



# 2010 Softball Australia Basic Rules Examination

(updated to 2010-2013 rulebook)

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 2006-2009 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.	F2 = Catcher.	F3 = 1st Base.
F4 = 2nd Base.	F5 = 3rd Base.	F6 = Shortstop.
F7 = Left Field.	F8 = Centre Field.	F9 = Right Field.

For runners: R1 is always the lead runner, followed by R2, R3 etc.  
For batters: B1 is the lead off batter, followed by B2, B3, B4 etc.  
For substitutes: S1 is the first substitute player, followed by S2, S3, S4 etc.  
Designated player: DP.  
Flex player: FLEX.

## INSTRUCTIONS:

1. Answer strictly according to ASF 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 T/Y F/N  
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.*

**100 QUESTIONS**

1. If the safety grip on a bat has 3 layers of tape it is an altered bat.
2. Laser marking for identification purposes is not considered altered, regardless of where it may be on the bat.
3. An appeal for a runner missing a base may only be made while the ball is alive.
4. The line up card shall include each player's position.
5. It is a charged conference if a fielder leaves his position, goes to the dugout and receives instruction.
6. Smoking is not permitted in the Dugout.
7. It is a foul ball if a batted ball rolls into foul territory and comes to rest touching 3rd base, but lying in foul territory.
8. The position of the player's feet shall determine whether a fly ball is fair or foul.
9. Can it be a foul tip if the catcher does not catch the ball?
10. Can a batting helmet have only one earflap?
11. If a fielder impedes the progress of a runner by making a fake tag without the ball it is a form of obstruction
12. The on-deck batter may use the on-deck circle on either side of the playing field.
13. A player, who has been removed from the game by the umpire, may still participate as a coach.
14. A listed substitute, who has been in the game but subsequently substituted from the game, may be used as a replacement player for a runner who is bleeding.
15. If, during the game, the pitching distance is found to be at the wrong distance, it should be corrected immediately.
16. A batted ball that hits any part of the double base is a fair ball.
17. When tagging up on a fly ball, the runner may use either portion of the double base.
18. A metal bat shall be free of burrs and cracks.
19. A metal bat may not have a wooden handle.
20. Smooth, plastic type tape is illegal, when used as a grip on a bat.
21. It is permissible to place pine tar on the safety grip of a bat.
22. The warm-up bat must be of one-piece construction.
23. Gloves worn by any player may be any combination of colours, provided none of the colours (including the lacing) are the colour of the ball.

24. Catchers must wear a mask, throat protector and helmet while receiving warm-up pitches from the pitching plate or in the warm-up area.
25. Both adult and junior catchers must wear shin guards that will offer protection to the kneecap.
26. Both offensive coaches wish to be stationed in the coach's box at 3<sup>rd</sup> base. Is this allowed?
27. May a base coach leave his coach's box to signal a runner to slide?
28. A base coach may address only his own team members.
29. A coach is permitted to have a scorebook and pencil in his possession while standing in the coach's box.
30. You notice that a coach is talking on his mobile phone in the dugout. Ruling: This is legal.
31. A player arrives after the game has started. May the player be added to the line-up?
32. The name of the Head Coach/Manager must be listed on the line-up card.
33. An injury to a player results in Team A having only 8 players. The umpire should allow the game to continue.
34. At the pre-game meeting the coach advises the umpire that, due to illness, a substitute will be taking the place of one of the players listed in the batting order. The substitute is now considered to be a starting player.
35. A team starts a game with 9 players. Provided it is announced to the umpire the coach can add a DP to the line up at any time during the game.
36. The DP may play defence at any position.
37. A substitute that has been in the game, and subsequently removed from the game by the coach, may later return to the game as a replacement player.
38. A substitute is not officially in the game until a pitch has been thrown or a play made.
39. If a substitute enters the game unreported, there is no penalty, if the team in violation informs the umpire prior to the offended team's appeal.
40. After a warning, a team member disputing a judgement decision will be removed from the game.
41. The fitness of the ground for a game shall be decided solely by the match committee.
42. At the completion of six innings Red Team 1 and Blue Team 2. Red team does not score in the top of the seventh innings. The game is over, and Blue Team wins 2 runs to Red Team 1.
43. An umpire may declare a game a forfeit if, after suspension of play, one side refuses to resume playing within two minutes after the umpire has called 'Play Ball'
44. The score of a forfeited game shall be 7-0 in favour of the team not at fault.
45. In the bottom of the fourth inning the score is Red (batting first) 2, Blue 12. Ruling: The run-ahead rule applies and the game is over.

