

2007 NATIONAL SOFTBALL ASSOCIATION FAST-PITCH UMPIRES TEST

SECTION 1 DEFINITIONS

1. A bat model becomes a NSA approved bat when the bat manufacturer submits the bat for testing and the NSA has the test results demonstrating that the bat meets all the requirements of a legal bat defined in Rule 2, Section 1.
2. 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 striking the batter is disregarded, and the ball remains alive and in play.
3. A batting helmet must have the NOCSAE stamp with extended earflaps covering both the ears and temple and in 2007 must have an approved NOCSAE face guard attached to the helmet.
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 crow hop is defined as the pivot foot remaining in contact with the pitcher's plate or the ground until the non-pivot- (front foot) foot touches the ground.
6. It is considered a legal foul tip if 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.
7. The illegal use of both the re-entry and the courtesy runner rules results in the use of an illegal player.
8. A player that is listed on two Official NSA Sanctioned Roster forms is considered an ineligible player unless he has a official release form on file in the State Director's office.
9. A new inning shall begin with a pitch thrown to the first batter of an inning.
10. When an infield fly is declared, the ball becomes dead and baserunner(s) cannot advance.
11. Interference is the act of an offensive player that confuses a defensive player from executing a play.
12. The pitcher's foot must remain in contact with the pitching plate or the ground until the non-pivot foot touches the ground or the pitcher shall be considered as leaping. The umpire declares a delayed dead ball, and a ball is awarded to the batter.
13. The act of obstruction must be intentional and physical and cannot be called if the act is unintentional or verbal.

SECTION 2 THE PLAYING FIELD

14. In all youth age divisions the base distance will be 55 feet.
15. In the 18 and under the pitching distance will be 43 feet.
16. There shall be an eighteen-foot circle drawn around the pitcher's plate with the circle being ten foot in radius.

17. When the ball is in possession of the pitcher within the sixteen-foot circle, runners between bases must immediately advance to the next base or return to the last base touched, or the runner(s) shall be declared out.
18. 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

19. The penalty for using an illegal bat is the player being declared out.
20. Bats shall not be more than 34" and 38 ounces and shall meet NSA standards and be listed on the NSA approved bat list. Bats that cannot be identified by the markings on the bat shall be illegal.
21. 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 should suffice to make the bats identifiable.
22. The official softball used for all divisions (exception of 10 & under) of the fast pitch program will be the 12-inch raised seam softball with the maximum C.O.R. of .47 and the maximum compression of 400 or 525 pounds.
23. The penalty for either a defensive and offensive player discovered wearing metal spikes are the offensive player being declared out and both the offensive and defensive player being ejected and baserunner(s) returning to the last base occupied at the time of the pitch.
24. Uniform number must be a minimum of 10 inches in height and can be located either on the front or the back of the uniform.
25. 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 of the player being ejected.
26. A pitcher may wear approved protective equipment on defense if the equipment is not detached. Detached equipment will be considered obstruction and the player may be ejected if the act is repeated.
27. Coaches in wheelchairs are allowed on the field of play if all the metal parts are covered by a soft substance and taped which would eliminate the risk of bodily injury to them or the players.

SECTION 4 PLAYERS/SUBSTITUTIONS

28. In youth division play, a team playing a game with 9 players and a player is injured that team may finish the game with 8 players if a substitute is not available.
29. An unreported substitute is a violation of the illegal player rule and will result in the immediate ejection of the team's coach.
30. A tenth player can be used on defense in NSA youth softball play.
31. The designated hitter and the extra player may play defense anytime during the game.

32. The designated hitter can only be substituted for by the player that he is hitting for.
33. In the N.S.A. coaches have the option of using one or two extra players but must make it known prior to the start of the game.
34. Any of the starting and substitutes may be withdrawn from the game and re-entered once.
35. Violation of the re-entry rule is handled as an appeal and can be made anytime during the game.
36. 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.
37. 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.
38. 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.
39. In the event that the pitcher or catcher has made the last out, the team can 1) use a player not in the game; 2) use the pitcher or catcher or go back to the previous out.

SECTION 5 THE GAME

40. The Tournament Director and the Tournament UIC shall decide the fitness of the grounds for a game.
41. 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.
42. In the N.S.A. the score of a forfeited game will be recorded 9-0 to the winning team
43. If because of the removal 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.
45. A run may be scored even though a third out of an inning was made as a result of an appeal play at first base on the batter/baserunner.
46. A manager/coach is allowed one 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 not 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 enter the batter's box with an illegal bat, which 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. When batting out of order if the error is discovered while the incorrect batter is still at bat, the correct batter may take his place legally assuming any ball and/or strikes.
60. Any out(s) that have been recorded prior to the error being discovered while the incorrect batter is at bat and before the next pitch is delivered, will remain an as out(s).
61. 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 his/her proper place.
62. 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.
63. A fielder that intentionally drops an attempted bunt that can be caught with ordinary effort will result in the ball being declared dead and baserunners returning to the last base touched at the time of the pitch.

64. 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 batter are both declared out.
65. 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 accidental interference.
66. When a fielder uses an illegal glove in making a defensive play, the opposing team may take the result of the play, bat over assuming the ball and strike count along with baserunners returning to the last base touched.
67. When an on-deck batter interferes with a defensive player's attempt to make a play on a runner, the runner closest to home plate shall also be declared out.

SECTION 8 BASERUNNING

68. The orange safety base is mandatory in all NSA post-season play starting in 2006.
69. If the first baseman has to go to the safety base himself/herself unassisted and is in foul territory, he/she would be allowed to touch either side of the base in order to avoid a collision.
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. When a coach physically assists a runner, the ball remains alive and all subsequent play on the runner will be legal.
77. When a defensive player has the ball and the runner deliberately and with great force crashes into the defensive player, the act is determined to be flagrant, will cause the player to be immediately ejected from the game.
78. When a pitcher has possession of the ball within the 16 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.
79. A baserunner is not out when she has reached first base and before the next pitch is made it is discovered that the player on first base used an altered or an illegal bat.

SECTION 9 DEAD BALL/BALL IN PLAY

80. When a pitched ball touches any part of the batter's person or clothing whether or not the ball is struck at, the ball becomes dead and not in play.
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 the infield fly rule is enforced.
85. When a batter is hit by his own batted ball in fair territory outside the batters box, the ball is alive and in play.
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. Hockey masks are legal but must be worn with an official NSA umpire's cap.

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) failure 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