**NEW YORK STATE HIGH SCHOOL SOFTBALL**

**RULES EXAMINATION – 2019**

ALL FIELDS REGULATION - 2 UMPIRE SYSTEM

GIRLS FAST PITCH RULES UNLESS OTHERWISE SPECIFIED

Read the statement EXACTLY as written. IF ANY PART of the statement is false, mark it false.

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**ABOUT FREQUENTLY MISSED QUESTIONS:**

1. For force plays to home plate, the plate umpire should be approximately 15-18 feet from home plate on the 1st base line extended.
2. For on-line throws to home plate, the plate umpire should be approximately 6-8 feet up the 3rd base line toward 3rd base.
3. An outfielder may make a dead ball appeal.
4. To avoid playing shorthanded, a varsity team may have a JV player move up and play during the game.

**MORE ABOUT FREQUENTLY MISSED QUESTIONS:**

1. A base runner may not hurdle over a defensive player waiting to apply a tag.
2. A run does not score when a runner touches home plate and a preceding/previous runner is declared the third out for missing a base.
3. Substitute players not listed on the line-up card cannot legally play in the game.
4. The game is forfeited to the offended team when a team does not have at least nine players (or ten players if a DP is being used) to continue a game due to injury.

**EVEN MORE ABOUT FREQUENTLY MISSED QUESTIONS:**

1. A runner cannot be obstructed by a fielder’s verbal call.
2. The ball is alive if an infielder intentionally drops an infield fly.
3. With no runners on base, the batter hits the ball sharply to right field and the right fielder may make a play on BR at 1st base. The base umpire should move 15 feet from 1st base on a direct line on the 1st – 2nd base line.
4. With R2 on 2nd base, B3 hits a hard grounder to F5. The plate umpire shall trail the batter-runner.

**YET EVEN MORE ABOUT FREQUENTLY MISSED QUESTIONS:**

1. The head coach is the only coach who may make a dead ball appeal.
2. A player may not slide head first into a base.
3. If it is discovered that the pitching distance is improper, the umpires shall have the pitching plate corrected immediately, regardless of the playing situation.
4. To be an official game, 6 ½ or 7 innings must be played for regular season play.

**FREQUENTLY MISSED ABOUT FORCE OUTS:**

1. A tag play can never result in a force out.
2. There cannot be a force out on a play when a fly ball is caught.
3. An appeal play can never result in a force out.
4. If the third out of an inning is a force out, no runs will score.

**FREQUENTLY MISSED ABOUT 3-FOOT LANE INTERFERENCE:**

1. It is *not* interference if F2 withdraws her throw because of B1’s position outside the 3-foot running lane.
2. 3-foot lane interference *cannot* occur on a throw *to* the plate.
3. 3-foot lane interference *cannot* occur on a throw from foul territory.
4. The ball is delayed-dead when 3-foot lane interference occurs.

**FREQUENTLY MISSED ABOUT THE DP/FLEX:**

1. The starting DP and subsequent DPs can leave the batting order any number of times without terminating the role of the DP.
2. The FLEX is not limited in the number of times she may enter the batting order and return to the FLEX position.
3. The FLEX may enter the batting order for any batter who is not currently playing defense.
4. For a violation of the DP/FLEX rule, the offending player is disqualified.

**FREQUENTLY MISSED ABOUT FLY BALL COVERAGE:**

1. With no runners on base, the plate umpire is responsible for catch/no catch on all fly balls unless the base umpire goes out (chases).
2. With a runner(s) on base, the plate umpire is responsible for catch/no catch on all fly balls unless the base umpire goes out (chases).
3. With no runners on base, the base umpire is responsible for catch/no catch on fly balls hit from the center fielder to the right field fence, regardless of whether he/she goes out (chases).
4. With a runner(s) on base, the base umpire is responsible for catch/no catch on fly balls hit from the left fielder to the right fielder, regardless of whether he/she goes out (chases)

**ABOUT NEW RULES – COURTESY RUNNERS:**

1. The starting pitcher or catcher retain their right to a courtesy runner even if they move to another position.
2. In the top of the 1st inning, the player listed on the line-up card as the pitcher or catcher is eligible to have a courtesy runner.
3. If a courtesy runner is used for the pitcher in the top of the 1st inning, that pitcher is required to pitcher to one batter in the bottom of the 1st inning.
4. Defensive changes involving the pitcher or catcher must be reported to the plate umpire to ensure the correct player may have a courtesy runner.

**FACT OR FICTION**

1. On a checked swing, if the batter is hit on the hands with the pitched ball, she cannot be awarded 1st base because the hands are part of the bat.
2. To be called out for interference, there must be contact between the runner and the fielder.
3. For obstruction to occur, there must be contact between the runner and the fielder.

1. After having been warned by the umpire, the batter is automatically out if the bat slips from her hands and it hits another participant in the game.