46. The person who becomes the runner in the tie-breaker shall always be the person who was the last out in the previous innings.
47. R5 on 3rd, 2 out. B6 hits a ground ball to F6. R5 touches home plate before B6 is put out at 1st base. Ruling: The run scores.
48. There may only be two charged offensive conference in an inning.
49. It is not a charged conference if a pitcher is granted time to put on a warm up jacket while on base.
50. The coach from the dugout reports a change to the umpire. After making the change, the coach then crosses the foul line to talk with the pitcher. This is not a charged conference.
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. 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.
53. 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.
54. After receiving the ball from the catcher, the pitcher must release the next pitch within 15 seconds.
55. 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.
56. If the pitcher places resin on the ball, then releases the pitch before the umpire can stop play, the umpire will rule an "illegal pitch".
57. Is it permissible for F1 to keep his resin bag in his back pocket while not in use?
58. A pitcher is allowed to wear tape on the fingers of an injured pitching hand.
59. 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.
60. F1 decides to intentionally walk B1. Can he just advise the umpire, who will then send B1 to first base without a pitch being thrown?
61. At the beginning of the first inning for both teams, the pitcher may deliver not more than five warm-up pitches, but from the start of the second innings, the pitcher can use not more than three warm-up pitches.
62. If the pitcher attempts a quick return of the ball, when the batter is off balance as a result of a previous pitch, the umpire shall declare an "Illegal Pitch".
63. If the ball slips from the pitcher's hand during the back swing of the windup, the umpire will declare a "no pitch".
64. The on-deck batter at the start of an inning is the lead-off batter who must remain in his on-deck circle until called to the batter's box.

65. If a batting out of order appeal is made while the incorrect batter is still at bat, then the incorrect batter is declared out.
66. When the batter fails to enter the batter's box within 10 seconds after the umpire has called "play ball", the umpire will call a strike, even though a pitch has not been thrown.
67. B1 swings at and misses a pitched ball that hits him on the fingers. The umpire should rule a strike on B1 and the ball is dead.
68. The umpire should call strike when a pitched ball, at which the batter does not swing, enters the strike zone just above the batter's knees and drops down to hit the back corner of home plate.
69. A ball is awarded to a batter who swings at, but does not hit, an "illegal pitch".
70. A line drive to right field first touches the foul line and then bounces into foul territory, where it settles. This is a foul ball.
71. A legally batted ball that first touches on foul territory beyond first or third base and spins back over the foul ball line into fair territory is a foul ball.
72. A strike should be called on every occasion if any part of the batter's person is hit with his own batted ball while he is in the batter's box.
73. 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.
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. The batter-runner is out when the catcher drops the third strike and he is tagged while off base, or thrown out prior to reaching first base.
77. When a batter-runner is called out for interference, the ball is dead and all runners must return to the last base occupied at the time of the pitch.
78. The batter-runner is out if he steps back toward home plate to avoid, or delay, a tag by a fielder.
79. When R1, leading off third base in foul territory towards home, interferes with F5's attempt to field a foul fly ball, the batter-runner is called out and R1 is returned to third base.
80. F5 makes a play on a batted ball but is using an illegal glove. The manager of the offensive team has the option of either, having the batter bat again, assuming the ball and strike count prior to the pitch, or taking the result of the play.
81. When two runners occupy a base simultaneously, the runner who first legally occupied the base shall be entitled to it, unless forced to advance.
82. R1 is tagging up at a base on a fly ball to F7 who juggles and deflects the ball to F8, who then completes the catch. R1 may not advance until the ball has been legally caught by F8.
83. After overrunning first base, the batter-runner may be tagged out while returning to the base, if he makes any attempt to advance to second.

