

Referee.com Softball Case Play of the Day

- **Note- Rulings may be modified by FHSAA in the FHSAA Officials Guidebook/FHSAA Sports Manual**

Day 59- All Good Things Must Come to an End

Referee Magazine thanks you for participating over the last three months, but now they will be returning to their normal production.

Day 58- Uniform Color

PLAY

The umpires notice one visiting team player is wearing an optic yellow undershirt underneath her uniform jersey. She is the only player on the team wearing an undershirt. The colors of the team uniform are black and red. The umpires inform the player she must change her undershirt in order to play.

RULING

Correct. In NFHS, the player would need to remove the shirt or change into a different one. The undergarment must be black, white, gray or a school color (NFHS 3-2-7).

Day 57- Choice of Balls

PLAY

In the top of the first inning, the visiting team is sent down in order. As the visiting team's pitcher takes the circle in the bottom half, she notices an unused ball is in the circle and asks the plate umpire if she can use the same ball the home pitcher used for the entirety of the top half of the inning.

RULING

At the beginning of each half inning, the pitcher has a choice of which ball to use. However, in the bottom of the first inning, if both balls were not put into play, the pitcher must use the unused ball. Therefore, she must use the unused ball to start the inning (NFHS 6-5-1).

Day 56- Injured Pitcher

PLAY

In the top of the third inning, the home pitcher is hit in her arm by a line drive and unable to continue. The home coach brings in a substitute from the bench to pitch. The coach asks if the substitute may have more than five warmup pitches to get ready?

RULING

When a pitcher is removed due to injury, the umpire is authorized to allow additional warmup pitches and the umpire should use good judgment to make sure the substitute is properly warmed up to avoid injury (NFHS 6-2-5 Note 2).

Day 55- Exposed Undergarments

PLAY

In the top of the first inning, the home team's pitcher takes the pitching position. The umpire notices the pitcher is wearing a long-sleeved compression shirt under her black uniform that is camouflaged.

RULING

The camouflaged sleeves are illegal. Exposed undergarments shall be solid, single color: black, white, gray or school color. The shirt shall be removed. If the uniform can be corrected in a reasonable amount of time (as determined by the umpire), the violation shall be remedied before the player may participate. If the violation can not be corrected, the player may participate and the umpire shall notify the head coach of the infraction and refer the infraction to the state association (3-2-7 Pen.).

Day 54- Player Straddles Line on Delivery

PLAY

With R3 on third base and B4 up to bat, F1 delivers a pitch. F3, who is playing in, is straddling the first-base line with her right foot in fair territory and her left foot in foul territory, prior to the release of the pitch. The pitch is ruled a strike.

RULING

In NFHS, all defensive players, other than the catcher, must be in fair territory before the pitcher delivers a pitch. The umpire should rule an illegal pitch and the offensive team has the option to take the result of the play or award the batter a ball (3-1-5, 6-1-1 Pen., 6-2-9).

Day 53- Projected Substitution

PLAY

In the second inning, the home coach notifies the plate umpire that she is going to pinch run No. 3 Jones for No. 4 Adams. She also tells the plate umpire Adams will return to play second base when her team takes the field again.

RULING

In NFHS play, projected substitutions are not allowed. The plate umpire should record Jones is pinch running for Adams and then tell the head coach she will need to report the re-entry of Adams when her team takes the field the next half inning (NFHS 2-57-4).

Day 52- Slap Hitter

PLAY

B4, a slap hitter, makes contact with the pitch in the front of the batter's box. Her back heel is in contact with the batter's box, but the remainder of her back foot is out in front of the batter's box. Her front foot last touched in the batter's box and is completely in the air but outside of the batter's box when she makes contact.

RULING

Legal. Neither foot is touching the ground completely outside of the batter's box so the contact is legal and the ball should remain live (NFHS 7-4-8).

Day 51- Removing Lines

PLAY

The leadoff batter in the top of the first inning steps into the batter's box and immediately removes the batter's box line closest to the plate.

RULING

A strike shall be called on the batter and a team warning shall be issued. The next offense will result in a strike and both the offender and the head coach will be restricted to the dugout (NFHS 3-6-17 Pen.).

