



## SNZ UMPIRES ANNUAL RULES TEST 2018 – Levels 1, 2, 3

### ANSWERS

Thank you for sitting this year's Level 1-3 test. We hope you learned some rules by doing this test. The Annual Rules Test answers are based on the WBSC and New Zealand Rule Books 2018-2021 relating to Fast Pitch only.

Some of the following answers include a brief "plain English" explanation of the rule in *Red Italic*. The explanation is not intended to replace the official rule, but to support your learning of the rules and increase knowledge. We strongly encourage you to keep reading the rule book and learn more rules.

Even if you did not formally sit this test, please read through the following answers, we hope you learn something by doing so.

Umpiring plays an important role in supporting our elite athletes to excel on the world stage and encouraging our local communities to participate, compete and enjoy Softball. If you are interested in supporting our sport by umpiring please make contact with your local chief umpire.

Regional and local chief umpire contact details are available on the following link:

<https://www.softball.org.nz/GET+INVOLVED/SNZ+Umpires/Contacts.html>

**Our Vision:** The softball community experiences quality umpiring and the enjoyment it creates.

**Our Mission:** To lead and deliver quality and professional umpiring providing enjoyment and support to all those involved.

**Our Values:** **Passion** – encompassing excellence, enthusiasm, persistence and dedication.

**Honesty** – implicit to gain trust and portray fairness.

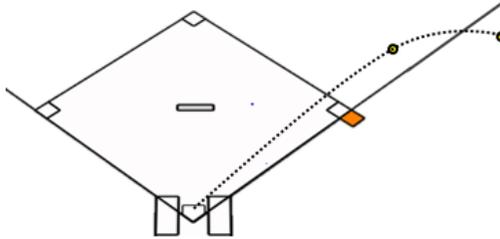
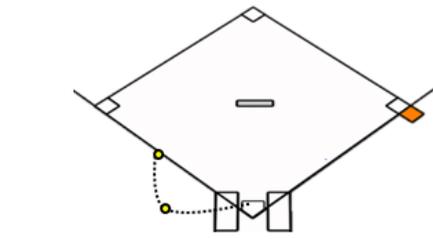
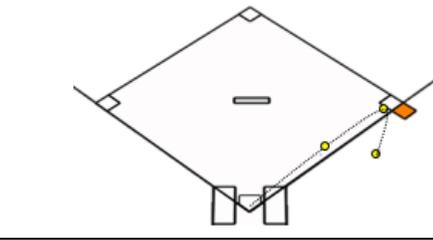
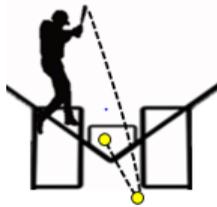
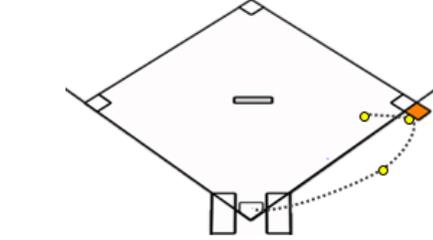
**Courage** – having presence, calmness in how we behave and leadership in game management.

