

# 2013 Softball Australia Basic Rules Examination



There are a number of ways in which the SAL Basic rules examination can be used.

For all participants in the game of Softball to test their rule knowledge

To obtain a theory mark required for Level 1 accreditation

- 1. Four sections of 25 questions each, that may assist in lecture style presentation of the rules. Candidates using the paper in this manner are required to achieve an overall pass of 60%.
- 2. One paper of 100 questions sat by a candidate in one session. Candidates using the paper in this manner are required to achieve an overall pass of 50%.
- 3. As open book examination sat in their own homes over a period of time. Candidates using the paper in this manner are required to provide the correct answers and a rule reference to 80% of the questions.

To obtain a theory mark required for Level 2 candidature (Reference: Tech Bulletin TB2008-2)

- 1. One paper of 100 questions sat by a candidate in one session. Candidates using the paper in this manner are required to achieve an overall pass of 70%.
- 2. As open book examination sat in their own homes over a period of time. Candidates using the paper in this manner are required to provide the correct answers and a rule references to 85% of the questions.

**NOTE:** 1. This examination is based on the Australian Rule Book - as revised 2010-2013 and relates to Fast Pitch only.

- 2. Defensive Team = Fielding Team
  - Offensive Team = Batting Team
- 3. For the sake of brevity in some questions the following symbols will be used:

For fielders:	F1 = Pitcher. F4 = 2nd Base. F7 = Left Field.	F2 = Catcher. F5 = 3rd Base. F8 = Centre Field.	F3 = 1st Base. F6 = Shortstop. F9 = Right Field.				
For runners:		R1 is always the lead runner, followed by R2, R3 etc.					
For batters:		BI is the lead off batte	B1 is the lead off batter, followed by B2, B3, B4 etc.				
For substitutes:		S1 is the first substitu	S1 is the first substitute player, followed by S2, S3, S4 etc.				
Designated player:		DP.	DP.				
Flex player:		FLEX.	FLEX.				

### **INSTRUCTIONS:**

- 1. Answer strictly according to SAL Rule Book, NOT local by-laws and/or ground rules.
- 2. Only the answer sheet of this examination is to be returned to the National, State or Association Director of Umpiring. You retain the question portion for further study. Your answer sheet, along with your examination mark will be returned to you after it is marked.
- 3. All answers are either TRUE/FALSE or YES/NO and are worth (1) mark each, giving a total of 100 marks.
- 4. Please indicate your answer by filling in the circle for the correct answer



- e.g. A TRUE or YES answer would be on the Answer Sheet provided.
- Please use Black Pen where possible. If you make a mistake you may use correction tape on your incorrect answer.

- 1. An appeal for runners switching bases may not be made after a pitch has been thrown.
- 2. A base on balls is sometimes referred to as a walk.
- 3. The lines of the batter's box are considered as being within the batter's box.
- 4. A bunt is a batted ball forcefully swung at to be hit to the infield.
- 5. The defensive team is the team in the field.
- 6. There shall be no smoking in the dugout area.
- 7. A legally batted ball that hits  $3^{rd}$  base should be called foul.
- 8. A fly ball is any ball batted into the air.
- 9. A foul tip that is caught is a strike and the ball is alive.
- 10. When an intentional base on balls occurs, the ball is dead.
- 11. A legally caught ball must be caught and firmly held in the hand(s) or glove.
- 12. The pre-game meeting is a meeting between the coaches and umpires, held at the home plate.
- 13. Stealing is the act of a runner attempting to advance during or after a pitch to the batter.
- 14. The playing field is the area in which the ball may be legally played and fielded.
- 15. In fast-pitch softball, the base path distance is 27.432m (90 ft).
- 16. Home plate is a five-sided figure and made of rubber.
- 17. When a runner at 1<sup>st</sup> base is tagging-up on a fly ball, the runner must use the fair portion of the double base.
- 18. A bat shall be round and shall be smooth.
- 19. A bat shall not exceed 1077g (38 ounces) in weight.
- 20. The shortstop and centre-field players may wear a mitt instead of a glove.
- 21. All players must wear shoes.
- 22. The catcher does not have to wear any protective equipment while receiving warm-up pitches.
- 23. The catcher must wear shin guards that will offer protection to the knee cap.
- 24. Caps, visors and headbands are optional for female players.
- 25. Medical alert bracelets and/or necklaces are not considered jewellery.
- 26. Coaches must be neatly attired, and the wearing of footwear is optional.
- 27. Both offensive base coaches may be stationed in the 3<sup>rd</sup> base coaches' box.
- 28. One coach is permitted to have a scorebook and pen in his possession while standing in the coaches' box.
- 29. A coach may use communication equipment to communicate to scouts in the spectator area.
- 30. A player who is not present in the team area may not be listed in the starting line-up.
- 31. Team A has 8 players present in the team area at the start of the game. The umpire should allow the game to start.
- 32. A starting player is injured whilst warming up. At the pre-game meeting, the coach makes a change and a listed substitute takes the place of the injured player. The substitute will now be considered to be the starting player.

