within the 24 inch length of the pitching plate.

Pitch/No Pitch

- 6 A ball slipping from the pitchers hand during the backswing is considered a live ball pitch.
- 7 A quick pitch is declared a no pitch.
- 8 Pitcher walks on to the pitching plate with hands separated, pauses, and puts her hands together. She separates her hands, brushes back her hair, and puts her hands together again. A no pitch is declared.
- 9 The effect of a no pitch is a delayed dead ball with penalties imposed at the end of the play.
- 10 The pitcher deliberately rolls the ball to prevent the batter from hitting it. No pitch is declared.

Jewelry

- 11 10 U players can wear earrings if covered by tape.
- 12 Players can wear jewelry in an 18u game if they are 18 years old or older.
- 13 A warning is given at the pregame conference for a player wearing jewelry. In the second inning a player from the same team is detected wearing jewelry. Player restricted. Coach ejected.
- 14 Player is wearing tape on her ear. When asked if she is wearing jewelry, she says she is wearing an earring. Earring is removed, team warning is given, and the player stays in game.
- 15 In 1st inning a player is detected wearing jewelry. Team warning issued. In the bottom of the 7th a new pitcher from the same team enters the game. She is wearing an earring. Player restricted, coach ejected.

10C / All Star/ Others

- 16 A 5 run limit per inning shall be imposed for the first 3 innings of the game.
- 17 The uncaught third strike and infield fly rule do not apply.
- 18 Runners on 3rd base may steal home on a passed ball.
- 19 Runner at 1st attempts to steal 2nd. Throw goes to the outfield. Runner continues to 3rd. Legal.
- 20 Coach Pitch – A batter cannot square to bunt, pull back, and then hit the ball.

Line Up Card

- 21 Coach gives home plate umpire a line up with last name and first initial listed. Acceptable.
- 22 Lineup card has DP listed in 3rd spot, 2 EP's listed in the 7th and 8th spots, and Flex listed in the 12th spot. Acceptable.
- 23 Lineup card shows a batting order of 9 players, with 4 subs listed. In the 2nd inning a player arrives late and is added to the lineup card. Correct procedure.
- 24 At the pregame the coach has # 12 listed as starting in the 4th batting spot. He says that the player is not here yet but will be in 5 minutes. Umpire accepts lineup card. Acceptable procedure.
- 25 Lineup cards become official upon the first pitch of the game.

Obstruction/Interference

- 26 Runner runs into fielder who is in the act of fielding a batted ball. Interference. Dead ball declared.
- 27 Interference is called on the runner going to third. Delayed dead ball with penalties awarded at end of play.
- 28 Obstruction is called when the catcher reaches out and touches the bat of the batter attempting to hit a pitch.
- 29 When a runner is obstructed in between two bases she is always awarded the base she was going toward.
- 30 Batter hits ball to infield. Runner going to second is called for interference. Runner is out and batter returns to bat again.

Lines of the playing field

- 31 Catcher may have one foot in and one foot completely out of the catcher's box when the pitch is released.
- 32 Prior to the pitch the batter must have one foot in and one foot at least partially in the batter's box.
- 33 Batter makes contact with the ball while her front foot in the air. Her foot lands completely out of the box. Legal.

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- 34 For the purpose of the look-back rule, a pitcher is considered to be in the pitching circle if both feet are simply touching the pitching circle line.
- 35 Fly ball down right field line. Fielder overruns the ball, steps into foul territory with both feet, then reaches back and touches the ball which is over fair territory. Foul ball.

## Equipment

- 36 USSSA rules do not require that helmets be NOCSAE approved.
- 37 With one out, the player attempts to steal second base and is thrown out. She immediately removes her helmet. A team warning is issued.
- 38 Bats must have USSSA BPF 1.15 stamp to be legal.
- 39 Optic yellow manufacturer's logo on the finger renders the glove illegal.
- 40 On deck batters may use 2 bats. They may be weighted or have wraps or donuts attached.

