

## References

- Rulebook 2024 USSSA OFFICIAL FASTPITCH PLAYING RULES and BY-LAWS 17th Edition  
[https://usssa.com/docs/Fastpitch/Fastpitch\\_Rules.pdf](https://usssa.com/docs/Fastpitch/Fastpitch_Rules.pdf)
- Mechanics 2018 USSSA Umpire's Mechanics Diagrams  
<https://mdumps.com/2018 USSSA Diagrams 2 man.pdf>
- 10C USSSA Region 1 10U "C" & "All-Star" Rule Exceptions  
<http://mdumps.com/Rule%20Exceptions%2010C.pdf>

## TRUE OR FALSE

- 1 10B plays with an 11" ball and pitching distance of 35'. All other playing rules are the same as for 18A.
- 2 The front of the batter's box is 4 feet forward from the center of home plate.
- 3 Adult coaches may wear sandals in the coach's box.
- 4 To be legal, a non-wooden bat must bear the new 2020 USSSA Fastpitch only BPF 1.20 certification mark.
- 5 Donuts or fans may not be used on bats to warm up.
- 6 A team may begin a game with 8 players. The unfilled position may be placed anywhere in the lineup
- 7 A team may walk a batter by notifying the umpire.
- 8 Holding the bat in the strike zone is considered an attempt to bunt.
- 9 It is a catch if a fielder holds the ball long enough but then drops it when she collides with another player, the fence or the ground
- 10 Fair or foul balls are determined by the position of the player when she touches the ball.
- 11 A new inning starts with the first pitch.
- 12 On a game ending out of the park home run, ground rule double or awarded bases for overthrow into dead ball territory, all runs shall score as if the game were to continue; even if the team exceeds the run rule.
- 13 With bases loaded and two outs the batter hits a grand slam. All runners touch home but the runner on first misses second and is out on appeal. Two runs score.
- 14 In a tiebreaker inning, the player who immediately precedes the scheduled batter in the batting order is placed on 2nd.
- 15 The catcher asks for time and goes to talk to her pitcher. Baserunners may leave their bases to talk to a coach.
- 16 If a team chooses to use the traditional line-up which may include the DP/Flex and AP's, the maximum number of batters is twelve (12).
- 17 To be listed as a Substitute, the player must be present.
- 18 A team's lineup card shall include first name, last name, jersey number, position and batting order of each starting player and should include each eligible substitute.
- 19 After the lineup has been verified, a coach adds an eligible roster member as a substitute. The head coach is issued a team warning
- 20 A team may not walk a player to get to an automatic out.
- 21 In the bottom of the seventh inning, the 2 players scheduled to bat last in a 9-player lineup with no substitutes leave the park. The game can continue until the players would be due to bat.
- 22 An absent player may not return to the lineup unless that player left the game under the Blood Rule and retains reentry privileges.
- 23 A team is playing with no substitutes. R1 on first, injures her leg while stealing second. The last completed at bat (LCAB) completes her run. R1 is allowed to continue when the team returns to defense.

