



ISSAQUAH LITTLE LEAGUE UMPIRE TRAINING PROGRAM

Presented by ...

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Before we get into rules and umpiring...

***Guidelines for Adult and
Junior Umpires***

INTRODUCING THE UIC TEAM

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UNIFORMS

○ Juniors are required to wear the ILL uniform; it should be neat and clean:

- Black, Dark Blue, or Grey slacks (not wrinkled)
 - NO SHORTS, NO SWEATS – No Exceptions!
 - Nice looking warm-up pants are OK
- Black Uniform shirt (tucked in) – provided by ILL
 - Be the role, look the role=Success!
 - OK to have rain gear on if necessary. Black or Blue
- Uniform hat – provided by ILL
- Shoes or Sneakers, preferably black



EQUIPMENT

- **Your equipment is provided by ILL at no cost.**
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- Mask
- Chest protector
- Shin guards
- Ball bag, indicator, plate brush
- Equipment Bag
- Jr. Umpire Shirt
- **Bring it back at the end of the season**
 - You'll be charged if you don't! Replacement Cost average \$295!
- **You must provide the following:**
 - A protective cup for males.
 - A groin guard for ladies.



GAMEOFFICIALS

All-In-One Management Tools for Your Officials

With a deep passion for sports, a cutting-edge technologically savvy team, and the drive to make life easier for referees, assignors and those who educate, we've set the standard with our online officials management products and customer-centric support services. Leading the way since 2004, GameOfficials™ is the go-to assigning technology for thousands of clients across the country.

Powerful Assigning Tools



- Unlimited access to an entire suite of customizable online tools to better manage your officials.
- Track assignments quickly & easily
- Allow officials to participate in assignments

Enhanced Communication



- Robust communication tools make it easy to message officials
- Group email or text with just one click
- Send instant or nightly messages for assignments, changes & reminders

Manage Payments



- Customize pay scales to best fit your needs
- Automatically calculates game pay & fees
- Low-cost 1099 tax filing for simple e-File
- Pay your officials faster with GoPay™ & our reloadable payment card (coming soon!)

Comprehensive Reporting



- Post-game updates keep officials, leagues & associations connected
- Referees submit post-game reports
- Common reports include game scores, incident reports, crew changes, assessments & coach feedback

eLearning



- Online class management, training, testing & registration
- Officials can register & attend classes online with training videos & presentations
- Secure & comprehensive testing module included

Connect to Leagues



- Share data with other Bonzi products
- Import team schedules for lightning-fast assigning
- Officials can view team rosters
- Set automatic notifications for game changes

SCHEDULING GAMES

- **Juniors and Adults will use GameOfficials**
(www.gameofficials.net/) You will get detailed instructions on how to use **GameOfficials** (although it's pretty easy to figure out).
 - **Key points:**
 - We will setup your account with a unique email address on your registration
 - Once notified of your login, go to the site, log on, and *set yourself "READY"*
- **Self-Assigning games**
 - New Umpires can assign yourselves plate and bases for 0-1 year AAA and 1-2 years Coast baseball games.
 - Returning Umpires 2+ years can do all levels, including Majors
 - Adults can do all levels, including Majors
 - Please try to do a mix of plate and bases, and try to fill both slots in a game if possible before adding a new game
 - We prefer you to work with a partner



IF YOU CAN'T MAKE A GAME YOU SCHEDULED

○ *You are responsible for your games!*

- If a conflict comes up, you should find your replacement ***before*** emailing or texting UIC for help.
 - The list of umpires will be available on GameOfficials
- The UIC is the only one who can un-assign from a game
 - So be careful about what games you choose to do – Umpires, check with your parent(s) about your schedule

○ *Juniors: No-shows are not an option!*

- If you fail to show up by start time of a scheduled game, I will setup a meeting to discuss the issue. No excuses.
 - Find a replacement and notify UIC – don't just not show up
- Multiple infractions will cause a suspension from the Umpire Program.



