

Rule 6 (Fast Pitch)

- 1) Shannon steps onto the pitcher's plate with her hands together. She then separates them before taking the signal from the catcher. The umpire should call an illegal pitch.
- 2) R1 on 3rd, R2 on 1st. B3 hits an illegal pitch to F5. After looking R1 back, F5 throws to 1st too late to retire B3. The umpire should
 - a) Let the play stand
 - b) Award R1 home, award R2 2nd, and award B3 1st
 - c) Award R1 home, award R2 2nd, and a ball on B3
 - d) Give the offensive coach the option of a or c
- 3) R1 on 3rd, R2 on 1st. B3 gets a hit on an illegal pitch. R1 scores and R2 is thrown out going to 3rd. The umpire should:
 - a) Let the play stand
 - b) Award R1 home, award R2 2nd, and award B3 1st
 - c) Award R1 home, award R2 2nd, and a ball on B3
 - d) Give the offensive coach the option of a or c
- 4) R1 on 2nd when B2 is hit with an illegal pitch. The umpire should:
 - a) Leave R1 on 2nd and award B2 1st
 - b) Award R1 3rd and a ball on B2
 - c) Award R1 3rd and B2 1st
 - d) Give the offensive coach the option of a or b.
- 5) The pitcher takes extra warm up pitches while waiting for the rest of the defense to get into position.
 - a) Ignore the action
 - b) Tell the pitcher not to take any more pitches
 - c) Award a ball on the batter for each extra warm up pitch taken.
- 6) The pitcher takes extra warm up pitches while the umpire is recording line up changes.
 - a) Ignore the action
 - b) Tell the pitcher not to take any more pitches
 - c) Award a ball on the batter for each extra warm up pitch taken.