- 24 A team may start a game short-handed with only 8 players.
- 25 When the DP/FLEX option is used, the lineup may be reduced to nine and then returned to 10 any number of times.
- 26 The FLEX may not play offense only.
- 27 Placing Fran, the FLEX player, into one of the batting positions for someone other than the DP's position makes Fran an illegal player.
- 28 The starting pitcher must face one complete batter.
- 29 In pool play only, a substitute may play defensive without being placed in the batter order or flex position.
- 30 Failure of the Coach to report substitutes results in: First Offense: Team Warning; Second Offense: Coach is ejected for remainder of the game only.
- 31 A player who has been removed from a game due to the blood rule can return later in the same game without it being considered a re-entry since it was due to the blood rule (the one exception).
- 32 The pivot foot must be completely within the 24-inch length of the pitching plate.
- 33 It is an illegal pitch when the pitcher takes her starting position with her pivot foot in contact with the pitching plate and the ball held in her pitching hand behind her back and not visible to the batter.
- 34 The pitcher may only push off from the rubber.
- 35 The pivot foot must remain in contact with the pitcher's plate or push off and drag away from the pitcher's plate.
- 36 Once having lost contact with the pitcher's plate, the pivot foot may not bear weight again until the pitch is released.
- 37 If the pitcher uses dirt to dry the hand, she is required to wipe the hand prior to contacting the ball.
- 38 If a pitcher deliberately bounces the pitch to intentionally walk the batter, the offensive coach may decline the awarding of a ball.
- 39 It is an illegal pitch if the 3<sup>rd</sup> baseman has positioned herself with one foot in foul territory as the pitch is released.
- 40 With R3 on third base, the batter hits an illegal pitch and is thrown out sliding into second base. R3 never moves from third. The coach of the offensive team has the option taking a ball on the batter or the result of the play.
- 41 It is an illegal pitch when the pitcher attempts a quick return of the ball before the batter is in position or is off balance as result of a previous pitch.
- 42 The On-Deck batter may warm-up on either On-Deck Circle
- 43 With a 2-1 count on the batter, the defense correctly appeals an improper batter. The proper batter is out. The next batter following the proper batter bats.
- 44 Prior to the pitch, the batter is considered in the batter's box if any part of her feet are touching the lines of the box.
- 45 With a 2-2 count the batter steps out of the box causing the pitcher to stop her forward motion after the hands separated. The ball is immediately dead, no pitch is declared and the count remains 2-2.
- 46 The batter hits a foul ball with her front foot entirely out of the batter's box directly in front of the plate but not on it. She continues to bat.
- 47 A batter who enters the box with a non-approved bat shall be called out and ejected along with the head coach
- 48 After R1 (the runner on 1st base) gets safely to 2nd base on a passed ball, it is discovered the batter has an illegal bat. The batter is declared out but R1 remains on 2nd base.

- 49 The batter-runner is safe at first base on a dropped third strike. F1 has possession of the ball in the circle but does not attempt a play. Batter-runner overruns first base and turns to the right. Seeing no fielder near second base, she advances safely to second base. This is a legal advance by the batter-runner.
- 50 The "look back rule" is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball within the 16-foot circle.
- 51 The DP is on base, and the coach puts the flex, who is the pitcher, on base for the DP. The coach may then ask for a courtesy runner for the pitcher.
- 52 The same courtesy runner may not run for both the pitcher and the catcher any time during the game
- 53 The LCAB courtesy runner is determined at the time the pitcher or catcher becomes a runner.
- 54 The ineligible or incorrect courtesy runner is liable for discovery once they physically replace the pitcher/catcher on the occupied base, and the ball becomes live
- 55 Team has Nine (9) players. R1 is on base. The LCAB is courtesy running for the pitcher. R1 gets injured. LCAB replaces R1 and completes her running responsibilities. The pitcher must come back as a runner.
- 56 A courtesy runner is permitted for the Designated Player (DP) who is batting for the FLEX, the pitcher.
- 57 The catcher obstructs the lead off batter while hitting a fair ball for a single, and the batter is safe at first base. The coach or captain of the team obstructed has the option of the play or penalty.
- 58 The penalty for a fake tag is obstruction.
- 59 B4 strikes out but F2 drops the ball. B4 reaches first base. R1 advances from 2nd base to 3rd base. F2's throw to third goes out of play. R1 is awarded home and B4 is awarded third base.
- 60 A runner is off first base with the pitch; sees the shortstop catch a line drive and turns around heading back to first. The shortstop overthrows first base into dead ball territory. The runner is awarded second base (the base she is going to plus one).
- 61 When no play is being attempted at first base, the batter-runner (BR) may touch the white or colored base. After the BR becomes a runner, she and any fielder may use the white or colored base.
- 62 A Runner is out when the runner Interferes with a fielder attempting to field a fly ball over foul territory.
- 63 After beating out an infield hit the batter-runner turns to the infield and begins to walk back to first base in fair territory. She is tagged by the first baseman and is out.
- 64 The runner is not in contact with the base (leaves early) at the time a pitched ball leaves the pitcher's hand. It is a delayed dead-ball and the coach has the option of the play or penalty.
- 65 A runner is out when contacted by a fair-batted ball after it passes any infielder, except the pitcher, and the Umpire judges that an outfielder has a play.
- 66 With no runners on base, the batter hits a ground ball to the shortstop who overthrows the first baseman. The First base coach catches the thrown ball. The runner is out.
- 67 When a runner on 1B is tagging up on a fly ball, that runner can only use the white portion of the double base.
- 68 A runner missing a base can be a Live or Dead ball appeal.
- 69 The batting order is B1, B2, B3. B2 bats in place of B1 and walks. Before the next pitch, the defensive coach appeals batting out of order to the umpire. B2 is declared out and B3 is the next batter.
- 70 When a player batting out of order, hits a single and the defense appeals before the next pitch, she is out and the proper batter is out.
- 71 The ball becomes dead immediately when the batter-runner moves back toward home plate to delay being tagged out.