WHEN DO I SHOW UP FOR A GAME

- Show up at the field 20-25 min. before game time.
 - Allows time for meeting with your partner
 - Allows time to gear up and be ready for plate meeting. (5 minutes prior to start time)
- At 10 min before game time, you're late
 - **If you are late twice**, we will have a follow up meeting to discuss
 - If your partner has not shown up by 10 minutes prior to game time, **TEXT or EMAIL UIC**
- ***Always bring your plate gear. If a field is missing an Ump, you will fill the spot.***



PAYROLL

- **Regular Season & Pool Play Pay Schedule for Junior Umpires starting 1st year.**
 - Plate assignments: \$35
 - Field assignment: \$30
 - “Lone Soldier-One Man Plate” \$40
- **Regular Season & Pool Play Pay Schedule for Junior Umpires starting 2nd year of umpiring.**
 - Plate assignments: \$40
 - Field assignment: \$35
 - “Lone Soldier-One Man Plate” \$45
- **Regular Season & Pool Play Pay Schedule for Junior Umpires starting 3rd year of umpiring.**
 - Plate assignments: \$45
 - Field assignment: \$40
 - “Lone Soldier-One Man Plate” \$50
- **Signing Bonus for Junior Umpires Starting 3rd year of umpiring. Must have positive reviews and a minimum of 20 games.**
 - Signing Bonus payable at end of year. \$150
- **Play-off Pay Schedule for Junior Umpires. 3 person crew. Umpires with positive reviews and selected by UIC/Coaches.**
 - Plate assignments: \$55*
 - Field assignment: \$40*
- **Championship Day Pay Schedule for Junior Umpires. 4 person crew. Umpires Selected by UIC and Board of Directors.**
 - Plate assignments: \$80*
 - Field assignment: \$60*
- **GOPay**
 - Direct deposit of your pay, setup in Gameofficials immediately. Even if it goes to your parent’s account and they pay you.
 - Checks will be issued in very rare circumstances.
 - Payments will be processed every 2 weeks.
- **If you have issues with payroll, email/txt UIC**
- **All Adult umpires are “Volunteers” giving back to the program.**

* Assignment will be based on feedback from throughout the year from coaches



THE RULES OF BASEBALL



WHAT WE WILL COVER IN THE RULES:

1. Conducting Yourself and Safety
2. Live ball / Dead ball
3. Fair / Foul
4. Batter basics
5. Runner basics
6. Pitcher basics
7. Interference / Obstruction
8. Key definitions
9. AAA specifics
10. Umpires rules – yes, we have rules too!

These areas represent about **98%** of what Little League umpire normally rules on in a typical game. That said, the rules of baseball cover far more ground than we'll cover in this class. ***Study your rulebooks!***



CONDUCTING YOURSELF

- **To successfully enforce the rules, you must look and act like an umpire - your appearance and demeanor are important**
 - You *look* like an umpire.
 - Your voice says you're in charge: strong and commanding.
 - Develop a loud and crisp voice for calling strikes, fouls, dead balls, out/safe, and other calls.
 - Communicate with coaches: Even, but firm tone. Eye to Eye contact.
 - Don't let coaches or players get out of hand – if you must, eject. Its ok to say “Coach, Thank you, but let's get back to work”
- **You must BE and APPEAR impartial**
 - Umpires do not care who wins the game. We adjudicate impartially.
 - Don't umpire games at Coast and Majors if you have siblings in the game. (rare circumstances and both Manager must approve).
 - Adults: if possible, avoid umping Majors games your kid is playing.
 - Don't spend time between innings chatting with coaches, players and spectators.
 - Never show bias to one team or the other.
 - At the end of the game, Stand at home plate until teams have shook hands then leave promptly.

SAFETY DURING THE GAME

- **Players do not handle bats in the dugout.** The batter coming up should grab his or her bat when it is time to exit the dugout.
- **Players should remain in the dugout except when they are playing.** Also, make sure players aren't standing in the dugout opening where they could be hit by a foul ball or errant throw,
- **In general, there is no on-deck hitter allowed.** At the beginning of an inning, the first batter of the inning may come out of the dugout with a bat and warm up well away from the plate and any player or coach. But at no other times, not even during a pitching change, can a batter be outside the dugout.
- **All batters and runners wear batting helmets.** Also, any players who are coaching bases must wear a helmet.
- **The catcher must have a “dangler”** (a throat guard, or Yeager as it is called) attached to his mask, even for hockey-style masks.
- **During warm-ups before the game, the player standing next to the coach who is hitting grounders and flies must have on a catcher's helmet and mask.**
- **Between innings, any player can warm-up the pitcher, but that player must have on the catcher's helmet and mask.** Shin guards and chest protection is not required for warming up a pitcher.
 - Adults may not warm-up a pitcher during the game.
 - If possible, ask the opposing catcher to help.



