

CCSUA Qualification Test for 2018 Season

Rules 20

One of the requirements for the pitcher before starting a pitch is for her to keep the hands separated as she steps onto the pitcher's plate and take or simulate taking a signal from the catcher.

Before starting the pitch, F1 stands on the pitcher's plate with the heel of her pivot foot touching the front edge of the pitcher's plate, and the toe of her non-pivot foot in contact with the back edge of the pitcher's plate. This is legal.

The standard Effect for an illegal pitch is to award a ball on the batter and advance all runners one base.

If the pitcher wants to intentionally give the batter a base on balls, a request to the umpire to do so should be allowed and the batter may be awarded first base without any pitches being thrown.

The pitcher who brings a resin bag to the pitching circle is responsible for removing it each half inning as she leaves the field.

Any substance, including dirt, applied to the pitcher's hand must be wiped off if it would transfer to the ball.

A batter bats out of order and completes her at-bat. Before the next pitch the defense appeals the batting out of order. The effect for batting out of order includes that all outs made on the play are negated.

The NCAA strike zone is the area above home plate between the armpits and the top of the knees when the batter assumes her natural batting stance.

At the moment of bat-ball contact, the batter may not contact the pitch when any part of her foot is touching the ground outside the lines of the batter's box. The Effect for this is a dead ball and the batter shall be declared out.

With R1 at 1b and R3 at 3b, R1 attempts to steal 2nd and intentionally runs into right field to confuse the defense as R3 scores. The ball is dead, R1 is out, and R3 must return to 3b.

The batter-runner is considered outside the runner's lane if either foot is in contact with the ground and is completely outside either line. It does not matter if the ball hits her or where the ball hits her body.

When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder, she is out, and all runners return to their last legally touched base at the time of this infraction.

In an attempt to steal second base, R1 leaves before the pitcher releases the pitch. This is a dead ball immediately.

R1 leaves the base before the pitch is released. The batter grounds into a double-play. The defense may accept the result of the play.

Obstruction occurs when a defensive player, not in possession of the ball nor in the act of fielding a batted ball, impedes the progress of a runner who is legally running the bases on a live ball.

The obstruction rule states that the runner may not be called out even if she was clearly beaten by the throw.

An obstructed runner can never be called out between the two bases where she was obstructed.

The batter-runner collides with the first baseman who is attempting to make a play on an errant throw up the line (toward home plate). The fielder steps into the BR's path to field the throw and does not have possession of the ball at the moment of the collision. This is ruled obstruction.

The No Huddle Defense is part of the Media Format so in a non-televised game the two teams may decide not to use it.

The Media Format rules shall be used in televised games only. They may not be used by mutual agreement between the two teams or by conference or tournament policy.

If the offensive coach tells the plate umpire at the beginning of the half-inning that she has a substitute for the first two batters, the umpire can take both immediately as this is not considered a projected substitution.

When the ball goes out of play, a dead-ball appeal cannot be made until the umpire places a new ball into the game.

The catcher is wearing a highly reflective blue helmet with a mirror-like chrome finish. The umpire allows it since it is blue.

An ejected coach must leave the playing field, dugout and other team areas and be out of sight and sound.

Each team shall have at least nine eligible players in the game at all times.

Mechanics (20)

The Timing Play Indicator is used when there are two outs with a runner on first or second (other bases may also be occupied). T 62

With no runners on base, U1 and U3 should be no closer than 18 feet down and close to the line, completely in foul territory in an upright, standing position. T 69

In a three-umpire system with a runner on second base only, a right-handed batter checks her swing on a pitch. The plate umpire asks U1 for help on this checked swing. T 153

In a 3-umpire system with a runner on 2b, U1 chases a fly ball to right field. U3 is responsible for a force play at 1b. T 173

With the bases loaded, U1 is responsible for watching both R2 and R1 for leaving the base before the pitch is released. F 343

If a runner misses the plate and the catcher misses the tag, the umpire should make not signal, verbal or non verbal. T

When an infield fly is hit, the proper signal is for the umpire to extend the right arm above the head with a point of the index finger and make the appropriate verbal call. T 54

In all plate stances, it is imperative that the plate umpire is able to see the outside corner of the plate and an unobstructed line of vision of the ball from the pitcher's release point through the strike zone to the catcher's glove. T 40

The new starting position for U1 with a runner on 1b only, is to square the entire body to the plate. F 113

The new rotated starting position for U3 with a runner on 1b only is several strides toward center field, as long as U3 has a clear view of the right-handed batter. T 113

With no runners on and U3 moving to a primary at second base on a ground ball to the infield, U3 should drop/set and watch any play on the batter-runner at 1b. T 49

The SUP has introduced a new Wedge mechanic so umpires may position themselves for a better view of tag plays. T 43

When using the Wedge mechanic for tag plays, the umpire must adjust to maintain visibility of all the elements of the play. T 43

For force plays at 1b, umpires need to work for a 90-degree angle to the throw while keeping the distance from the play greater than 18 feet and should stay within a 30- to 50-degree angle to 1b. T 47

In a 3-umpire system with nobody on base, U1 may use foul territory for a possible play at 1b. Use this position only on a throw from F9 or when F4 comes into your area to field the ball. T 47

U1 is in a starting position on the line and the batter hits a line drive that quickly moves through the infield near the line. U1 may not turn to make a fair-foul call and then continue 3-umpire mechanics. This mechanic is for U3 only. F 65

Starting positions with a runner on base is 10-12 feet. T 34

Starting positions with no runners on base is no closer than 18 feet. T 34

Attain a distance of 3-10 feet for tag plays. T 34.

The intent of the MechaniGram diagrams in the CCA Manual is to show general areas of positioning, and not exact spots. T 67

Protocols (5)

Umpires shall recognize that anything that may lead to a conflict of interest, either real or apparent, must be avoided. Gifts, favors, special treatment, privileges, employment or a personal relationship with a school or team that can compromise the perceived impartiality of officiating must be avoided. T

Good communications are a requirement for college umpires. This includes both verbal and non-verbal communication skills. T

It is not necessary to continually keep your schedule blocks on Arbiter up-to-date as the assignors have plenty of time to schedule a game multiple times. F

There is no need to contact the school before your game, as they have access to Arbiter. F

Getting the call right is an emphasis point and one of the articles listed in Section 1 of the CCA Manual as an "In Focus" item. T 13