## Catch/no catch

- 41 A ball in flight hits a defensive player, bounces into the air, and is caught by another. Legal catch.
- 42 Player has one foot completely on the ground in out of play area when she catches the ball. Not a legal catch.
- 43 Batted ball immediately hits umpire and then is caught by the catcher. Legal catch.
- 44 Fielder catches ball, takes 3 steps, and as she reaches into glove to begin to throw, she drops ball. Legal catch.
- 45 Outfielder runs toward fence to catch fly ball. She jumps, catches the ball, but then completely exits the field over the fence. She maintains control throughout. Catch is legal.

## Fair/foul

- 46 Batted ball hits home plate, and then is fielded by the catcher with the ball in foul territory. Fair.
- 47 Fly ball is first touched over fair territory, but then directly hits into foul territory. Fair ball.
- 48 Batter bunts, the ball hits the ground, bounces and hits the batter runner who is completely within the front part of the batter's box. Foul ball.
- 49 Batter bunts in front of plate. Ball rolls back onto plate and is touched by catcher. Fair.
- 50 Fly ball is hit close to the foul line. Foul or fair is determined by position of fielder's feet.

## DP/Flex

- 51 Flex is listed in any batting position and DP is listed at the end of the lineup.
- 52 The Flex may be substituted for by the DP only.
- 53 Flex substitutes for DP. Flex gets a hit. A DP may re-enter for her on the bases.
- 54 DP may play any defensive position.
- 55 DP/Flex may not be used if a team is using AP's.

## Dead ball/Delayed dead ball

- 56 A runner leaving base before the pitch is released is a delayed dead ball.
- 57 A coach assisting a runner is an immediate dead ball.
- 58 A pitcher licks her fingers and goes directly to the ball. Delayed dead ball.
- 59 Catcher reaches out and obstructs a batter. Dead ball.
- 60 Batter runner moves back toward home plate to avoid a tag. Delayed dead ball with penalty awarded at end of all play.

## Courtesy Runner

- 61 # 3 courtesy runs for pitcher in 3rd inning. Pitcher returns to pitch in 4th. #3 substitutes for short stop in 5th inning. Legal.
- 62 Courtesy runner runs for pitcher in 3rd inning. In 4th inning she runs for catcher. Legal.
- 63 #17 substitutes for #22 in 4th inning. #22 re-enters in 5th. In the 6th the pitcher reaches first on a walk. #17 is used as a courtesy runner. Legal.
- 64 Last batted out is acceptable as a courtesy runner when there are no available subs.
- 65 #55 courtesy runs for catcher, but is not reported to the plate umpire. She is treated like an unreported substitute.

## Batter/batter runner/runner is out...

- 66 Batter hits a foul ball while one foot touches the plate. Batter is out.
- 67 First baseman fields ball and runs toward 1st first base. She falls, maintains possession, but only her shoulder hits the bag before the batter-runner. Batter-runner is safe.
- 68 Hit to outfield. Batter-runner rounds 1st, diving back to the orange bag only. She is tagged while touching only the orange bag. She is declared safe.

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- 69 Pitcher receives ball in pitching circle with two runners standing off of base. One runner immediately continues to next base, the other stands still. Pitcher makes no motion toward either runner, standing still for several seconds. No runner is declared out yet.
- 70 Batter hits a ground ball to 3rd base. Batter-runner then arrives at 1st base before the ball, but only touches the white bag. She could be declared out on appeal.

**Illegal bat use.**

- 71 Player steps into batter's box with an illegal bat. She receives one pitch for a 1-0 count. Opposing coach then informs the plate umpire of the illegal bat. Batter is out.
- 72 Batter hits first pitch of the game foul with an illegal bat. Batter is out.
- 73 With a runner on 1st, the batter gets a double while using an illegal bat. Runner who was on 1st scores. Opposing coach informs umpire of illegal bat. All advances stand.
- 74 In the 2nd inning a team receives a team warning about using an illegal bat. In the 4th inning a player from the same team steps into the batter's box with an illegal bat. Opposing coach informs umpire. Player restricted. Coach ejected.
- 75 Team A receives a warning for an illegal bat. Later in the game, runner at 2nd base, batter hits a homerun. Before the next pitch, the opposing coach informs the umpire that the batter used an illegal bat. Batter is out and restricted. Coach ejected. Runner who was at 2nd returns to 2nd.