EFFECTIVE GAME MANAGEMENT

- **Keep the game moving-Umpires Manage Time.**
 - Get defense changeover quickly. 60 seconds.
 - Use ready catcher (player with mask, or courtesy catcher)
 - Pitcher gets 8 warm-up pitches initially, then 5 if returning.
 - Try to keep changeover to one minute.
- **If coaches have question on a call**
 - Coach must ask for time, then approaches ump who made call.
 - Call for help IF you think more info can help get call right.
 - Discuss with other umps AWAY from coaches.
 - If a coach comes out yelling at you, Be polite, eject immediately!
- Distinguish between **judgment calls (not arguable)** and questioning the **application of rule (appealable)**
- **Don't allow "chirping" on judgment calls**
 - If chirping from the bench/players, approach the coach and stop it *immediately*. If egregious, ejection of player immediately. Confined to the bench.
 - If from a coach, warn him to stop. If continues, then eject!
 - If from the stands, ask the coach to help. If continues, eject coach.



ENDING THE GAME

- **AAA plays 5 Innings. Coast/Majors plays 6 innings** – If no mercy rule, the team with the most runs wins and the game is over.
- **All divisions use the “Mercy Rule”** – if the Visiting team is ahead by 10 after (AAA) 4 or (C/M) 5 complete innings, or if the Home team is ahead by 10 after (AAA) 3 ½ or (C/M) 4 ½ innings, the game is over.
- **If it is too dark or raining too hard for you to see balls and strikes, or if the field is too muddy to play on, discuss the situation with the Game Coordinator who will postpone/end the game. Managers do not make the call.**
 - The Game Coordinator can delay the game and try to wait out a rain shower.
 - But, rain or snow alone is not a reason to call a game here in the PNW – player safety is.
 - Lightning, 30 minutes after last sighting or thunder.
 - Pre-Season games err to the safe side. Pool Play+ games must be played.
- **Time Limits – Review for each level.**
 - Coast/Majors: No matter what parents say (!), there are NO time limits on weekday evening games, even when it is cold and wet and windy. If there are games following: No new after 2:00, No Pitch after 2:20.
 - AAA: Regular Season: 5 innings regular season; 6 innings pool play. No new inning after 1:40. No pitch after 1:55.

LIVE BALL / DEAD BALL

- **The game starts** when the PU puts the ball in play by calling “**Play**”. From then forward, *the ball is always in one of two states: **live** or **dead***. The Umpires control this.
- **When the ball is live**, all legal actions of the game may occur *until* the umpire calls “**Time**”, “**Foul**”, or “**Dead ball**”. All three render the ball dead.
- **When the ball is dead**, no runner may advance, no run can score, nor any action of the game take place *until* the umpire puts the ball back in play with the call “**Play**”.
- **There are two outcomes of a dead ball:**
 - **Runners (and/or batter) return** – that is, the play resets
 - OR, **Runners (and/or batter) advance**. Hit by pitch, out of play

DEAD BALL

- **Foul ball, not caught** – 5.09(e). 90% of your dead ball/runner return situations are foul balls.
- **Ball thrown out of play**
- **Offensive Interference** – for example:
 - Batted ball hits base runner
 - Base coach intentionally interferes with thrown or batted ball, or physically assists a base runner
 - Runner makes contact with fielder making play on the ball
- **Batter hit by pitch**
- **Illegal Pitch**



DEAD BALL BECOMES LIVE

○ Putting the ball back in play

- Every time the ball is taken out of play by an umpire calling “Time”, “Foul”, or “Dead ball”, **the ball must then be put back in play**. This is very important.
- When the **pitcher has the ball** on the mound, the **catcher is in the catcher's box**, and the **batter is ready** in the batter's box, point to the pitcher and call loudly, “**Play**”.
- The “Play” call signals players and umpires that the ball is back in play, the game is on, and legal actions can take place.

