

2007 NATIONAL SOFTBALL ASSOCIATION SLOW-PITCH UMPIRES TEST

SECTION 1 DEFINITIONS

1. A painted bat is considered a legal bat as long as it is stamped with a BPF of 1.20.
2. 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 3, Section 1.
3. A bunt is not allowed in slow pitch softball, with the penalty being the ball is dead, a strike is called on the batter, and runners cannot advance.
4. It is considered a charged conference when the team representative removes the pitcher from the pitching position.
5. A player playing under an assumed name is considered to be an illegal player.
6. The umpire can call an infield fly when there is a runner occupying second base.
7. The act of obstruction cannot be unintentional or verbal but it can be intentional and physical.

SECTION 2 THE PLAYING FIELD

8. In men's/women's adult slow pitch softball the base distance will be 70 feet while the pitching distance is 53 feet.

SECTION 3 EQUIPMENT

9. 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.
10. 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.
11. The official NSA softball must be a .40 or a .44 C.O.R. with the maximum compression being 400 with no tolerance.
12. The team that is in complete uniform compliance will have the choice of being the home or visiting team, or if both teams are found to be in compliance then the choice of being the home team will be decided by a coin flip.
13. The only jewelry in adult softball play that is legal is wedding bands and medical alert jewelry.
14. The penalty for an offensive and defensive player discovered wearing metal spikes is the player being declared out and all runner(s) must return to the last base occupied at the time of the pitch.
15. The pitcher is not allowed to wear any type of safety equipment when he/she is in the pitching position.

SECTION 4 PLAYERS & SUBSTITUTIONS

16. A team may use 2 extra players in a game provided it is made known prior to the game and they remain in the same position in the batting order throughout the entire game.
17. A substitute may re-enter a game as long as the substitute assumes their original position in the batting order throughout the game.
18. A team may unintentionally walk a batter with 2 outs in order to get to the automatic out in the batting order.
19. Violation of the re-entry is considered the use of an ineligible player resulting in the immediate ejection of the ineligible player from that game.
20. An illegal player violation is handled as an appeal and can be made at any time while the player is in the game.
21. Bleeding must be stopped and an open wound must be covered with play being suspended for a "reasonable amount of time" with the time being determined by the teams involved.

SECTION 5 THE GAME

22. A run can be scored even if the third out of the inning is the result of an appeal play made by the defensive team at first base on the batter/baserunner.
23. The NSA run-rule is eliminated in all post-season play.
24. The Tournament Director and the Home Plate Umpire shall decide the fitness of the grounds for a game.
25. In post-season play if a game is stopped because of rain, the game must be replayed from the first inning unless the game is officially completed.
26. When a team reaches its home run limit, a batter shall be declared out for hitting any additional home runs.
27. The NSA uses the progressive home run rule in all its divisions of play in the post-season tournaments.
28. In Class C and higher including the competitive divisions in the NSA special programs a tournament director can declare that all over-the-fence home runs do not have to be run out.

SECTION 6 PITCHING REGULATIONS

29. A pitcher must deliver the ball between pitches within 5 seconds after receiving the ball from the catcher unless an out was recorded.
30. The catcher leaves the catcher's box while the pitch is being delivered, the ball becomes dead, a ball is called and a warning is given to the catcher that if repeated the catcher is removed from the catching position for the remainder of that game.
31. In the N.S.A. a legal pitch must be delivered with a minimum height of 6 feet from the ground, while a maximum height must not exceed more than 12 feet from the ground.

32. A ball will be awarded the batter if the catcher does not return the ball directly to the pitcher after each pitch, except after a strike out or a put out made by the catcher.
33. Any illegal action or motion by the pitcher prior to the release of the pitch while on or off the pitching rubber will result in the pitcher being ejected from the game after a warning.
34. A pitcher may use tape on his/her hand with permission from the home plate umpire.
35. When a relief pitcher is used to replace the starting pitcher, he/she may take as much time as he/she needs in order to face the first batter.
36. The umpire must give a vocal warning or use a delayed dead ball signal when an illegally pitched ball is made to the batter.
37. A second charged conference results in the removal of the pitcher from the pitching position for the remainder of that game.

SECTION 7 BATTING

38. If a batter enters the batter's box with an illegal bat, the opposing team has the option of taking the result of the play or the ball becomes dead, the batter is declared out and no baserunner may advance.
39. Batting out of order is considered an appeal play and must be made by the defensive team only.
40. Any out(s) that have been made prior to discovering the infraction of batting out of order shall remain an out(s).
41. A player can be removed from a base he is occupying if he/she is found to have batted out of order.
42. A team may attempt to distract a fielder vocally from making a play without any penalty.
43. The ball remains alive and in play when a batter unintentionally hits a fair ball a second time.
44. The ball is dead on any strike that is called by the umpire.
45. The umpire calls a strike when a pitched ball hits the batter while the ball is in the strike zone.
46. Baserunners may advance on the third strike foul ball, including a legally caught foul fly.
47. When an infield fly is declared, a dropped fly ball remains alive and baserunners may advance at their own risk.
48. A batter/baserunner carries his bat and touches first base shall be declared out even if the ball hit is a home run.
49. If a player uses an illegal glove, the manager does not have any options if the batter hits a fair ball and reaches first base and all other baserunner(s) advance.
50. The on-deck batter may loosen up with two bats or any warm-up bat or product approved by the N.S.A. National Headquarters.