- 72 The third base Coach physically restrains her runner from advancing. The runner is out and the ball is dead.
- 73 At the pregame, the umpire reminds the team that no dangerous jewelry is allowed. This is considered a team warning.
- 74 The batter enters the batter's box with a non-approved bat, the batter and head coach are ejected.
- 75 When a coach makes a formal rule interpretation protest, play can continue until a tournament official arrives.
- 76 (10C) The uncaught third strike rule does not apply.
- 77 (10C) The infield fly rule is not in effect.
- 78 (10C) On a walk, the Batter/Runner may legally attempt to advance to third base.
- 79 (10C) - Runners starting at third base may not steal home, but are liable to be put out if they are off the base
- 80 Long sleeve shirts may not be worn under the pullover shirt.
- 81 The Plate Umpire's ball bag must be black
- 82 Umpire Jurisdiction begins upon the arrival of one Umpire within the confines of the field
- 83 Umpire Jurisdiction ends with the last out of the game.
- 84 An Umpire's judgement decision is final
- 85 At the Pre-Game conference, The Plate Umpire must get each coach to verify that their team is legally and properly equipped
- 86 The Head Coach is required to attend the pre-game conference
- 87 Pitchers may continue to warm up in the outfield during the pre-game conference
- 88 The Plate Umpire should call and signal each fair and foul ball
- 89 The Plate Umpire should announce an infield fly
- 90 Any situation not specified in the rules should be referred to the UIC or Tournament Director
- 91 The Plate Umpire should keep a record of all defensive charged conferences
- 92 In accordance with World Series Bylaws, in all pool play games, the winner of a coin toss prior to the start of a game will be the home team
- 93 No one on, hit to infield, on a throw to first base, the Plate Umpire should trail the batter-runner in fair territory approximately 15 feet up the line.
- 94 No one on and a fly ball toward Right Field, the Base Umpire should go out.
- 95 If the Base Umpire goes out, they should return to infield as soon as possible and take all plays in the infield.
- 96 The base umpire who stays in the infield should assist the plate umpire by watching the ball in the outfield
- 97 Runner on first only, R1 steals 2nd and continues on to 3rd. The base umpire should watch any play at second base. Then take any subsequent play at third base.
- 98 With R2 on second base, B4 hits a ground ball to the shortstop who throws to 3rd. The Base Umpire has the initial play at Third Base.
- 99 With R2 on second base, B4 hits a ground ball to the shortstop who throws to first. The Base Umpire has the play at first and subsequent play at Third Base.
- 100 With R2 on second base, B4 hits an uncaught line drive to the left fielder who throws to 3rd. The Base Umpire has the initial play at Third Base.