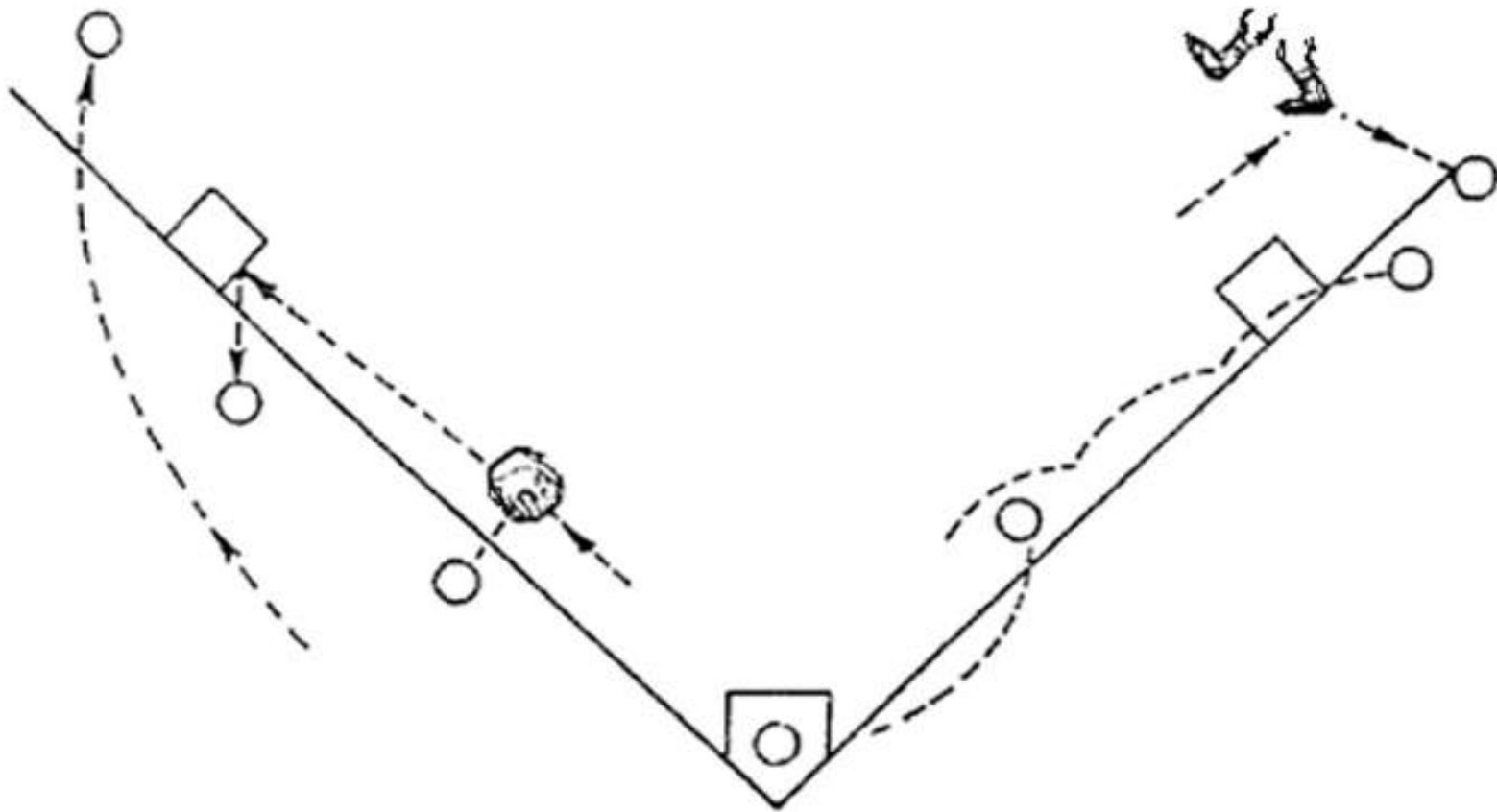


JUDGING A FOUL BALL

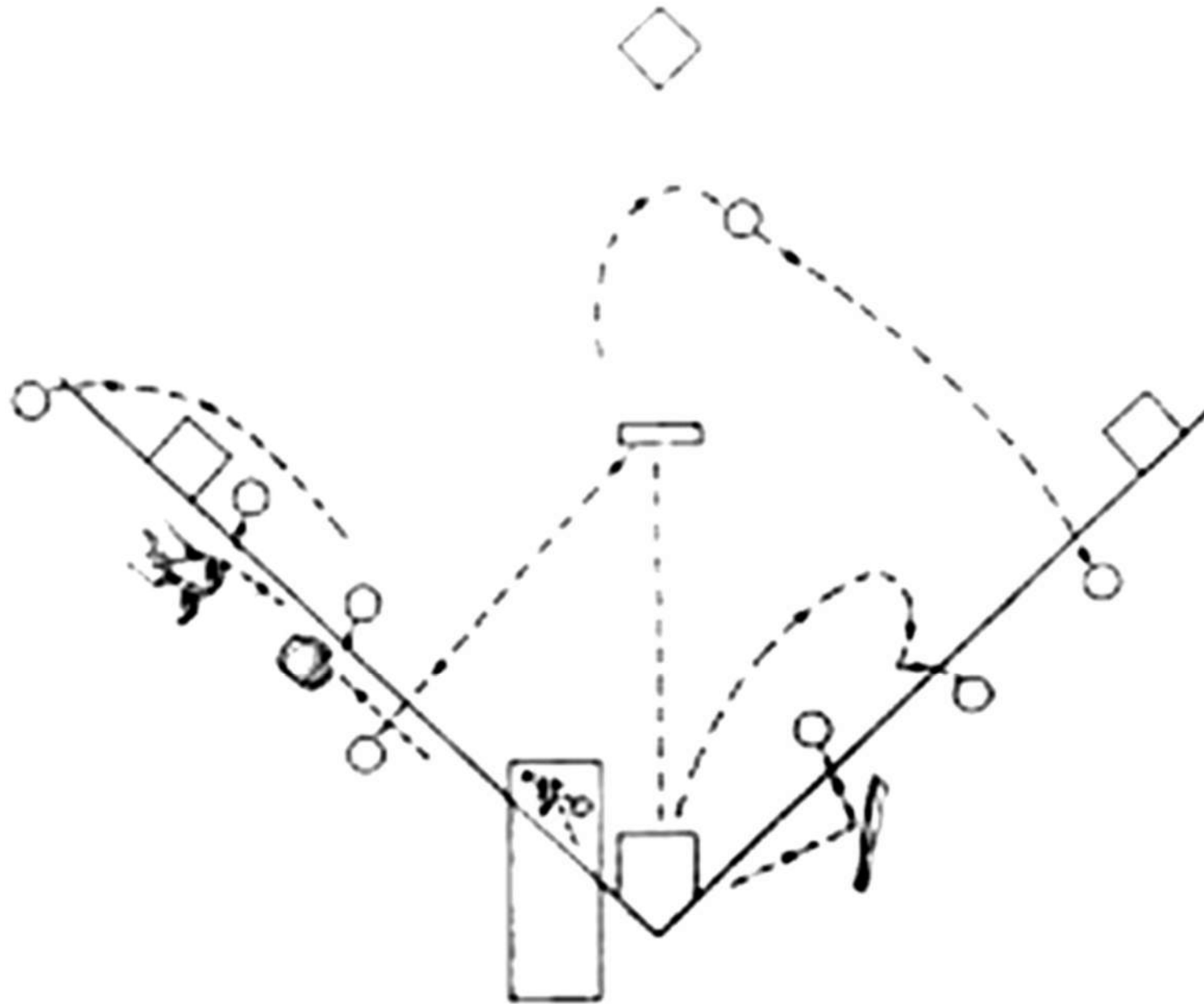
- **Judge the position of the ball**, *not the fielder*, relative to the foul line:
- **There are three fair/foul scenarios:**
 1. **Infield ball not reaching 1st base or 3rd base** is judged by ...
 - Where the ball is **first touched** (bounder, line drive, or fly), or
 - Where the ball **settles** (bunt, dribbler)
 - The ball can wander in and out of fair territory until **settles** or is **touched**
 2. **Bounding ball over 1st base or 3rd base** is **fair**
 - Crosses plane of the base, or touches the base
 - Breaks the glass
 3. **Fly ball beyond 1st base or 3rd base** that drops *uncaught* in foul territory is **foul**.
- **Note:** **a fly ball that is caught in foul territory is a *live ball*.**
- **Note:** A ball that first touches “foreign” object in foul territory (like a backstop, fence, etc.) is always **foul**



FAIR BALL SCENARIOS



FOUL BALL SCENARIOS



FAIR OR FOUL?