Day 50- Fake Tag Force

PLAY

With R1 on first base, B2 hits a line shot down to third. The ball one hops into F5's glove as she dives toward the line. R1 gets a late jump as she waits to see if the ball is caught. She heads toward second and F6 fakes a tag. R1, thinking F6 had the ball, slows up. Shortly thereafter, F5 throws the ball to F6 who catches the ball and steps on second a step ahead of R1. B2 arrives safely to first without a throw.

RULING

In NFHS, a fake tag is always obstruction and is a delayed dead ball. Once R2 was forced out at second, the umpire should make the ball dead and award B2 second base. The base umpire shall issue a team warning to the defensive head coach for the fake tag and the next offender would be restricted to bench/dugout for the remainder of the game (NFHS 2-21, 3-6-2 Pen., 8-4-3b Pen. c).

Day 49- Force Play?

PLAY

The bases are loaded with one out when B5 hits a ground ball. F6 fields the ball and throws it to first, but F3 is not on the bag. F3 then wheels and throws home. F2 catches the ball while she is touching the plate (ahead of R3 arriving) but then misses the tag on R3 as she slides by.

RULING

B5 is not out at first base because F3 did not touch the base. Therefore, it is still a force-play situation. When F2 touched the plate with the ball in her possession before R3 reached the plate, R3 is out. She did not need to be tagged. Play resumes with the bases loaded and two out (NFHS 2-24, 8-6-3).

Day 48- Batter Steps Back

PLAY

With one out and R3 on third base, B4 lays a bunt down the first-base line. F3 fields the ball and starts running toward B4 to tag her. B4 stops and then takes a step back toward home to avoid the tag. R3 had crossed home plate before B4 stepped back.

RULING

B4 is ruled out for interference once she steps back to avoid the tag and the ball is declared dead. R3's run counts, however, as runners are returned to the last base touch at the time of interference. Since R3 crossed the plate before B4 stepped back, her run counts (8-2-5 Pen.).

Day 47- Batter Steps Out

PLAY

With an 0-2 count, B1 is in the batter's box awaiting the next pitch. As F1 starts her pitch, B1 puts her hand up and steps out of the batter's box. F1 delivers the pitch is high and outside.

RULING

In NFHS, it doesn't matter where the pitch is delivered, it shall be called a strike when the batter steps out of the box or holds her hand up to request time and the pitcher legally delivers the ball. B1 is out on strike three (NFHS 7-3-1 Eff. 2, 7.3.1B).

Day 46- Leaving Early

PLAY

With R2 on second and R1 on first and one out, F1 delivers a pitch to B5. R2 leaves second base before F1 releases the pitch and B5 subsequently hits the ball to F4 who stands on second base to force out R1 and then throws to first for the double play.

RULING

In NFHS, the ball is immediately dead when R2 leaves the base early. R2 is declared out and no pitch is declared (NFHS 8-6-18 Pen.).

Day 45- Collapsible Fence

PLAY

B1 hits a deep fly ball to centerfield. F8 runs back and runs into the collapsible fence. She places her foot on the fence, which is not completely horizontal, and catches the ball.

RULING

Legal catch. As long as the collapsible fence is not completely horizontal, the fielder shall be credited with the catch (NFHS 2-9-4, 2.9.4).

Day 44- Legal Glove?

PLAY

Team A's pitcher is wearing a glove that is black and brown and has gray lacing. Team B's coach tells the plate umpire the glove is illegal because it has three colors on it.

RULING

The glove is legal. A glove/mitt can be a maximum of two colors, excluding lacing. The lacing may not be the color of the ball and the glove may not be distracting as judged by the umpires (NFHS 1-4-1).

Day 43- Catcher Throws to Third

PLAY

With the count 2-0 and no runners on base, F1 throws a pitch just off the outside corner of the plate. The umpire rules the pitch a ball. F1 turns her back to the plate after the call and F2, thinking it should have been called a strike, throws the ball to the third baseman since her pitcher wasn't facing her.

RULING

An additional ball should be added to the batter's count. The ball on the pitch would make the count 3-0 and the additional ball penalty would result in ball four to the batter and she should be awarded first base. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or putout made by the catcher, or to play on a baserunner (NFHS 6-3-2 Pen.).

