

## Softball Year 0-1 Study Guide



<b>Number</b>	<b>Question</b>	<b>True/False</b>
1	A bunt is a legally batted ball not swung at but intentionally tapped with the bat. (2-8-1)	
2	A catch is the act of a fielder who, with the hand(s) and/or glove/mitt, securely gains possession of a batted, pitched or thrown ball. (2-9-1)	
3	In establishing the validity of the catch, the fielder must prove control of the ball and that the release of the ball is voluntary and intentional. (2-9-2)	
4	If the fielder has made the catch but drops the ball either in transferring it to the throwing hand or in making a throw, the ball shall be ruled caught. (2-9-3)	
5	A checked swing is the restraining action taken by a batter to stop an attempted hit/slap/bunt. As an aid in determining a checked swing, the umpire shall note whether the swing carried the barrel portion of the bat in front of the batter's body and in the direction of the infield. However, the final decision is based on whether the bat actually struck at the ball. (2-11)	
6	A crow hop is the replant of the pivot foot prior to delivering the pitch. The crow hop is a legal pitch. (2-16)	
7	A fair ball is a batted ball that settles or is touched on or over fair territory between home and first base or home and third base. (2-20-1)	
8	A fair ball is a batted ball that touches or bounds over a base. (2-20-1)	
9	If a batted ball touches first, second or third base, the umpire shall immediately call a foul ball. (2-20-1)	
10	A force play is a play in which a runner (or two or three runners) loses the right to the base occupied and is forced to advance because the batter becomes a batter-runner. (2-24-1)	
11	For a given runner, a force play ends as soon as the runner touches the next base or a following runner is put out. (2-24-2)	
12	A foul ball is a batted ball that settles or is touched on or over foul territory between home and first base, or between home and third base. (2-25-1)	
13	A foul ball is a batted ball that bounds past first or third base on or over foul territory. (2-25-1)	

<b>14</b>	A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It is a strike, and the ball becomes dead. (2-25-2)
<b>15</b>	A regulation game is a game that is seven innings unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team does not require its half of the seventh inning or only a fraction of it (4-2-1), or because of weather or darkness. (4-2-2) (2-26-3)
<b>16</b>	Infield fly rule is, when declared by the umpire, a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runners are on first and second or all three bases are occupied and before there are two outs in the inning. (2-30)
<b>17</b>	Obstruction is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder; or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline. (2-32-1)
<b>18</b>	Malicious contact is an act that involves excessive force with an opponent. (2-35)
<b>19</b>	Interference is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched. (2-36)
<b>20</b>	An out is a declaration by the umpire indicating an offensive player has been retired. Each team is entitled to three outs per inning. (2-38-1)
<b>21</b>	The pitcher's non-pivot foot is that foot which is in contact with the ground, as opposed to the pivot foot with which the pitcher steps toward home plate. (2-46)
<b>22</b>	A legal slide may be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either hand or a foot when the slide is completed. (2-52-1)
<b>23</b>	A slide is legal if the runner uses a rolling or cross-body slide into the fielder. (2-52-2)
<b>24</b>	A slide is illegal if the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position. (2-52-2)

<b>25</b>	A slide is illegal if the runner goes beyond the base and makes contact with or alters the play of the fielder. (2-52-2)
<b>26</b>	The strike zone is the space over home plate which is between the batter's forward armpit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. (2-56-3)
<b>27</b>	A substitute is a player not listed on the lineup as a starter but who may legally replace a starting player. (2-57-1)
<b>28</b>	The running lane is the space defined by a line drawn six feet from and parallel to the first base foul line starting halfway between home and first base and extending to first base in foul territory. (2-60)
<b>29</b>	A timing play is a play when the last out of an inning is not the result of a force out and the exact time of the out may or may not allow a run to score. (2-63)
<b>30</b>	An intentional walk must be declared by the defensive coach prior to the first pitch of an at bat. (2-65-2)
<b>31</b>	The catcher's mitt must be the same size as all other mitts/gloves used by the defense. (1-4-1)
<b>32</b>	A legal non wooden bat MUST bear the 2000, 2004, or USA SOFTBALL ALL GAMES certifications. (1-5)
<b>33</b>	Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game. (3-9)
<b>34</b>	If an eyeshield is worn on a batting helmet or defensive face mask, it may be tinted. (1-8-4)
<b>35</b>	Both live ball and dead ball appeals are allowed. (2-1)
<b>36</b>	A damaged bat shall be removed from play and team warning issued to the offending team. (2-4-3)
<b>37</b>	A bat held in the strike zone is not considered a bunt attempt. (2-8-2)
<b>38</b>	Umpire jurisdiction begins upon the arrival of one umpire within the confines of the field and ends when the umpires leave the field of play. (10-1-2)
<b>39</b>	Bats shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard. (1-5)