**Quality** – achieved through consistency, teamwork and continuous improvement.

**Enjoyment** – for the umpires, players, team management and spectators.

**Respect** – for each other, players and the rules.

		T/F	Rule Reference
1	1 <sup>st</sup> base fielder (F3) may use a catcher's mitt. <i>Catcher and 1<sup>st</sup> base may use a mitt</i>	T	2.4.1a
2	3 <sup>rd</sup> base fielder (F5) has a hearing aid and requests to wear a helmet while fielding. The umpire allows this.	T	2.1.8b
3	A batter may use a helmet with one ear flap provided the ear flap is on the side of the head facing the pitcher. <i>Softball helmets must have two ear flaps</i>	F	2.1.8a
4	The batter is out when the catcher catches a called, swinging or foul tip third (3 <sup>rd</sup> ) strike.	T	5.4.4a) i
5	Only the catcher (F2) can take warm up pitches at the beginning of the 1 <sup>st</sup> inning. <i>Any defensive team member can, provided they wear a catcher's mask</i>	F	4.4a / 2.4.3a
6	The pitcher must have their back (non-pivot) foot in contact with the pitcher's plate to begin their pitch. <i>2018 rule change: Front (pivot) foot <b>only</b> must be in contact</i>	F	4.3.1c / 4.3.2b
7	If the pitch slips or drops from the pitcher's hand during the delivery the plate umpire shall declare a ball on the batter, the ball remains live and runners may advance at their own risk.	T	4.6 a, b, c
8	A pitcher returning to pitch in the same half inning is allowed three (3) warm up pitches. <i>No warm up pitches allowed if returning to pitch in <b>same</b> half inning</i>	F	4.4c
9	Top of the 1 <sup>st</sup> innings, women's game. Two out, B3 in the batter's box. It is discovered that F1 is pitching off the men's mark. RULING: The umpire should correct the pitching distance immediately. <i>Correct at start of next full innings (top of 2<sup>nd</sup>)</i>	F	2.2.2b
10	A pitch crosses the plate with the top of the ball just under the armpits. RULING: Ball. <i>2018 rule change: Top of zone = Top of the ball at or below the bottom of batter's sternum (chest plate)</i>	T	5.1.41
11	A pitch crosses the plate with the bottom of the ball just <b>above</b> the bottom of the batter's kneecap. RULING: Strike. <i>2018 rule change: Bottom of zone = Bottom of the ball at or above the bottom of batter's kneecap</i>	T	5.1.41
12	A waist high pitch clips the front inside corner of the plate and is caught on the batter's box line. RULING: Strike.	T	5.1.41
13	A change up pitch crosses the front of the plate above the top of the knee, drops and bounces off the back corner of home plate. The batter does not swing at the pitch. <i>The NUS Rules Committee accept there is some contradiction in the rules given and will seek WBSC clarification</i> RULING: Strike. <i>We apologise for including this question, <b>False</b> answer loaded in online test.</i>	F OR T	5.4.3a) i  5.4.3c) i
14	The batter is out if any part of their foot is outside the lines of the batter's box when they hit the ball (fair or foul). <i>Foot must be <b>completely outside</b> the lines <b>and</b> touching the ground</i>	F	5.4.4b) iv

			T/F	Rule Reference
15	<p>A batted ball first touches the outfield in fair territory, then rolls over the line into foul territory where it comes to rest.</p> <p>RULING: Foul ball.  <i>First falls fair in the outfield = Fair, doesn't matter where ball goes after that</i></p>		F	5.1.16e
16	<p>A batted ball hit into 3<sup>rd</sup> base foul territory spins back towards the infield and comes to rest with a quarter of the ball on the 3<sup>rd</sup> base line and the rest of the ball in foul territory.</p> <p>RULING: Fair ball.  <i>Settles on infield, lines are part of fair territory, any part of the ball on line = Fair</i></p>		T	2.1.6 5.1.16a
17	<p>A batted ball hits the fair (white) portion of 1<sup>st</sup> base, rolls and comes to rest in foul territory.</p> <p>RULING: Fair ball.  <i>Touches fair portion of 1<sup>st</sup> base, doesn't matter where the ball goes after that</i></p>		T	5.1.16c 5.6a) i
18	<p>A batted ball first touches the ground in foul territory, spins back and comes to rest on home plate.</p> <p>RULING: Foul ball.  <i>Home plate is part of fair territory = Fair</i></p>		F	2.1.6 5.1.16a
19	<p>A batted ball hits the foul (coloured) portion only of 1<sup>st</sup> base, rolls back into the infield and comes to rest.</p> <p>RULING: Foul ball.  <i>Touches foul portion of 1<sup>st</sup> base, doesn't matter where the ball goes after that</i></p>		T	5.1.20d 5.6a) i

		T/F	Rule Reference
20	Runner on 3 <sup>rd</sup> base (R1 on 3B). A batted ball hits R1 leading off from 3 <sup>rd</sup> base in foul territory. RULING: Foul ball, R1 is safe on 3 <sup>rd</sup> base. <i>Not out (unless umpire thinks any fielder had a chance to get an out)</i>	T	5.1.20d & 5.10.4e
21	R1 on 1B. On the first pitch the batter hits a <b>foul tip</b> . R1 steals from 1 <sup>st</sup> to 2 <sup>nd</sup> base. RULING: R1 is safe on 2 <sup>nd</sup> base. <i>Ball remains in play (live) on a foul tip</i>	T	5.1.21b
22	Only the head coach of a defensive team can notify the plate umpire to give a batter an Intentional Base on Balls. <i>Head coach, pitcher or catcher can notify</i>	F	5.5.1c) ii
23	When a batter is issued an Intentional Base on Balls the ball is dead, and runners may only advance if forced.	T	5.5.1c) ii 3
24	A batter-runner may run outside the one metre line to avoid a fielder attempting to field the batted ball.	T	5.5.2b) iii
25	When a thrown ball hits an umpire, the ball is live.	T	5.10.1c
26	The batter hits the ball to shortstop (F6) and runs to 1 <sup>st</sup> base. In the umpires judgement the throw from F6 and the runner arrive at 1 <sup>st</sup> base <b>at the same time</b> . RULING: The runner is out. <i>Same time is <b>not</b> prior to (before) being thrown out</i>	T	5.5.2a) iii
27	The plate umpire can overrule a safe/out decision made by a base umpire. <i>BU decision. Can ask PU – still BU final decision</i>	F	3.6.6 b & c
28	The batter hits a fly ball to left outfield (F7) who makes the catch. When reaching into their glove to retrieve the ball F7 drops the ball. RULING: Legal catch, batter is out. <i>Lost <b>after</b> reaching into their glove to remove ball (lost in transfer)</i>	T	5.1.9a
29	The batter hits to F6 who throws the ball to 1 <sup>st</sup> base. F3 catches the ball with a quarter of her foot on the fair (white) portion of 1 <sup>st</sup> base and the rest of her foot on the foul (coloured) portion <b>before</b> the batter-runner reaches the base. RULING: The batter is out. <i>Only <b>part</b> of fielder's foot needs to touch fair portion</i>	T	5.5.2a) iii 2.1.6 & 5.6a) ii
30	The batter hits into the outfield. F3 stands on 1 <sup>st</sup> base watching the hit. The batter-runner rounds 1 <sup>st</sup> base using the outside corner to avoid hitting F3 and continues to 2 <sup>nd</sup> base safely. The umpire should signal a delayed dead ball for the obstruction at 1 <sup>st</sup> base and take no further action at the end of the play.	T	5.1.32b) 1 & 2