**ABOUT BATTING OUT OF ORDER:**

1. The batting order is Alice, Betty, Cindy, Dana, etc. It is Alice’s turn to bat, but Betty erroneously bats and hits a double. A proper appeal is made immediately following Betty’s time at bat. The umpire declares Alice out, Betty is removed from base and the next proper batter is Betty.
2. The player who batted out of turn is declared out if a proper appeal is made after the at bat is completed and before the next pitch.
3. Any runner who is called out immediately prior to the enforcement of the batting out of order rule, remains out.
4. When a proper appeal is made, runners called out must return to the last bases occupied at the time of the pitch.

**ABOUT LEGALLY BATTED BALLS:**

1. B1 is out if after hitting a ball she again hits the ball in fair territory while holding her bat and any portion of her foot is out of the batter’s box and touching the ground.
2. B1 is out after hitting a batted ball if she again hits the ball in fair territory while holding her bat when she is in the batter’s box.
3. B1 squares to bunt. The bunted ball goes straight down, hits the plate, rebounds, and contacts the bat while the bat is still in the batter’s hands and her feet are within the batter’s box. The batter is out.
4. When B1 is called out for hitting a ball twice, other runners are returned to the bases they occupied at the time of the pitch.

**ABOUT THE LOOK-BACK (CIRCLE) RULE:**

The following questions all assume that the look-back rule is in effect (*i.e.,* the pitcher has control of the ball in the circle after the batter-runner has reached 1st base).

1. BR walks and stops on 1st base. BR steps off of 1st base. BR is not out if she immediately returns non-stop to 1st base or advances non-stop to 2nd base.
2. A pitcher making a play on one runner is considered to be making a play on all runners.
3. R3 is on 3rd base. BR walks. BR rounds 1st base and continues non-stop toward 2nd base. BR stops one step before 2nd base. BR is not out if she immediately continues to 2nd base or returns to 1st base.
4. If BR overruns 1st base and starts back to the base, BR still may attempt to advance to 2nd base.

**ABOUT GAME MANAGEMENT:**

1. It is good game management for the plate umpire to shove the line-up cards into his front pocket.
2. The plate umpire should give the count as soon as the catcher’s returns the ball even though no one is paying attention.
3. If a runner requests time, the umpire shall immediately grant it regardless of the playing situation.
4. If the catcher is late getting out of the dugout, the plate umpire may warm up the pitcher, but only in modified play.

**MORE ABOUT GAME MANAGEMENT:**

1. Provide an alternate ball to the pitcher when she requests another ball. Do not say, “You made your choice at the start if the inning. You must pitch that ball until it goes out of play.”
2. The plate umpire should bellow “Balls in” upon the last warm up pitch.
3. Stop play and brush off home plate or any base that has particles of dirt on them.
4. Do not place balls on each side of home plate at the pregame meeting to show the coaches the width of the new strike zone.

**ABOUT 3rd STRIKE RULES:**

1. If the batter-runner runs in violation of the 3rd strike rule and draws a throw from the catcher the ball is always immediately dead.
2. The batter is automatically out after three strikes when 1st base is occupied with fewer than two out.
3. With R1 on 1st base stealing on the pitch, B2 is entitled to advance to 1st base on a dropped third strike with fewer than 2 outs.
4. Any time the batter swings and misses for strike three, the umpire should bellow, “Strike three, the batter is out!”

**ABOUT NYSPHSAA RULES:**

1. Metal cleats are permitted at the varsity level.
2. During live playing action, a base coach must wear a protective helmet; but he/she may wear it backwards.
3. There is no player penalty for an unreported substitution.
4. A daith/migraine piercing/earring is permitted provided the player has a medical waiver from NYSPHSAA.

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**SELECT THE BEST ANSWER FOR EACH QUESTION**

**D – DEAD BALL IMMEDIATELY**

**DD – DELAYED DEAD BALL**

**L – BALL ALIVE AND IN PLAY**

1. An obstructed runner is tagged out between the two bases where the obstruction occurred.
2. At the time plate umpire interference occurs.
3. A batted ball strikes a photographer who’s assigned to the game.
4. At the time a batted ball is touched by a thrown glove.
5. A runner contacts a fielder who does not have a legitimate chance to make a play on a batted ball.
6. A runner intentionally removes her helmet.
7. A trailing runner physically assists a preceding runner.
8. While retreating, a leading runner passes a trailing runner.