Day 42- Umpire Interference

PLAY

R1, who is on first base, tries to steal second. On the throw to second, the ball sails to the right of second base and hits the base umpire in the arm and rolls out into the outfield. R1 ends up safely at third base.

RULING

Legal play. A thrown ball that contacts an umpire remains live and in play, unless it lodges in the umpire's equipment or ricochets into dead-ball territory (NFHS 3-5-5 Exc.).

Day 41- Batter Changes Batter's Box

PLAY

On team B's third hit of the rally, B4 and B8 contact the ball simultaneously and complete the attack to team A's side, where the ball lands inbounds. At the conclusion of the play, the captain of team A approaches the first referee and asks that the call be reversed because team B contacted the ball four times. The first referee explains the contact was simultaneous and awards the point to team B.

RULING

Correct. Simultaneous contact of the ball by teammates is considered one hit (NFHS 9-4-6b).

Day 40- Pop-Up Slide

PLAY

With one out and R1 on first, B2 hits a ground ball to F4. F4 fields the ball and flips it to F6 at second base at the bag to force out R1. F6 then throws the ball to first base, where B2 arrives before the throw. Well after F6 threw the ball, R1 does a pop-up slide at second base and barely bumps F6.

RULING

Legal play. Since R1's actions did not interfere with F6's ability to make a throw and the slide was not illegal or malicious, there is no further action required on the play. The out on R1 at second stands and B2 is safe at first (NFHS 2-52, 8-6-10c, 8-6-13).

Day 39- Illegal Pitch

PLAY

With one out and R2 on second base, B1 hits an illegal pitch to center field for a single. R2 is thrown out at the plate and B1 is thrown out at second base trying to advance on the throw home.

RULING

Since the batter-runner reached first base safely and all runners advanced at least one base, the illegal pitch is canceled and both outs stand. The half-inning is over (NFHS 6-1 Pen. Exc. 1).

Day 38- DP Shorthanded

PLAY

Team A only has 10 players and is utilizing the DP/FLEX option. The FLEX, Smith, is pitching and is listed as the 10th player on the lineup. The DP, Jones, is batting in the fifth spot in the batting order. In the fourth inning, the shortstop, No. 8 in the batting order, is injured and forced to leave the game.

RULING

Jones, the DP, may play shortstop or any other defensive position at the same time as the FLEX, Smith. The team is eligible to continue playing with nine players on defense but may only bat eight — an out being recorded when the eighth spot in the lineup is due to bat (NFHS 3-1-1, 3-3-2, 3-3-6e, 3-3-8b).

Day 37 Proper Appeal?

PLAY

With R3 on third base and 2 outs, B4 hits a ball in the gap. B4 is thrown out trying to stretch a double into a triple. R3 advances home but jumps over the plate and completely misses it. The defense leaves the field and all players are inside the dugout when a parent for the defensive team tells the head coach R3 missed the plate. The defensive head coach then approaches the plate umpire and wants to appeal R3 missed home.

RULING

The statute of limitations has expired for the defensive team to appeal. Once all infielders have left fair territory and catcher has left her normal fielding position at the end of a half-inning, the defense may no longer appeal. The run would count (NFHS 2-1-4b).

Day 36- Taking a Signal

PLAY

F1 is behind the pitcher's plate and looks to her coach in the dugout for a signal. Upon receiving the signal from her coach, F1 steps onto the pitcher's plate, immediately brings her hands together and begins her delivery.

RULING

Illegal pitch. The pitcher is allowed to take a signal from the bench or dugout, but she must then step onto the pitcher's plate and simulate taking a signal from the catcher (NFHS 6-1-1b).

Day 35- Batting Out of Order

PLAY

With R1 on first base, B2 is the next batter in the batting order, but B3 accidentally takes her place. After the first pitch, a strike, is thrown, the defensive coach alerts the umpire the offense is batting out of order.

RULING

There is no infraction while B3 is still at bat. B2 should take her rightful spot in the batter's box and assume an 0-1 count (NFHS 7-1-1).

Day 34- Batter-Runner Interferes

PLAY

R3 is on third base and R2 is on second base with no outs when B3 pops a fair, looping fly ball toward F3. Both runners are standing on their initial bases as F3 is about to catch the ball, B3 unintentionally bumps F3, causing her to drop the ball. Both runners advance one base once the ball hits the ground.