**Restricted/Ejected**

- 76 A team has received a jewelry warning. Jewelry is detected a second time. The team was playing with nine players total. Penalty allows for team to play short.
- 77 Team A is penalized for a second time for carelessly throwing a bat. Player restricted. Coach ejected.
- 78 The head coach for Team A leaves the bench area to go behind the backstop to watch the opposing pitcher. Warning is given. Later in the game the same coach from Team A does this again. Coach is restricted to bench.
- 79 A player fakes a tag for the second time in the game. Both player and coach are restricted to the bench.
- 80 A team is playing with 10 batters and no substitutes. Two players are restricted to the bench. They may continue with two absent players.

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USSSA FP Mechanics Manual is online at <http://mdumps.com/FPUmpires/FPMechanicsManual.pdf>

Abbreviations: P for Plate Umpire, U1 for 1st Base Umpire, and U3 for 3rd Base Umpire.

**Base Umpire Mechanics Two (2) Umpire System**

- 81 No runners on base. U1 takes position about 20 ft., from 1st base just off the line in foul territory in an upright, standing position.
- 82 Runner on 1st base. U1 sets up close to 2nd base since the catcher has not attempted a pick off at 1st all day.
- 83 Runner on 2nd base. U1 sets up about 15 feet from 3rd base just behind the baseline, as he expects the play to be a steal of 3rd
- 84 Runner on 3rd base. U1 sets up about 5 feet to the left of the SS as the runner on 3rd appears slow and does not stray
- 85 Runners on 1st and 3rd. Bunt to Pitcher, throw to 1st for out; throw then goes to 3rd for a close play. U1 moves into diamond near circle and makes call at 1st; pivots and makes the call at 3rd.

**Plate Umpire Mechanics Two (2) Umpire System**

- 86 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.
- 87 No runners on base. Ball hit sharply between F3 and F4 into right field. U1 moves to foul ground for a call at 1st base. P moves quickly to a position at edge of the pitcher's circle in preparation for a potential call at 2nd base, while loudly stating "I have 2nd base!".
- 88 Runner on 2nd base. Fly ball to left field. U1 does not go out to cover the catch. P has tag up at 2nd base and play at 3rd base.
- 89 Runner on 1st base. Runner steals 2nd base and with a wild throw advances to 3rd base where P makes the call.
- 90 Bases loaded. Fly ball to outfield, P stays behind home plate and lines up the runner at third and watches the tag up and any subsequent play at home.

**Plate/Base Umpire Mechanics Three (3) Umpire System**

- 91 Runner on 1st base. U3 sets up to the right of the shortstop (F6) about 15 feet from 2nd and 10 feet behind the baseline
- 92 Runner on 1st base. Runner on 1st attempts steal of 2nd base, ball gets away and runner advances toward 3rd base, U3 moves to a position inside the diamond to observe and make the call at 3rd base.
- 93 No runners. Line drive in the gap. P observes all runners touching home. U1 observes batter-runner touching 1st, 2nd, and U3 observes the batter runner touching 3rd base.
- 94 No runners on base. Ground ball in infield, U3 moves just inside the diamond and observes for a potential play at 3rd base.
- 95 Runner on 2nd base. U3 takes a position 3 or 4 steps behind the shortstop and to her right anticipating an attempted steal of 3rd.

**General Umpire Mechanics**

- 96 P has worked with U1 for a few years, so there is still a need to discuss coverage, signs, tag ups, etc.
- 97 Umpires wearing exposed jewelry is acceptable.
- 98 Only U1 has the authority to call leaving a base early.
- 99 At the game conclusion, umpires remain in area around home plate.
- 100 P and U1 should meet every inning to discuss previous plays.