<b>40</b>	Exposed undergarments can be any color or style. (3-2-7)
<b>41</b>	A pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which may be judged distracting by the umpire. (3-2-9)
<b>42</b>	All braces must be padded and wrapped.
<b>43</b>	#1 courtesy runs for the catcher in the bottom of the 5 <sup>th</sup> inning. In the bottom of the 7 <sup>th</sup> inning with the game tied 3-3 the coach wants to pinch run for #8 who is on third base with #1. This is illegal because #1 has been used as a courtesy runner. (8-9)
<b>44</b>	Team A (visitors) has 9 players on the lineup. In the top of the 3 <sup>rd</sup> inning #23 leaves the game sick. Team A now has less than nine players and may continue to play shorthanded, but must take an out every time #23's spot comes up to bat. (4-3; 7-4-1)
<b>45</b>	A batting helmet with a permanently affixed NOCSAE stamp is mandatory for each batter, on-deck batter, players/students in the coach's boxes, runners and retired runners. (1-6)
<b>46</b>	Plastic visors and bandanas are allowable provided they meet color restrictions. (3-5)
<b>47</b>	The batter has a 3-2 count and is swinging at a pitch when she is hit in the hands. The ball goes foul. Ruling: Dead ball, foul. Batter continues to bat with a 3-2 count. (7-2-1)
<b>48</b>	Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets and necklaces. (3-2-12)
<b>49</b>	The plate umpire shall record all substitutions on the lineup card and announce any changes to the opposing team's head coach. (3-3-3)
<b>50</b>	With two outs and a 1-1 count on B4, R1 is thrown out attempting to steal second base for the third out. RULING: B4 is the first batter next inning and will start with a new count. (2-62)
<b>51</b>	The pitch starts when the pitcher's hands come together while she is on the rubber.
<b>52</b>	Prior to starting the pitch, the pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot in contact with or in front of the pitcher's plate. (6-1)
<b>53</b>	Between innings pitchers are granted 1 minute or 5 pitches to warm up. The time begins when the pitcher steps on the pitcher's plate to begin warming up. (6-2-5)

<b>54</b>	Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven-inning game. (3-7-1)
<b>55</b>	A runner is out if struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder excluding the pitcher. (8-6-11)
<b>56</b>	The lineup cards shall include first initial and last name, jersey number, position, and batting order of all starters and each eligible substitute. (3-1-3)
<b>57</b>	Each team, when on offense, may be granted not more than three charged conferences per inning to permit the coach or other team personnel to confer with players. (3-7-2)
<b>58</b>	Batter #8 is due up to bat. #9 steps to the plate and has a 2-2 count when the defense appeals that #8 should be batting. Ruling: #9 is out for batting out of order, #8 comes to bat with a 2-2 count. (7-1)
<b>59</b>	The home coach shall decide whether the grounds and other conditions are suitable for starting the game.
<b>60</b>	The batter's box is the area, excluding the lines, in which the batter is positioned when batting. (2-5)
<b>61</b>	A fake tag is an act by a defensive player that simulates an attempt to tag a runner. Faking a tag is always considered obstruction. (2-21)
<b>62</b>	Prior to starting the pitch, the pitcher shall take a position with both feet on the ground and within or partially within the 24-inch length of the pitcher's plate. (6-1)
<b>63</b>	A pitcher may remove herself from the rubber by stepping backwards with either foot first prior to starting the pitch. (6-1)
<b>64</b>	Once the ball has been returned to the pitcher to prepare for the next pitch, the pitcher has 60 seconds to release the pitch. (6-2-3)
<b>65</b>	The ball becomes dead immediately when there is interference by a runner. (5-1)
<b>66</b>	An illegal pitch is a violation of the pitching rules. The batter shall be awarded a ball, and any/all runner(s) shall advance one base.

<b>67</b>	Prior to the start of the game, the head coach shall be responsible for verifying to the plate umpire that the lineup card is correct, all players are legally equipped, and that all players and equipment are in compliance with NFHS rules. (3-5-1)
<b>68</b>	Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated. (6-1-1)
<b>69</b>	Only starters may re-enter the game. Substitutes may not re-enter. (3-3-5)
<b>70</b>	Gloves/mitts shall be a maximum of three colors excluding lacing and manufacturer's logo colors. Lacing color shall not be the color of the ball (1-4-1).
<b>71</b>	The NFHS Authenticating Mark shall be on each softball. (1-3-8)
<b>72</b>	Any fielder, with or without the ball, may make a dead-ball appeal by verbally stating that the runner missed the base or left too soon. (2-1)
<b>73</b>	It is an illegal pitch if the pitcher lands with her stride (non-pivot) foot completely outside the 24-inch periphery of the pitcher's plate while delivering a pitch. (6-1-2)
<b>74</b>	A base runner who attempts to avoid a tag by running more than 5 feet to either side of a fielder with the ball in their possession shall be declared out. (2-3-1)
<b>75</b>	The ball becomes dead immediately when there is obstruction. (5-1)