RULING

The ball is dead, B3 is ruled out on interference and R3 is returned to third base and R2 returned to second base (NFHS 8-2-7 Pen.).

Day 33- Hit Batter?

PLAY

With two strikes and R1 on first, B2 swings at an inside pitch. The ball hits off B2's hands and rolls out in front of the plate. F2 picks up the ball and fires it to F6 at second base, arriving before R1, and then F4 throws the ball to F3, arriving before B2.

RULING

The ball is dead as soon as it hits off B2's hands. Since B2 swung at the pitch, it would be strike three and B2 would be ruled out. R1 is returned to first base (NFHS 5-1-1a Note, 7-2g).

Day 32- Charged Conference?

PLAY

The defensive head coach requests a conference to confer with her pitcher and catcher. While the defensive head coach is out talking to her players, R2 leaves second base and goes over to her third base coach to talk strategy. Is this a charged offensive conference?

RULING

This is not a charged offensive conference, provided the offense concludes its meeting when the defensive team concludes its conference, thus not delaying the game. If the offense continues to meet and delays the game, it should be charged a conference (NFHS 3-7-3).

Day 31- Dugout Entrance

PLAY

With one out and R2 on second, B3 hits a high pop up in foul territory near the entrance to team A's bench area. F3 moves near the entrance and has one foot lifted over dead-ball territory and her other foot on the ground in live-ball territory while making the catch before her momentum carries her into the bench area. R2 tags up and races to third base after the catch.

RULING

B3 is out on the catch for out number two. Once F3 falls into the dugout, she is now in dead-ball territory and the ball becomes dead. This is a catch-and-carry situation and R2 is awarded third base (NFHS 2-9-4, 5-1-1i; 8-4-3h Pen.).

Day 30- Injured Pitcher

PLAY

F1 is in obvious pain after she delivers a pitch in the bottom of the second inning. Her coach requests and is granted time. After a short discussion with F1, it is determined she cannot continue due to injury and is replaced by a different pitcher. How many warm-up pitches is the new pitcher allowed?

RULING

In NFHS, the umpire should allow the substitute as many pitches as the substitute needs to warm-up (NFHS 6-2-5 Note 2).

Day 29- Incorrect Pitching Distance

PLAY

With two out in the top of the second inning, it is discovered that the pitching distance is incorrect. What should the umpires do?

RULING

In NFHS, correct the incorrect distance immediately when discovered and continue the game without penalty (NFHS 1-1-9).

Day 28- DP/Flex

PLAY

At the pregame lineup meeting, the home coach notifies the plate umpire she is going to have her DP, Garcia, pitch to start the game. In the fourth inning, the coach notifies the umpire that the flex, Jones, is going to replace Garcia as pitcher. In the seventh inning, the coach wants to put Garcia back in to pitch. Is this legal?

RULING

In all codes, this is legal. Garcia has never left the game. Even though she was removed as pitcher in the fourth inning, she remained as the DP. Jones left the game once at the beginning of the game when Garcia became the pitcher and she is leaving again in the seventh, so she loses any eligibility to return to the game since she has used up her reentry rights. Garcia may go back to the pitching position (USA Softball 4-3, 4-5, 4-6a, 6A-9, R/S 15; NCAA 8.2, 8.5.2, 8.6; NFHS 3-1-1, 3-3-2 Note, 3-3-6; USSSA 5-1, 5-4, 5-5, 5-6).

Day 27- Batter Holds Bat in Strike Zone

PLAY

B1 squares to bunt and holds her bat motionless in the strike zone as the pitch passes by high and inside near B1's eyes. Is that pitch a ball or a strike?

RULING

In NFHS, B1 is charged with a strike. Holding the bat in the strike zone is considered a bunt attempt. For a batter to "take" a pitch, the bat must be withdrawn and pulled backward and away from the ball (NFHS 2-8-2).

Day 26- Ball Lodges in Uniform

PLAY

With R1 on first base and no outs, B2 hits a bouncer to F4. The ball takes a bad bounce and lodges in F4's uniform jersey. What happens next?

RULING

In NFHS, the ball remains live and all play stands (NFHS 8-4-1g Eff.).