(1)



(2)



(3)



BATTER BASICS

- **Batter hit by pitch** – 6.08(b) (**dead ball**):
 - **Not in strike zone**: Award first base; runners advance if forced
 - **While swinging**: Strike; if third strike, batter out. (Hands not part of the bat.)
 - **Batter in strike zone**: Strike; if third strike, batter out.
 - **Batter *not* in strike zone, but makes no attempt to avoid**: Ball – use rarely, and never at Coast or AAA.
 - **Batter moves into the path of the thrown ball**, Call either Strike or Ball accordingly.
- **NOTE**: Throwing the bat is **NOT** an out. Warning on first offense. Ejection on second offense.
- **Batter touches a *batted* ball**:
 - **While still in batter's box**: Foul ball (dead ball)
 - **Outside of batter's box**: Out (interference–dead ball) **6.05(f)**:



RUNNER BASICS

- **The batter-runner (BR) heading to 1st base:**
 - **If runner is outside the running lane** in last half of distance to 1st base, *and interferes with a throw* to first from the vicinity of home plate, as with a bunt, BR is out – 6.05(j)
 - **BR can overrun 1st base.** However, any move toward 2nd base invalidates protection – 7.08(c)
 - **Softball:** Safety base (orange) is allowed in Softball.
- **On base path**, if the BR runs more than 3 feet off path *to avoid a tag*, the BR is out – 7.08 (a)(1)
 - **“Base path” is defined as** line of natural progress. It is, technically, the line between the runner at a given time and the base toward which he is running.
 - **Two runners on a base** – 7.03 **The base belongs to leading runner**; the trailing runner must retreat
 - **However, this is not an automatic out**; the defense must tag the trailing runner before reaches his legal base.
- **Courtesy Runner (Majors Only)– 7.14 (b)**
 - **Only P or C, 2 outs, last out is the runner.**



RUNNER BASICS: OUTS

The base runner is out in the following situations:

- The **runner does not slide or attempt to avoid** a fielder *who has the ball and is waiting to make tag* - 7.08(a)(3)
 - THERE IS NO “MUST SLIDE” RULE!!! Note the requirements – fielder must have ball and must be waiting to make tag, and even then runner can attempt to go around within the base path. Fielder with ball can be in base path for tag out.
- **Intentionally interferes with a thrown ball** or intentionally or unintentionally hinders a fielder attempting to play on a batted ball – 7.08(b)
- Is **touched by a batted ball** in fair territory before the ball is touched or passes through an infielder – 7.08(f)
- **Slides head-first** into a base while advancing - 7.08(a)(4)
- Base runner **passes a preceding runner** – 7.08(h)
- **Tagged by a live ball** while off the base – 7.08(c)
- **Fails to reach a base to which the runner is forced** before he or the base is tagged – 7.08(e) There is no “tie goes to runner” rule. Key word in the rule “before”.



RUNNER BASICS: APPEALS

Some infractions are not automatic outs

Rather, the defense must call out the infraction and tag the offending runner or relevant base.

- Runner misses touching a base (including first base) – 7.10(b), (c)
- Runner misses home plate and makes no effort to return – 7.10(d)
- Runner fails to return to 1st base immediately after overrunning – 7.10(c)
- Runner fails to tag up on a caught fair or foul fly ball – 7.10(a)
- A player fails to bat in his proper position in the batting order – 6.07

Appeal Basics

- The ball must be live and in play
- The defense must call out and specify the infraction while tagging the appropriate base or player
- Appeals must be made before the next play or pitch (not counting “continuous action” that includes the appealable infraction)
- They can appeal only once. If they err on the appeal, they lose the right

RUNNER BASICS: BASE AWARDS

In many situations umpires make base awards (see rules 7.04 and 7.05). Examples of base awards:

- **one** (e.g., batter hit by pitch)
 - **two** (ball thrown out of play)
 - **three** (fielder uses cap/thrown glove, for example, to field a ball)
 - **four** (ball hit over the fence in fair territory)
- **The most common situation** is a ball thrown out of play (into dead-ball territory) on a throwing or fielding error
 - **Concepts:**
 - **Time of Pitch (TOP)** – last legally held base
 - **Time of Throw (TOT)** – position on base path