- 33. Team A starts the game with 9 players. The coach can insert the Designated Player (DP) after three innings have been played.
- 34. The FLEX Player must be placed in the  $10^{th}$  position on the line-up card.
- 35. A starting player, once substituted from the game, may only re-enter once and may occupy any position in the batting order.
- 36. An appeal for a violation of the Re-entry rule may be made any time while the Illegal Substitute is in the game.
- 37. A substitute is considered to be officially in the game once the umpire has been notified.
- 38. The plate umpire must be informed when a Replacement Player is entering the game and when a Withdrawn Player is returning to the game.
- 39. After receiving a warning, a team member who continues to dispute a judgement decision shall be ejected.
- 40. An ejected person shall go directly to the dressing room for the remainder of the game, or leave the grounds.
- 41. The fitness of the ground for a game will be decided solely by the plate umpire.
- 42. A regulation game shall consist of 7 innings.
- 43. A game that is tied at the end of 7 innings shall be continued by playing additional innings.
- 44. The base umpire is empowered to call a game at any time due to darkness or rain.
- 45. If a team fails to appear on the field, the plate umpire shall declare a forfeit.
- 46. After 5 complete innings, the score is Blue 4 Red 8. The Run-Ahead rule now applies and the game is over.
- 47. In a tie-break situation, the player scheduled to bat 9<sup>th</sup> in that half-inning shall be the player to be placed on second base.
- 48. R1 on 3<sup>rd</sup> base, R2 on 1<sup>st</sup> base, 2 out. B5 hits a ground ball to F6. R1 touches home plate before R2 is forced out at 2<sup>nd</sup> base. The run scores.
- 49. When the two base coaches confer amongst themselves the umpire should issue a charged offensive conference.
- 50. The defensive team are allowed up to 3 charged defensive conferences per 7 innings, and one per innings beyond that.
- 51. Before commencing the pitch, the pitcher must, while standing on the plate and with the ball in either the glove or the pitching hand, take the signal, or appear to be taking a signal, from the catcher, with the hands separated.
- 52. After taking the signal, F1 must bring his whole body to a full and complete stop for not less than one (1) second and not more than ten (10) seconds.
- 53. A pitch is considered to start when one hand is taken off the ball or the pitcher makes any motion that is part of his wind up.
- 54. The pitcher must not make two revolutions of the arm on the windmill pitch. He may drop his arm to the side and to the rear before starting the windmill motion, allowing the arm to pass the hip twice.

- 55. The pivot foot must remain in contact with the pitcher's plate, or push off and drag away from the pitcher's plate, or be airborne prior to the non-pivot (stepping) foot touching the ground.
- 56. After receiving the ball from the catcher, the pitcher must release the next pitch within 20 seconds.
- 57. All defensive players, except the catcher who must be in the catcher's box, must be in fair territory at the time the pitcher delivers the pitch.
- 58. Can the pitcher lick his fingers and put those fingers directly onto the ball?
- 59. A pitcher is allowed to wear tape on the fingers of an injured pitching hand.
- 60. No runners on base, F1 delivers a pitch to F2 who now throws it to F3 before returning to F1. Ruling: An additional ball shall be awarded to the batter.
- 61. F1 delivers an illegal pitch which B1 slaps to the outfield for a base hit. B1 is thrown out trying to stretch the hit into a two base hit. The illegal pitch rule is now enforced.
- 62. Only the pitcher, catcher or coach may request an intentional base on balls to be awarded to the batter.
- 63. At the start of the game and when a new pitcher relieves another he is allowed one minute to deliver five warm up pitches.
- 64. If the ball slips from the pitcher's hand during the delivery a ball is declared on the batter.
- 65. If an illegal pitcher returns to the game and throws a pitch the game is forfeited.
- 66. At the start of an inning, the lead-off batter must remain in his on deck circle until called to the batter's box.
- 67. The first batter in each inning shall be the batter whose names follows that of the last player who completed his turn at bat in the preceding innings.
- 68. The coach may erase the lines of the batting box without penalty.
- 69. It is not a strike if the pitched ball bounces on home plate.
- 70. A line drive to right field first touches the foul line and then bounces into foul territory, where it settles. This is a fair ball.
- 71. If the ball hits the foul line pole on the fly above the fence level it shall be a foul ball.
- 72. A Foul Tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught by the catcher.
- 73. The batter is not out if he bunts foul after the second strike.
- 74. The umpire should call the batter out when he steps directly in front of the catcher to the other batting box when the catcher is giving signals to the pitcher at the pitcher's plate.
- 75. When a batter is called out for interference, all runners must return to the base occupied at the time of the interference.
- 76. A batter becomes a batter-runner when he legally hits a fair ball.
- 77. Is the batter-runner out when the catcher drops the third strike and he is legally touched while off base prior to reaching first base?
- 78. When an infield fly is declared, the batter-runner is not out.
- 79. When the batter-runner throws the bat after contacting the ball in such a manner as to cause interference with the fielder's opportunity to make an out, the umpire should call the batter-runner out.