		T/F	Rule Reference
31	<p>A runner is caught up in a run-down halfway between 3<sup>rd</sup> base and home.            3<sup>rd</sup> base fielder (F5) throws the ball to the catcher (F2), the runner turns and bumps into F5 on their way back to 3<sup>rd</sup> base.            F2 throws the ball to shortstop (F6), seeing this the runner turns and advances towards home plate.            F6 throws the ball to F2 who tags the runner well before they reach home plate.      <i>Bumps in to F5 without ball = Obstruction</i></p> <p>RULING: Dead ball, obstruction, runner is safe on 3<sup>rd</sup> base.      <i>Put out prior to reaching a base = Dead ball</i>  <i>Can't be out between two bases where obstructed* Wouldn't have made it home so put back on 3<sup>rd</sup></i></p>	T	5.10.2 c & d  * Refer to rule for exceptions
32	<p>R1 on 1B. The batter (B2) hits a ground ball to F4. The ball rolls out of F4's glove.            F4 is reaching down to pick up the ball when R1 collides with them.      <i>F4 attempting to field ball regardless of first touch</i></p> <p>RULING: Dead ball, R1 is out for interference, B2 is safe on 1<sup>st</sup> base.      <i>Batter (B2) forced to advance after hit</i></p>	T	5.1.30a 5.10.3c) iii
33	The run ahead rule is 15 runs after three (3) innings, 10 runs after four (4) innings or seven (7) runs after five (5) innings.	T	1.2.3
34	If a fielder appeals for a runner not tagging up on a catch, they <b>must</b> be standing in the infield when making the appeal.	T	1.2.6a ii 1.2.6c
35	If an umpire sees a runner miss a base, after all play is finished, they should call that runner out, regardless of whether the fielding (defensive) team make an appeal or not. <i>Umpire can't make this call unless legally appealed</i>	F	5.10.3a) vii Effect
36	<p>Batter hits the ball to the outfield and only touches the foul (coloured) portion of 1<sup>st</sup> base as they run safely around to 3<sup>rd</sup> base.            The defence legally appeal for the batter missing 1<sup>st</sup> base.</p> <p>RULING: The umpire denies the appeal. The batter is safe on 3<sup>rd</sup> base.      <i>Outfield hit, no play at 1<sup>st</sup>, batter may use either base</i></p>	T	5.6a) v
37	<p>A team has a designated player (DP) in their line-up batting for the pitcher (F1).            In the 3<sup>rd</sup> innings the DP fields for the shortstop (F6).</p> <p>RULING: The umpire allows this, the DP can field for any player.  <i>Note: Shortstop (F6) will become an offensive (batting) player only (OPO) while the DP fields for them.</i></p>	T	3.2.4b
38	<p>All starting players (including the DP and the Flex player) may be substituted and re-enter the line-up once.            The starting player must re-enter the line-up in the same batting position.</p>	T	3.2.3e
39	<p>Hoani (5<sup>th</sup> in the batting line up) bats in place of Andrews (4<sup>th</sup> in the batting line up).            With a 2 ball, 1 strike count on Hoani the defensive coach appeals for batting out of order.</p> <p>RULING: Andrews replaces Hoani at bat and assumes the 2-1 count.</p>	T	5.4.1 Effect a) i