84. If a fielder throws her glove at and hits a thrown ball then all runners are awarded two bases from the time of the throw.
85. 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.
86. 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.
87. A base-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.
88. Should the runner advancing toward home plate be declared out when F2 is hindered, while making a play, by the runner's teammates gathering around home plate?
89. The ball remains alive, when the batter is called out for stepping directly in front of the catcher to the other batter's box, while the pitcher is taking the signal, or appears to be taking a signal from the pitcher's plate.
90. It is always a dead ball when a runner leaves the base before a legally pitched ball has been released.
91. The ball is dead when the umpire calls a strike on the batter because he stepped out of the batter's box to take signals or practice swings.
92. The ball is dead when the ball lodges in umpire's equipment or clothing, or in an offensive player's clothing.
93. The ball becomes dead when a runner is called out for passing a preceding runner, while the ball is alive.
94. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
95. The ball remains alive when a base is dislodged, while runners are progressing around the bases.
96. The ball is dead when a runner, while running to any base, runs more than 0.91m (3 ft) from the base path, to avoid being tagged by the ball in the hand(s) or glove of a fielder.
97. The ball remains alive when a thrown ball strikes an offensive player.
98. The ball is dead, when a batter drops his bat and the ball rolls against the stationary bat in fair territory.
99. The ball remains alive, when a thrown ball strikes an umpire.
100. The ball is dead when a foul tip has been legally caught.

**100 ANSWERS**

1.	True	Rule 1	Section 1
2.	True	Rule 1	Section 1
3.	False	Rule 1	Section 2
4.	True	Rule 1	Section 12
5.	True	Rule 1	Section 17 (b 2)
6.	True	Rule 1	Section 27
7.	False	Rule 1	Section 29 (c)
8.	False	Rule 1	Section 37 Note
9.	No	Rule 1	Section 39 (c) & Note
10.	No	Rule 1	Section 40 (a)
11.	True	Rule 1	Section 66 (b) (3)
12.	False	Rule 1	Section 71
13.	True	Rule 1	Section 86
14.	True	Rule 1	Section 87
15.	False	Rule 2	Section 3 Note
16.	False	Rule 2	Section 4 (h) (1) (a)
17.	False	Rule 2	Section 4 (h) (1) (f)
18.	True	Rule 3	Section 1 (i)
19.	True	Rule 3	Section 1 (j)
20.	True	Rule 3	Section 1 (k)
21.	True	Rule 3	Section 1 (k)
22.	True	Rule 3	Section 2
23.	True	Rule 3	Section 4 (b)
24.	True	Rule 3	Section 6 (a) Note
25.	True	Rule 3	Section 6 (e)
26.	No	Rule 4	Section 1 (c) (2)
27.	Yes	Rule 4	Section 1 (c) (2) Exception
28.	True	Rule 4	Section 1 (c) 3
29.	True	Rule 4	Section 1 (c) (4)
30.	False	Rule 4	Section 1 (f) (2)
31.	Yes	Rule 4	Section 2 (a) (3)
32.	True	Rule 4	Section 2 (a) (4)
33.	False	Rule 4	Section 3 (b)
34.	True	Rule 4	Section 4 (b)
35.	False	Rule 4	Section 5 (a)
36.	True	Rule 4	Section 5 (g)
37.	True	Rule 4	Section 7 (b) Exception
38.	True	Rule 4	Section 8 (a)
39.	True	Rule 4	Section 8 (b)
40.	False	Rule 4	Section 10
41.	False	Rule 5	Section 2
42.	True	Rule 5	Section 3 (a)
43.	True	Rule 5	Section 4 (b) (3)
44.	True	Rule 5	Section 5 (c)
45.	True	Rule 5	Section 6 (a) (1) and (b)
46.	False	Rule 5	Section 7 (a)
47.	False	Rule 5	Section 8 (b) (1)
48.	False	Rule 5	Section 9 (a)
49.	True	Rule 5	Section 9 (a) Note (2)
50.	True	Rule 5	Section 9 (b) Note (6)



