

2012 USSSA Fast Pitch Umpire Test

Subject Num Question - True or False

Equipment

- 1 A chin strap is required on the batting helmet
- 2 A throat protector is not required on a catcher's hockey style mask
- 3 The ball must have "USSSA FASTPITCH CLASSIC" on it
- 4 14U players are allowed to wear metal cleats.
- 5 Unadorned bobby pins less than 2" in length are legal
- 6 Players may not wear casts.
- 7 Defensive players may not wear batter's helmets
- 8 Coaches must be neatly attired
- 9 Optic Yellow Manufacturer's Logo on the pitcher's glove is legal
- 10 Use of an altered bat by a Youth player can lead to suspension of the parents

Playing Field; Definitions

- 11 The pitching distance for Girls 14 and under is 40 ft.
- 12 The Three Foot running lane starts halfway between home and first
- 13 The Coaches Box is 8 feet from the foul lines
- 14 A ball that has been cooled is an altered ball and falls under the same rules in place for Altered bats.
- 15 A bat that has had graphics added to the barrel is an altered bat.

Conferences

- 16 Each team, when on defense, may be granted not more than two charged conferences without penalty during a seven-inning game.
- 17 The Penalty for excessive defensive conference is the pitcher may not pitch for the remainder of the game.
- 18 Conferences not used carry over into extra innings
- 19 Each team may be granted one charged conference while on offense per inning
- 20 During the Pre-game conference, a team member must verify all players are legally & properly equipped.

DP/FLEX

- 21 Flex must be listed in the 10th spot (or 11th/12th spot if using AP) on the line up card.
- 22 If the FLEX runs for the DP, the DP has left the game.
- 23 The role of the DP is terminated for the rest of the game when the FLEX bats.
- 24 The DP can play defense for any of the other players in the lineup. So both the DP and the FLEX can be on defense at the same time.
- 25 The FLEX can play offense for any of the other players in the lineup. So both the DP and the FLEX can be on offense at the same time.

Lineup

- 26 The FLEX can be declared up until the DP bats for the first time.
- 27 A player shows up late and is not listed as a starter or substitute on the line-up card. She is ineligible to play in that game.
- 28 Pam comes to bat in the top of the first inning in the third position in the batting order and is wearing #8. The official line-up has Pam batting in the third position in the batting order but wearing #17. Number can be corrected with no warning or penalty.
- 29 The leadoff hitter, Amy, strikes out. The next batter, Betty, is knocked unconscious by a wild pitch. Since the team has no eligible substitutions, Amy can replace Karen during this at bat.
- 30 A player may return to pitch any number of times in one inning.

Pitching

- 31 The pitcher must start with both feet on the pitching rubber.
- 32 A step backward in the pitching motion is legal if it begins before the hands come together.
- 33 The pitcher can only take a signal from the catcher.
- 34 The pitcher must release the ball the first time past the hip.
- 35 The pitch is completed with a step toward the batter.

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Illegal Pitch

- 36 If a pitcher does not release the pitch within 20 seconds from the time of receiving the ball, an illegal pitch is called.
- 37 An illegal pitch is a dead ball and the penalty invoked.
- 38 After hitting an illegal pitch, the batter is thrown out at second base, the coach has the option of accepting the illegal pitch penalty.
- 39 The umpire who called the Illegal Pitch shall explain the violation to the coach if requested.
- 40 A quick return pitch is an illegal pitch

The look back rule is in effect

- 41 If the pitcher has both feet straddling the line of the pitcher's circle, she is considered to be in the pitcher's circle.
- 42 The pitcher must physically have the ball in one hand or she is not considered to have possession of the ball
- 43 On a walk, the look back rule goes into effect as soon as the pitcher receives the ball in the circle.
- 44 If a runner is called out for violating the look back rule, any other runner who is stopped off base is also called out.
- 45 A batter-runner who overruns first and delays in her attempt to advance to second is required to return to first base and stop.

Courtesy Runner

- 46 The team at bat may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same courtesy runner may be used for both positions but not in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances.
- 47 The team fails to report Pam as a courtesy runner. Pam becomes an illegal substitute.
- 48 A courtesy runner may not be used for the DP
- 49 Pam is one of five substitutes who have not participated at all in the game. Pam courtesy runs for the pitcher in the sixth inning and scores. In the same inning, Pam is allowed to pinch run for the shortstop but can no longer be used as a courtesy runner for the remainder of the game.
- 50 Pam is the only substitute. Pam is used as a courtesy runner. Karen bats Pam home but is injured sliding safely into second and cannot continue. Pam must substitute immediately for Karen.

With a runner on second base, the batter hits a fair ground ball.

- 51 A batted ball bounds off the pitcher's glove and goes to the shortstop, standing in the baseline trying to field the deflected ball, and hinders the runner going from second to third. Obstruction has occurred.
- 52 A batted ball bounds off the third baseman's glove and goes to the shortstop, standing in the baseline attempting to field the deflection and hinders the runner going from second to third. Obstruction has occurred.
- 53 A batted ball goes to the shortstop. She fumbles the ball and the ball goes behind her. She takes a step and starts to pick up the ball when she hinders the runner going from second to third. Obstruction has occurred.
- 54 The third baseman turns to watch the ball in left field and blocks R2 before she gets to third base. Obstruction is called and R2 is thrown out at home plate. The umpire states that the runner could not have made home plate regardless of the obstruction. R2 is returned to third base without an out being recorded.
- 55 The third baseman obstructs R2 after she touches third base and the umpire who called obstruction does not think R2 would have scored regardless of the obstruction. R2 is thrown out at home plate. R2 is returned to third base without an out being recorded.