		T/F	Rule Reference
40	R1 on 2B. The batter has a 2 ball, 2 strike count. On the next pitch the base umpire calls R1 out for leaving their base too early. The plate umpire calls the pitch a strike. RULING: Dead ball, R1 is out for leaving early and the batter's count remains at 2-2.	T	5.10.3b) ii
			<i>R1 left base before pitch was delivered</i> <i>Strike doesn't count</i>
41	One out. R1 on 1B. The batter swings and misses the 3 <sup>rd</sup> strike which the catcher drops. RULING: The batter is out.	T	5.4.4a) ii
			<i>"Dropped 3<sup>rd</sup> strike", 1<sup>st</sup> base occupied, less than 2 out</i>
42	Runners may advance at their own risk when an infield fly is declared.	T	5.5.2a) v Effect
43	One out. Runners on 1 <sup>st</sup> and 2 <sup>nd</sup> base (R1 on 2B, R2 on 1B). The batter hits a fly ball to F4. The umpire/s call "Infield Fly". F4 misses the catch, quickly picks the ball up from the ground and tags R2 advancing from 1 <sup>st</sup> base. RULING: Both the batter and R2 are out.	T	5.1.26 5.5.2a) v Effect 5.10.3a) ii
			<i>Infield fly = Batter automatically out, R2 advanced at their own risk</i>
44	No outs. Loaded bases (R1 on 3B, R2 on 2B, R3 on 1B). The batter hits a fly ball to shortstop (F6). The umpire/s call "Infield Fly". All runners remain in contact with their base. F6 botches the catch, drops the ball, picks it up and throws to the catcher standing on home plate. RULING: The batter is out on the Infield Fly and R1 (still standing on 3 <sup>rd</sup> base) is out on the force play at home.	F	5.1.26 5.5.2a) v & Effect
			<i>Infield fly</i> <i>Batter automatically out</i> <i>Force cancelled</i> <i>R1 safe at 3<sup>rd</sup></i>
45	<b>Fenced Diamond.</b> R1 on 1B. The batter hits to the outfield and the ball bounces over the outfield fence. R1 touched 2 <sup>nd</sup> base <b>before</b> the ball bounced over the outfield fence. RULING: R1 is awarded home and the batter is safe on 2 <sup>nd</sup> base.	F	5.11 Effect b) i 5
			<i>Two base award from time of pitch, R1 safe at 3<sup>rd</sup></i>
46	<b>Open diamond.</b> The batter hits a foul fly ball between home plate and 1 <sup>st</sup> base. F2 catches the ball with both feet inside the dead ball line and their catching arm stretched over the line in dead ball territory. RULING: The batter is out.	T	2.1.14 5.1.9c
47	<b>Open diamond.</b> R1 on 3B. The batter hits a foul fly ball between home plate and 1 <sup>st</sup> base. F2 catches the ball with both feet inside the dead ball line and their catching arm stretched over the line in dead ball territory. The act of stretching for the ball causes F2 to stumble into dead ball territory with the ball securely held in their glove. RULING: The batter is out and R1 is awarded (safe) home.	T	2.1.14 5.1.9c 5.11 Effect a) ii 3
			<i>Ball unintentionally carried out of playing field (dead) = One base award</i>

		T/F	Rule Reference
48	<p>One out, R1 on 3B. The batter hits the ball to F3 who fields the ball and runs toward the batter. The batter-runner stops and takes one step back towards home plate. R1 crosses home plate. <b>After</b> R1 has scored the batter-runner is tagged by F3.</p> <p>RULING: Dead ball, batter is out, the run does not count and R1 must return to 3<sup>rd</sup> base.</p>	T	5.5.2b) xii
49	<p>The batter hits to the outfield and is running to 2<sup>nd</sup> base when they pull a muscle. The batter-runner limps to 2<sup>nd</sup> base, touches the base, calls time and immediately starts walking off the diamond. The throw comes in from the outfield and shortstop tags the batter-runner.</p> <p>RULING: The batter-runner is safe because they had called time, even though the umpire had not.</p> <p><i>Umpires will not call time at the request of a player until all action in progress by <b>both</b> teams is complete (unless serious injury)</i></p>	F	3.6.7 f & g
50	<p>R1 on 1B. 2 balls, 1 strike count on the batter. The next pitch is called a ball. The batter mistakenly thinks they have a walk and starts running to 1<sup>st</sup> base. R1 advances to 2<sup>nd</sup> base. The catcher throws the ball to F4 who tags R1 before they reach 2<sup>nd</sup> base. The batter-runner reaches 1<sup>st</sup> base safely.</p> <p>RULING: R1 is out and the batter returns to bat with a 3-1 count.</p> <p><i>Ball is in play (<b>live</b>), R1 advanced at their own risk, batter not entitled to advance so returns to bat</i></p>	T	5.4.3a) i 5.5.1c) i 5.10.3a) ii