**MULTIPLE CHOICE – SELECT THE *BEST* RESPONSE TO EACH OF THE FOLLOWING:**

1. The “look back rule” is in effect for all runners when:
   1. The ball is live;
   2. The batter-runner has reached 1st base or been declared out (in cases where the batter has become a batter-runner);
   3. The pitcher has possession and control of the ball within the pitcher’s circle;
   4. All of the above.
2. It is legal for:
   1. The next two batters to occupy the on-deck circle;
   2. The on-deck batter to loosen up with two legal bats and an approved warm-up bat;
   3. The on-deck batter to leave the on-deck circle and move near home plate to signal to a base runner attempting to score;
   4. The on-deck batter to select the music played over the public address system throughout her time at bat.
3. In NYSSO Softball, there is shared plate/base umpire coverage for:
   1. Catch / No Catch;
   2. Fair / Foul;
   3. Infield Fly;
   4. All of the above
4. When a runner abandons a base and enters the team area or leaves live ball territory:
   1. The ball is dead;
   2. The runner is out;
   3. Runners must return to the last base touched at the time of the infraction;
   4. All of the above.
5. The batting order is Alice, Betty, Cindy, Dana, etc. It is Alice’s turn to bat, but Cindy erroneously bats and hits a double. Next, Alice strikes out. Then, Betty strikes out. It is now Cindy’s turn to bat but Cindy is on 2nd base:
   1. Cindy is declared out;
   2. Cindy is skipped over but remains on 2nd base and Dana becomes the proper batter;
   3. Cindy is removed from 2nd base and takes her place in the batter’s box;
   4. Cindy is removed from 2nd base and Dana comes to bat.
6. R3 is on 3rd base and R1 is on 1st base with one out when B1 hits a fly ball to right field. When F9 catches the fly ball, R3 legally tags up and scores before R1 is retired returning to 1st base:
   1. No runs wills core on that double play and the inning is over;
   2. The out on R1 at 1st base is a force out;
   3. The play stands and the inning is over but the run by R3 counts;
   4. R3’s run is nullified because of the force out on R1 at 1st base
7. With R3 on 3rd base and R1 on 1st base with no outs, B1 hits a ground ball to F6. R1 from 1st is retired at 2nd when F6 throws to F4; R1 then interferes with F4’s throw to 1st. R3 did not reach home at the time of the interference:
   1. B1 is declared out only if the umpire judges B1 would have been out had the interference not occurred;
   2. Both R1 and B1 are out on the play;
   3. The out on R1 stands and R3 is allowed to score if she is more than half way home;
   4. Both R3 and R1 are out.
8. R2 is on 2nd base when F2 obstructs B1’s swing. However, when B1’s batted ball is grounded to short, F6 retires R2 off 2nd base as B1 safely reaches 1st base.
   1. The out on R2 stands;
   2. R2 is automatically awarded 3rd base and B1 1st base;
   3. The play stands because B1 swung at the pitch;
   4. Because both R2 and B1 did not advance one base on the play, an option is available to the offensive team. The offensive team may take the award of B1 to 1st base with R2 returned to 2nd base or the result of the play.
9. R1 is attempting to steal 2nd base when the batter actively interferes with the catcher. The following ruling is correct:
   1. If R1 is put out, the ball remains alive and in play;
   2. R1 is out for the batter’s interference;
   3. The Ball is dead and the batter is out;
   4. The defense has the option to have either R1 or the batter called out.
10. If a game is tied after seven innings:
    1. The tiebreaker rule takes effect in the eighth inning;
    2. The tiebreaker rule takes effect in the ninth inning;
    3. The tiebreaker rule takes effect in the tenth inning;
    4. The opposing coaches have the option of whether to use the tiebreaker rule.

**LIST THE PROPER BASE AWARDED AFTER EACH QUESTION:**

**FIRST BASE = 1 SECOND BASE = 2**

**THIRD BASE = 3 HOME = H**

1. R1 from first base is attempting to steal second when B1 hits a ground ball to F6. F6 throws to first but the ball enters dead ball territory. At the time of the throw, R1 had already touched second base. R1 is awarded \_\_\_.
2. B1 receives a base on balls as the pitched ball goes out of play. B1 is awarded \_\_\_\_.
3. R2 on 2nd base. F2 commits catcher’s obstruction against B3, who misses the pitch. The penalty for catcher’s obstruction is enforced. R2 is awarded \_\_\_\_ base.
4. R2 and R1 are both between 2nd and 3rd base when the ball is thrown out of play. R1 is awarded \_\_\_\_.
5. R1 on 1st base is attempting to steal 2nd base. F2’s careless throw strikes B3’s bat and the ball goes out of play. R1 is awarded \_\_\_\_.
6. B1 hits a shot down the right field line. The ball deflects off of the right fielder’s glove. The BR has already passed 1st base when the ball goes out of play. BR is awarded\_\_\_\_.
7. R1 and B2 are both between 1st and 2nd base when the ball is thrown out of play. B2 is awarded \_\_\_\_.
8. The catcher carries the ball into the dugout to tag a runner who misses home plate. The runner standing on 1st base is awarded \_\_\_\_.

A

B

C

D

E

F

G

H

I

**J**

K

L

M

N

O

P

Q

R

S

T

U

Using the letters on the diagram above, select the BEST position for the umpire to judge the play. A letter may be used more than once.

***PLATE*** UMPIRE ONLY

1. After moving to “N” for a play at 3rd, the ball is overthrown into foul territory. Plate Umpire retreats back to \_\_\_ for a play at the plate.
2. R2 from 2nd base attempts to score on B1’s hit to right field. F2 catches F9’s off-line throw three feet in fair territory and six feet up the 3rd base line. Plate umpire calling position is \_\_\_.
3. R3 on 3rd base. Potential play at the plate. Plate umpire initial position is \_\_\_.

***BASE*** UMPIRE ONLY

1. No runners are on base. B1 hits a line drive toward left field. The initial aiming point is \_\_\_\_.
2. No runners are on base. Bunt in front of home plate. Base umpire moves to \_\_\_.
3. No runners on base. Routine play at 1st base. Base umpire calling position is \_\_\_.