Day 25- Baserunner Misses Plate

PLAY

With the bases loaded, two outs and a 3-0 count on B4, F1 throws a wild pitch for ball four and R3 advances but misses the plate. Before R3 enters dead-ball territory, R3's teammates tell R3 to go back and touch the plate. F2 tags R3 with the ball before R3 touches the plate.

RULING

R3 is out. Once R3 passes but misses the plate and the ball is live, R3 is subject to being retired on an appeal play for missing home. F2 does not need to make an announcement of an intent to appeal because tagging R3 is an unmistakable action that shows F2 knew R3 missed the plate and was appealing the missed base (NFHS 2-1-2a, 2-1-3a, 8-6-9).

Day 24- Batter-Runner Interference

PLAY

B1 tops a fair ball in front of the plate. F2 fields the ball and starts to throw to first base. However, because of B1's position to the left of the foul line in fair territory, F2 withholds her throw in fear of striking B1. Should the umpire call three-foot lane interference?

RULING

For three-foot-lane interference to be called on that play, there must be a throw. Without a throw, the batter did not interfere with a fielder's opportunity to make a play. Even though B1 was not running within the prescribed lane, she did not commit interference (NFHS 8-2-6).

Day 23- Headwear

PLAY

Team A is dressed in red and black uniforms. Half of the team is wearing red visors and half the team is wearing black baseball caps.

RULING

Legal in NFHS . Headgear may be mixed and colors may be mixed provided they are legal colors — white, black, beige or school colors (NFHS 3-2-5).

Day 22- Defensive Conferences

PLAY

How many defensive conferences are permitted in a regulation NFHS game?

RULING

In NFHS, three defensive charged conferences are permitted in a seven-inning game. For extra innings, one defensive charged conference is permitted per inning while on defense (NFHS 3-7-1).

Day 21- Inclement Weather

PLAY

In the bottom of the second inning, the plate umpire delays the game because of lightning. The umpires, players and coaches leave the field for a sheltered area. The teams and umpires wait 10 minutes when lightning again is spotted from a sheltered area by an umpire.

RULING

NFHS rules mandate a 30-minute wait after the last thunder is heard or flash of lightning is seen. The lightning that occurred 10 minutes after the delay began resets the 30-minute waiting period (NFHS Appendix E).

Day 20- Leaving a Base

PLAY

With one out and R1 on first base, B3 hits a deep fly ball toward F8. As the ball touches F8's glove and pops into the air, R1 tags from first and runs to second. F8 bobbles the ball before securing it in her glove. At the end of the play, team B appeals R1 left first too soon.

RULING

R1 is safe because she left first base at the time the ball was touched by F8, even though it wasn't caught at that time (NFHS 8-6-6, 8-8-12, 8.4.1A).

Day 19- Different Upper-Body Undergarments

PLAY

In the first inning, seven players on defense are wearing black long-sleeve compression shirts under their uniform tops and two are wearing green long-sleeve compression shirts.

RULING

All exposed upper body garments must be the same color. In NFHS, the umpire shall allow the players violating the uniform rule to correct the violation in a reasonable amount of time, as determined by the umpire. In NFHS, if the violation cannot be corrected, the player(s) may participate and the umpire shall notify the head coach of the infraction upon discovery and refer the infraction to the state association (NFHS 3-2-7b Pen.).

Day 18- Pitcher Obstruction?

PLAY

B1 hits a line drive back up the middle. The ball ricochets off F1's leg and toward the first-base line. F1, in trying to retrieve the ball, runs into B1 in the runner's lane and knocks her off balance. F1 then takes two more steps into foul territory, picks up the ball and throws the ball to first ahead of B1's arrival.

RULING

In NFHS, that is obstruction on F1. The batter-runner is awarded first base. F1 is no longer making an initial play on a batted ball and she is not actively fielding the ball at the time she makes contact with the batter-runner, who is legally running the bases (NFHS 2-36, 8-4-3b Pen. a).

Day 17- Fake Tag

PLAY

R1 is on first base with no outs when B2 singles sharply to right field. As R1 nears second, F4 fakes a tag on R1 on her way to third. Did F4 commit obstruction?