- 80. The batter-runner is not out when a fielder makes a play on the batter-runner while using an illegal glove.
- 81. A runner must always touch the base, even if he is obstructed from doing so.
- 82. R1 is tagging up at a base on a fly ball to F7 who juggles and deflects the ball to complete the catch. R1 may only advance when the catch is completed.
- 83. The batter -runner overruns first base. If he makes an attempt to continue to second base, can he be tagged out?
- 84. No runners on base, there is a strong ground hit to F8. As the batter-runner rounds first base, F3 impedes his progress to second base. Is the batter-runner able to proceed to second base without the risk of being put out?
- 85. If a fielder throws his glove at and hits a thrown ball, all runners are awarded two bases from the time of the throw.
- 86. A fielder attempting to tag a runner loses possession of the ball which rolls over the dead ball line out of play. Bases are awarded from the time of the tag attempt.
- 87. R1 and B2 are both between first and second base when the throw from F9 is overthrown and becomes dead. B2 is awarded second base.
- 88. A runner must return to the base held at the time of the pitch when any part of the batter's person is touched by a pitched ball swung at and missed.
- 89. Is the ball dead when a "no-pitch" is declared?
- 90. R1 on first base, ground ball hit to F4. R1 causes an interference. The umpire should allow play to continue as the ball is not dead.
- 91. The ball is alive when the umpire calls time.
- 92. It is always a dead ball when a runner leaves the base before a legally pitched ball has been released.
- 93. The ball is dead when the batter fails to enter the box within 10 seconds after the umpire calls play ball.
- 94. The ball is dead when the ball lodges in umpire's equipment or clothing, or in an offensive player's clothing.
- 95. The ball is dead when a fair ball strikes an umpire on foul ground.
- 96. The ball is in play if a runner gets called out for passing a preceding runner.
- 97. The ball is dead when a runner runs more than 0.91m (3ft) from his base path to avoid being tagged by the fielder.
- 98. The ball is alive when a thrown ball accidentally contacts a coach.
- 99. The ball is dead when a coach physically assists a runner.
- 100. When an obstruction occurs, it is a delayed dead ball.

## FILL IN THE CIRCLE FOR THE CORRECT ANSWER

CANDIDATE No/NAME						ASSOCIATION					
	T/Y	F/N		T/Y	F/N		T/Y	F/N	Ţ	Γ/Υ	F/N
1.	0	0	26.	0	0	51.	0	0	76.	0	0
2.	0	0	27.	0	0	52.	0	0	77.	0	0
3.	0	0	28.	0	0	53.	0	0	78.	0	0
4.	0	0	29.	0	0	54.	0	0	79.	0	0
5.	0	0	30.	0	0	55.	0	0	80.	0	0
6.	0	0	31.	0	0	56.	0	0	81.	0	0
7.	0	0	32.	0	0	57.	0	0	82.	0	0
8.	0	0	33.	0	0	58.	0	0	83.	0	0
9.	0	0	34.	0	0	59.	0	0	84.	0	0
10.	0	0	35.	0	0	60.	0	0	85.	0	0
11.	0	0	36.	0	0	61.	0	0	86.	0	0
12.	0	0	37.	0	0	62.	0	0	87.	0	0
13.	0	0	38.	0	0	63.	0	0	88.	0	0
14.	0	0	39.	0	0	64.	0	0	89.	0	0
15.	0	0	40.	0	0	65.	0	0	90.	0	0
16.	0	0	41.	0	0	66.	0	0	91.	0	0
17.	0	0	42.	0	0	67.	0	0	92.	0	0
18.	0	0	43.	0	0	68.	0	0	93.	0	0
19.	0	0	44.	0	0	69.	0	0	94.	0	0
20.	0	0	45.	0	0	70.	0	0	95.	0	0
21.	0	0	46.	0	0	71.	0	0	96.	0	0
22.	0	0	47.	0	0	72.	0	0	97.	0	0
23.	0	0	48.	0	0	73.	0	0	98.	0	0
24.	0	0	49.	0	0	74.	0	0	99.	0	0
25.	0	0	50.	0	0	75.	0	0	100.	0	0