**100 ANSWERS**

51.	True	Rule 6	Section 1 (d)
52.	True	Rule 6	Section 3 (d)
53.	True	Rule 6	Section 3 (j)
54.	False	Rule 6	Section 3 (n)
55.	True	Rule 6	Section 4 (a)
56.	True	Rule 6	Section 5 (c)
57.	No	Rule 6	Section 5 (c)
58.	False	Rule 6	Section 5 (d)
59.	False	Rule 6	Effect Section 1-7 (3 exception)
60.	Yes	Rule 6	Section 8
61.	True	Rule 6	Section 9 (a)
62.	False	Rule 6	Section 10 (b 2)
63.	False	Rule 6	Section 11
64.	True	Rule 7	Section 1 (a)
65.	False	Rule 7	Section 2 (c) (Effect 2c-d 1)
66.	True	Rule 7	Section 3 (a) and Effect
67.	True	Rule 7	Section 4 (f)
68.	False	Rule 7	Section 5 (a 3)
69.	True	Rule 7	Section 5 (c)
70.	False	Rule 7	Section 6 (e) also Rule 1 Section 29 (e)
71.	True	Rule 7	Section 7 (c)
72.	False	Rule 7	Section 7 (e) Effect
73.	True	Rule 7	Section 8
74.	True	Rule 7	Section 9 (j) (1)
75.	True	Rule 7	Section 9 (k) Effect
76.	True	Rule 8	Section 2 (a)
77.	True	Rule 8	Section 9 (n)
78.	True	Rule 8	Section 2 (i)
79.	False	Rule 8	Section 2 (k) Exception 2
80.	True	Rule 8	Section 3 Effect
81.	True	Rule 8	Section 4 (b)
82.	False	Rule 8	Section 5 (e)
83.	True	Rule 8	Section 6 (b)
84.	True	Rule 8	Section 7 (f) Effect 2
85.	False	Rule 8	Section 7 (g) Exception to Effect
86.	True	Rule 8	Section 7 (g) Note to Effect
87.	True	Rule 8	Section 8 (e) Effect
88.	Yes	Rule 8	Section 9 (p)
89.	False	Rule 9	Section 1 (b)
90.	True	Rule 9	Section 1 (q)
91.	True	Rule 9	Section 1 (ae)
92.	True	Rule 9	Section 1 (af)
93.	False	Rule 9	Section 2 (g)
94.	True	Rule 9	Section 2 (h)
95.	True	Rule 9	Section 2 (l)
96.	False	Rule 9	Section 2 (m)
97.	True	Rule 9	Section 2 (t)
98.	False	Rule 9	Section 2 (u)
99.	True	Rule 9	Section 2 (v)
100.	False	Rule 9	Section 2 (aa)



**ANSWER SHEET 100 QUESTIONS****FILL IN CIRCLE FOR THE CORRECT ANSWER****CANDIDATE No.....**

	T/Y	F/N		T/Y	F/N		T/Y	F/N		T/Y	F/N
1.	O	O	26.	O	O	51.	O	O	76.	O	O
2.	O	O	27.	O	O	52.	O	O	77.	O	O
3.	O	O	28.	O	O	53.	O	O	78.	O	O
4.	O	O	29.	O	O	54.	O	O	79.	O	O
5.	O	O	30.	O	O	55.	O	O	80.	O	O
6.	O	O	31.	O	O	56.	O	O	81.	O	O
7.	O	O	32.	O	O	57.	O	O	82.	O	O
8.	O	O	33.	O	O	58.	O	O	83.	O	O
9.	O	O	34.	O	O	59.	O	O	84.	O	O
10.	O	O	35.	O	O	60.	O	O	85.	O	O
11.	O	O	36.	O	O	61.	O	O	86.	O	O
12.	O	O	37.	O	O	62.	O	O	87.	O	O
13.	O	O	38.	O	O	63.	O	O	88.	O	O
14.	O	O	39.	O	O	64.	O	O	89.	O	O
15.	O	O	40.	O	O	65.	O	O	90.	O	O
16.	O	O	41.	O	O	66.	O	O	91.	O	O
17.	O	O	42.	O	O	67.	O	O	92.	O	O
18.	O	O	43.	O	O	68.	O	O	93.	O	O
19.	O	O	44.	O	O	69.	O	O	94.	O	O
20.	O	O	45.	O	O	70.	O	O	95.	O	O
21.	O	O	46.	O	O	71.	O	O	96.	O	O
22.	O	O	47.	O	O	72.	O	O	97.	O	O
23.	O	O	48.	O	O	73.	O	O	98.	O	O
24.	O	O	49.	O	O	74.	O	O	99.	O	O
25.	O	O	50.	O	O	75.	O	O	100.	O	O