RULING

In NFHS, a fake tag always results in obstruction even if the runner does not stop, slide or slow down. In NFHS, the umpire issues a team warning to the coach of the team involved and the next offender on that team shall be restricted to the bench/dugout for the remainder of the game (NFHS 2-21, 3-6-2 Pen., 8-4-3b).

Day 16- Batter-Runner Backs Up

PLAY

With R3 on third base and one out, B1 lays a bunt down the first-base line. F3 fields the ball and starts heading toward B1 to tag her. B1 steps back towards the plate to avoid the tag. At the moment B1 stepped back, R1 had not yet crossed home plate.

RULING

In NFHS, B1 is ruled out for interference and the ball is dead. R3 must return to third base as runners are placed back to the last base touched at the time of interference. (NFHS 8-2-5 Pen., 8.2.5A).

Day 15- Ball Thrown to Pitcher in the Circle

PLAY

R1 is advancing during playing action when F1 receives the ball while standing completely within the pitcher's circle. What legal options does R1 have?

RULING

In NFHS, R1 may continue her advance or stop once and then go in either direction (NFHS 8-7-2 Pen).

Day 14- Illegal Pitch

PLAY

R1 is on first base and B2 is at bat with a 0-0 count. F1 steps onto the pitching plate with her hands together and then delivers the pitch to home plate. The plate umpire rules the pitch a strike. On the pitch, R1 tries to steal second base but is thrown out.

RULING

In NFHS, the plate umpire should rule an illegal pitch and give the delayed dead ball signal at the moment the pitcher stepped onto the pitching plate with her hands together. The offensive coach would have the option of taking the result of the play or accepting the illegal pitch penalty by returning the runner to first base and adding a ball to the batter's count (NFHS 2-43-2, 6-1-1a Pen. and Exc. 2).

Day 13- Illegal Bat

PLAY

With two outs and the bases loaded, B4 hits a home run over the left field fence. After all runners cross the plate, the defensive coach approaches the plate umpire and appeals the bat used by B4 is a non-approved bat. The home plate umpire inspects the bat and notices there is no certification mark on the bat.

RULING

In NFHS, the batter is ruled out and ejected for using a non-approved bat. Runners must return to the base they last occupied at the time of the pitch. Since the batter being ruled out is the third out, no runs score and the half inning is over. The bat would be removed from the team's possession and the head coach is also ejected (NFHS 1-5-1d, 2-4-2b, 3-6-20, 7-4-2 Pen.).

Day 12- Ball Strikes Runner

PLAY

With one out and R2 on second, B1 hits a line drive sharply up the middle. The ball hits R2 while she is in contact with second base. The closest fielder, F4, is playing deep but has no chance of making a play on the ball. Did R2 commit interference?

RULING

F4 did not commit interference unless the umpire deemed her actions to be intentional. In NFHS, the ball would be dead, and the batter would be awarded first base. R2 would remain at second base since she wasn't forced to advance (NFHS 5-1-1f, 8-1-2a Eff. 3 and Pen., 8-8-13, 8.8.13).

Day 11- Shorthanded Due to Injury

PLAY

In the bottom of the fifth inning, team B leads 4-3 and is currently at bat. With R1 on first and one out, B2 lays down a bunt. F2 fields the bunt and throws the ball to second base in an attempt to force out R1. The umpire rules R1 safe but R1 breaks her ankle on the slide and is unable to continue. Team B has no eligible substitutes.

RULING

In NFHS, a team may play shorthanded by one and the most recent batter not on base is allowed to run for the injured player until that player is put out, scores, or the half inning ends. The injured player would be declared out each time her spot comes up in the batting order for each future at-bat (NFHS 3-3-8, 4-3-1g, 3.3.8C).

Day 10- Passing a Runner

PLAY

With two outs and the bases loaded, B4 hits a home run that barely clears the left-field fence. R1, thinking there was only one out, retreats to first base anticipating a tag up to second base. B4 steps on first base and then passes R1. At the time B4 passed R1, R3 had scored from third, but R2 had not yet crossed home plate.

RULING

In NFHS, the third out occurs the moment B4 completely passed R1. Since that is a timing play, any runs that have scored prior to the third out would count. In that situation, R3's run would be the only run that would count since she had crossed home plate prior to the third out (NFHS 8-6-4, 8.6.4F).