SECTION 8 BASERUNNING

51. Where a orange base is used at first base and it is the initial play at first base, a fielder can tag the outside of the base to record an out if a wild throw occurs.
52. A second intentional walk cannot be administered until the first walked batter reaches first base.
53. When a catcher obstructs the batter, the umpire will signal illegal pitch, with the opposing team having the option of taking the base awarded or taking the result of the play. If the batter reaches first base and all other runners advance at least one base, then the umpire shall disregard the illegal pitch.
54. If a batted ball hits an umpire or baserunner after passing an infielder or touches an infielder, including the pitcher, the ball is in play.
55. A batter/baserunner that is being obstructed before reaching first base will result in a delayed ball signal with runners being able to advance with the liability of being put out.
56. A baserunner obstructed in a run down shall be awarded the lead base at the time of the obstruction.
57. If a fielder without the ball fakes a tag on a runner, the player making the fake tag can be ejected from the game if the umpire considers the action dangerous.
58. When a fielder contacts or catches a batted ball with their cap, glove or any part of their uniform, and in the umpires judgment the ball would have cleared the outfield fence, a 4-base error will be declared and the batter shall be entitled to a home run. The home run hit will count against the team's total.
59. When offensive equipment or player causes a blocked ball the player closest to home plate will be declared out and all other runners must return to the last base touched when the ball became blocked.
60. A fielder carrying a live ball into the dugout or the team area to tag a player, that player is considered to have intentionally carried the ball into a dead ball area and all baserunners are awarded two bases from the last base touched when the violation occurred.
61. In all programs of NSA softball a courtesy runner may be used. The courtesy runner may be used once per inning and must be the player who has made the last out.
62. If the batter/baserunner interferes with a fielder attempting to field or throw a ball, if in the judgment of the umpire the interference is an obvious attempt to break up a double play, the baserunner closest to first base is also declared out.
63. When a runner after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference will be called out.
64. When an offensive player deliberately and with great force, crashes into the defensive player that player is declared out and if the act is determined to be flagrant, the runner shall be immediately ejected from that game.
65. In the Co-Ed program a courtesy runner may be used. The courtesy runner may be used once per inning and must be a player of the same sex and the player who has made the last out.

SECTION 9 DEAD BALL—BALL IN PLAY

- 66. The ball is alive when a batter steps from one box to another when the pitcher is ready to pitch.
- 67. If an accident prevents a runner from proceeding to a base he is awarded, a substitute may be used for the injured player and the ball becomes dead.
- 68. When a coach touches or physically assists a runner while a fielder is attempting to make a play the ball stays alive.
- 69. When a batted ball which can be handled by ordinary effort is intentionally dropped with less than two outs, with a runner on first, first and second, first and third or first, second and third, the ball remains in play.
- 70. The ball is dead when the infield fly rule is enforced.
- 71. The ball is in play when a baserunner is called out for passing a preceding runner.
- 72. The ball is in play when a base is dislodged while runners are running the bases.
- 73. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder the ball becomes dead.
- 74. The ball is dead when a thrown ball strikes an umpire or a coach.
- 75. The ball remains alive until the umpire calls time, which should be done when the ball is held by a player in the infield area, and in the judgment of the umpire all play has ceased.

RULE 10 UMPIRES

- 76. A home plate umpire has the authority to set aside a decision that is made by another umpire.
- 77. Either the plate or base umpire can call the infield fly.
- 78. Umpires may consult with each other; however, the final decision must be made by the umpire who requested the opinion of the other umpires.
- 79. Umpires may be changed upon the consent of both teams.
- 80. If a player/coach is ejected from the game, the umpire may forfeit a game if the player/coach does not leave the playing vicinity within a reasonable time.

SECTION 11 PROTESTS

- 81. A protest will be allowed to be made based upon the umpire judgment made on a particular call.
- 82. In tournament play, the protest must be settled immediately, and all play ceases until a judgment is resolved.
- 83. The protest fee in the N.S.A. is \$75.00 dollars and must be paid immediately in all tournament play.

84. In tournament play in regards to player eligibility, the protest can be filed after the playing of the game.
85. When protest is allowed, the game shall be replayed from the beginning.

NSA ANSWER SHEET FOR SLOW-PITCH UMPIRES TEST

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