BASE-AWARDS ON OVERTHROWS

- **Overthrows that go out of play** are ALWAYS two bases unless thrown from rubber. *However...*
- **Depending on circumstances**, two-base award on overthrows *out of play* are judged from **TOP** or **TOT**.
 - **First play in the infield** (F6 overthrows F3 and ball goes into dugout): **Two bases from TOP**.
 - **Second play in the infield** (F4 completing double-play to F3 throws it into the dugout): **Two bases from TOT**.
 - **Throw from outfield** (F9 throws wild over fence and into the parking lot): **Two bases from TOT**.



LEAVING EARLY (7.13)(7.08)

Base runners may not leave their base until a pitched ball reaches the batter/home plate..(Except majors SB, time of ball release)

- **If a play is made on the runner**, let the play continue. If the runner is put out, forget the infraction; if the runner is safe, call TIME and enforce penalty, back to original base. (Softball, runner is automatically out.)
- **If a clean hit forces the runner** to the taken base, Let the play finish and enforce the infraction. Runner is out. Batter-Runner stays. Depends on what bases are occupied.



INTERFERENCE

Any action by an offensive player that “obstructs, impedes, hinders or confuses any fielder attempting to make a play.”

- **Runner is hit by batted ball:** Runner out; dead ball.
- **Runner collides (even slightly) with or impedes a fielder** making play on batted ball: Runner out; dead ball.
 - **Base runners must avoid** any fielder attempting to field a batted ball.
- **Runner intentionally impedes a player's attempt to throw the ball** to make a play: Runner out, *and possibly* the other runner is also out; dead ball.
- **Runner intentionally slaps away tag:** runner out; dead ball.
- **Batter intentionally or through willful neglect interferes with play at the plate: runner out; dead ball** – unless third out, then batter is out
 - But batter is not required to have eyes in the back of his head, just to back away from plate as runner comes in



OBSTRUCTION

“... a fielder who, *while not in possession of the ball and not in the act of fielding the ball*, impedes the progress of any runner” – 2.0, 7.06

- **Type “A” Obstruction** - 7.06(a): When a play is being made on obstructed runner: dead ball; award base as appropriate
- **Type “B” Obstruction** - 7.06(b): When a play is not being made on obstructed runner: *delayed* dead ball; award base as appropriate
- **Base Award**: Award the base runner the base which, *in the umpire’s judgment*, the runner would have attained had the obstruction not occurred.
- **If obstructed while returning to a base** (as on pick-off play), always award the next base.



OBSTRUCTION:

- **Calling Type A Obstruction**
 - **Call TIME immediately** and enforce the infraction
- **Calling Type B Obstruction** (delayed dead ball)
 - **Point to offending fielder** and hold extended fist and call “that’s obstruction”; when play concludes, enforce as needed
- **The two most common points of obstruction:**
 - **Extra-base hit** and **F3** is watching the ball in the **base path** when BR bumps into him rounding 1B. Type B.
 - **Home plate** – F2 is blocking the plate *without the ball*. **The base line belongs to the runner** and the catcher should be there only when fielding a ball or with the ball already in his/her possession. Type B.



PITCHER BASICS

- **There are no balks in Little League**, but we call illegal pitches at the Majors and Coast level. Infraction is a “Ball”. (In AAA division, we issue warnings so the kids learn about pitching rules, but we don’t call infractions.)
- **Learn this: 8.05**. This is the extensive rule that lists all of the ways in which a pitch is illegal. However, in Little League we go pretty lightly with **8.05**. Called a Ball
- Note that **most illegal pitch types apply only when there is a runner on base**
 - **Quick pitching and pitching from off the mound are always “illegal pitches”**
- **Regulations specify pitch-count restrictions** (by age) and required days of rest between games, but these regulations are not enforced by the umpire. (Softball has different rules)



PITCHER BASICS

- **A coach or manager can visit the pitcher on the mound** with the following restrictions:
 - Visit the same pitcher only **twice per inning**; third time is the hook
 - Visit the same pitcher only **three times in a game**; the fourth is the hook
- **Manager can substitute a pitcher at any time** – even during an at-bat (the new pitcher assumes the count)
 - **New pitcher gets 8 warm-up pitches** (unless entering due to an injury; in that case he gets as many as they need)
 - **A pitcher who is relieved** can remain in the game at another defensive position, ***except not as a catcher***. Cannot be a pitcher again.
 - **Softball can return the pitcher at later innings:** As long as they stay in the game at another defensive position.