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Base Runner

- 56 If the Batter Runner moves backward toward Home Plate for any reasons, the ball is dead
- 57 When a coach physically assists a runner during playing action, a dead ball occurs
- 58 If during a live ball, a runner deliberately removes her helmet, it results in a dead ball.
- 59 It is obstruction if a fielder hinders a runner by moving into her path to get ready to catch a thrown ball.
- 60 If a runner is thrown out when a batter committed interference with the catcher making a throw, the interference is ignored.

Base Awards

- 61 A batter-runner who is running legally is hit by a thrown ball and incapacitated, she is awarded First Base
- 62 A batter swings and the ball hits the batter's hand, she is awarded First Base.
- 63 With no outs, Fran is stealing second when the batter lines out to the shortstop. Fran is returning to first as the shortstop throws to the first baseman. The throw goes out of play. Fran is awarded second base.
- 64 With Fran on First, Beth hits a ground ball to the outfield. Fran has not reached second and Beth has past first when the right fielder throws the ball. The throw goes out of play. Beth is awarded third base moving Fran Home.
- 65 The Umpire shall make awards to nullify spectator interference.

The game is being played with a double first base. The white base is in fair territory and the orange base is in foul territory

- 66 If a play is being made on the batter-runner at first base and the batter-runner touches only the white portion of the base, the runner is out.
- 67 A ground ball bounds off the first baseman into foul territory. The first baseman picks up the ball, dives and touches the orange base with the ball in her throwing hand, beating the runner. The runner is out.
- 68 If the batter-runner touches only the white portion and collides with the first baseman, it is interference
- 69 The shortstop fields a ground ball and throws directly to first base. The first baseman catches the throw touching only the orange base before the batter runner reaches first. The batter runner is out.
- 70 The runner on first is stealing second. After catching a line drive, the shortstop throws directly to first base. The first baseman catches the throw touching only the orange base before the runner returns to first. The runner is out.

Dead Ball / Delayed Dead Ball

- 71 Interference by a batter, runner or retired runner is a dead ball
- 72 It is a delayed dead ball when an illegal pitch is delivered.
- 73 A batted ball that travels directly from the bat to the catcher's chest protector and is caught before touching the ground is a live ball.
- 74 When a coach physically assists a runner during playing action, a dead ball occurs
- 75 Any time a pitched ball hits the batter, it is a Dead Ball

USSSA Umpire's uniform

- 76 If a short sleeve shirt is worn under the Umpire shirt, it shall plain and white, black, or match the pullover shirt in color.
- 77 A long sleeve white shirt may be worn under the Red polo shirt.
- 78 The plate umpire is allowed to wear a black cap with no markings on it.
- 79 The plate umpire must wear a ball bag.
- 80 The base umpire may wear a ball bag.

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Base Umpire's initial position with no runners on base

- 81 Base Umpire should be 18-21 feet beyond first base straddling the foul line.
- 82 The Base Umpire is responsible for taking the batter/runner to second and allowing the Home Plate Umpire to make the call at third base.
- 83 On a fly ball, turn, watch the catch, signal the out, and let the plate umpire watch the batter/runner touch first base.

Fly ball tag-up responsibilities in Two Umpire System

- 84 The Plate Umpire has all runners at third base.
- 85 The Base Umpire always has tags at second base.
- 86 The Base Umpire has all tags at first base.

Base Umpire Initial Position

- 87 The Base Umpire should be two or three steps behind and to the right of the shortstop when there is a runner at second only.
- 88 The Base umpire should take a position down the third base line when there is a runner at third only.
- 89 The Base Umpire should be two or three steps behind and to the right of the shortstop when there are runners at second and third base.
- 90 The Base Umpire should be two or three steps behind and to the right of the shortstop when there are runners at first and third base.
- 91 The Base Umpire should be two or three steps behind and to the right of the second baseman with runners at first and second.
- 92 The Base Umpire should be two or three steps behind and to the right of the shortstop when the bases are loaded.

Plate Mechanics

- 93 With No Runners On and a ground ball to the infield, come out to the left of the catcher and move toward the pitcher's plate to help your partner.
- 94 With a runner on second base only, if the first play is at first base, and there is a throw to third, the Plate Umpire has the call at third.
- 95 With runners on first and second base on a base hit, you are responsible for the lead runner at third base and at home. Move toward third base in foul ground. If the lead runner comes home and there is no play made on her, drift toward third base but watch the runner touch the plate.
- 96 On a base hit with runners at first and third base move toward third base. If the lead runner comes home and there is no play made on her, drift toward third but watch the runner touch home plate. If there is a play at home, move back to a position in the rear and left side of the right-handed batter's box.
- 97 When the bases are loaded and a play at first base, watch the lead runner touch home plate, then go to third for a possible play on the second runner.
- 98 Plate always gives a signal of two fists above the head and a verbal "full count" when there are three balls and two strikes.
- 99 A Plate Umpire should always give the count at least every other pitch.
- 100 A Plate Umpire should change balls whenever requested by the pitcher to keep her happy and not cause a confrontation.