Day 9- Umpire Interference

PLAY

With no outs and a runner on first, F1 throws a ball up and inside. F2 reaches up to catch the ball and attempts to throw the ball to second base to retire R1, who was stealing on the pitch. As F2 releases the ball, she makes contact with the mask of the home plate umpire and the ball rolls down the first-base line.

RULING

In NFHS, that is umpire interference. Since the runner was not put out, the ball becomes dead and the runner must return to first base (NFHS 8-5-6 Pen.)

Day 8- Warm-up Pitches

PLAY

In the bottom of the third inning, the defensive coach removes pitcher "Jones" and replaces her with "Smith." Later in the same half inning, the defensive coach reenters "Jones" as the pitcher. The coach requests to have "Jones" throw warm-up pitches.

RULING

In NFHS, no warm-up pitches shall be granted to a player returning to the pitching position in the same half-inning. For each warm-up pitch thrown, a ball shall be awarded to the batter (NFHS 6-2-5 Note 1 and Pen.).

Day 7- Leaving Early

PLAY

With two outs and a 0-2 count on B4, R1 tries to steal second base but leaves early. The pitch is ruled a strike by the home plate umpire.

RULING

In NFHS, the ball is dead the moment R1 leaves early and no pitch is declared. R1 is ruled out for leaving early and B4 will bat to start the next inning (NFHS 8-6-18 Pen.).

Day 6- Batter-Runner Interference?

PLAY

With one out and R3 on third, B1 hits a ground ball to F6. F6's throw to F3 retires B1. F3 steps off first base and takes a step toward home plate in fair territory to make a throw home as R3 tries to score. As F3 releases the throw, B1 collides with her, causing the throw to sail offline. F2 catches the ball, but the tag on R3 is late.

RULING

In NFHS, that is interference by a retired runner and the ball is dead at the time of the interference. B1 is out on the initial play and R3 is ruled out due to B1's interference with F3 (NFHS 8-6-16c Pen.).

Day 5- Catch and Carry

PLAY

With one out and R2 on second base, B1 hits a fly ball down the right-field line. The ball continues to hook as F9 leaps from live-ball territory, makes the catch and then lands in dead-ball territory. R2 was standing on second base attempting to tag up when R9 makes the catch.

RULING

In NFHS, that is a catch and carry. The ball is dead, the batter-runner is declared out and R2 is awarded third base (NFHS 2-9, 8-4-3h, 8.4.3U).

Day 4- Hit by Pitch

PLAY

With a 2-1 count on B1, F1's pitch rises up and into the batter and hits her in the arm. The ball is completely inside the batter's box. The batter made no attempt to avoid being hit by the pitch.

RULING

In NFHS, the batter is awarded first base. If the entire ball is inside the batter's box, the batter does not need to make an attempt to get out of the way but the batter may not make an obvious attempt to get hit by the ball (NFHS 7-3-2, 8-1-2b).

Day 3- Amplified Sound

PLAY

During a game in a loud environment, the visiting coach uses a bullhorn to communicate to her outfielders.

RULING

In NFHS, the use of bullhorns or electronic amplifiers is not permitted. Depending on the severity of the act, the umpire may issue a warning, restrict the coach to the bench/dugout for the remainder of the game or eject the coach. Depending on what was said, the first time would most likely be a warning (NFHS 3-6-8 Pen.).

Day 2- Fair/Foul Ball

PLAY

With no outs and no one on base, B1 hits a looper over the first-base bag. The untouched ball first hits in fair territory beyond first base. The ball, however, has a lot of spin on it and rolls back into the infield and eventually settles in foul territory between home plate and first base.

RULING

This is a fair ball and play should continue. Once a ball touches the field in fair territory beyond first or third base, it is fair regardless of where it ultimately ends up (NFHS 2-20-1f).

Day 1- Uniform Color

PLAY

The umpires notice one visiting team player is wearing an optic yellow undershirt underneath her uniform jersey. She is the only player on the team wearing an undershirt. The colors of the team uniform are black and red. The umpires inform the player she must change her undershirt in order to play.

RULING

Correct. In NFHS, the player would need to remove the shirt or change into a different one. The undergarment must be black, white, gray or a school color (NFHS 3-2-7).