DEFINITIONS OF KEY TERMS

Baseball & Softball rules are all built on the definition of terms in Rule 2.0. We'll look closely at a few of these.

- Catch
- Tag
- Inning
- Infield Fly (Infield fly rule)



CATCH

CATCH is the act of a fielder getting secure possession in the **hand or glove** of a ball in flight and firmly holding it before it touches the ground ...

- To be a catch, the fielder shall hold the ball long enough to prove **complete control** of the ball and that ***release of the ball is voluntary and intentional.***
- **KEYS** to judging a catch: Secure possession and voluntary release.
- **NOT a catch** if fielder (simultaneous with the catch) **collides** with player, wall, or fence, or **falls** down, and as a result of the collision or fall **drops** the ball.
- If the fielder drops the ball while making a throw ***following*** the catch, the ball shall be adjudged to have been caught (i.e., “drop on the transfer”).
- In a tag-up situation, runners may leave their bases the instant the first fielder touches the ball.



TAG

TAG is the action of a fielder in touching a base with the body **while holding the ball securely and firmly in the hand or glove**; or touching a runner with the ball or with the hand or glove **holding the ball securely and firmly in the hand or glove**

- **The KEY** is the phrase “**securely in hand or glove**”
- **NOT a tag** if ball is trapped against body
- **NOT a tag** if touched with glove while ball in other hand.
- **Force Plays** ball must be securely in hand or glove then any other part of the body can touch the base for an out.



INFIELD FLY

... a **fair fly ball** (not including a line drive nor an attempted bunt) **which can be caught by an infielder *with ordinary effort***, when first and second, or first, second and third bases are occupied, and less than 2 outs (0 or 1).

- **The Conditions**

- No outs or one out
- Runners **R1+R2** OR, **bases loaded**
- Infield pop-up (not blooper, and never a bunt)
- Both umpires **point and call**: “Infield fly, batter out”
- **Infield Fly is NOT enforced at the AAA level.**
- **If you forget to call the IF**, you can apply the rule after the fact.



SOFTBALL RULES

- Most of the rules of Baseball and Softball are the same.
- Important exceptions:
 - **Leaving early** – in Softball, Call time, the runner is out. 7.13
 - **Pitcher's Circle** – in Softball, there is a circle (real or imaginary) centered around the mound, and if pitcher has the ball within the pitcher's circle, any runner must immediately advance or retreat. Failure to do so is an out unless a play is made on the runner (a fake throw by the pitcher constitutes a play). The pitcher having the ball in the circle does not mean the ball is dead.
 - **Safety(Orange) first base** – on initial play at first, runner goes for orange, fielder goes for white
 - **Pitcher re-entry** is allowed and there is **no pitch count**
 - **Bunt** – batter must retract bat or it is a strike (no so in bb)



SOFTBALL RULES

- Important exceptions for **Majors** softball:
 - **Leaving early** – runners can go when pitch is released
 - **Dropped third strike** – batter can run on dropped third strike just like in Majors baseball now! This happens only if first base is unoccupied OR there are two outs



SOFTBALL SPECIAL AAA RULES

○ Time Limit –

- Games will be five (5) innings.
- No new inning shall start after 1 hour 40 minutes from the time the game was officially scheduled to start. All games must end at 1 hour 55 minutes with a hard stop. (Regardless of where you are at in the game). Time limits must be strictly adhered to.
- The game winner shall be determined as that team leading after the last full inning of play. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.



SOFTBALL SPECIAL AAA RULES

- Games will be **coach pitch** for the first 3 games of the season. **Batters will receive 5 pitches from hitting team's coach.** Unless 5th pitch is fouled, batters will not receive more than 5 pitches. If all 5 coach pitches are bad, batter shall not receive more. Coaches can strikeout batters. The remainder of the season will be played with no-walk live-arm pitch only.
- The pitching coach must throw from no less than 36' from plate when pitching to a batter.
- Once live-arm pitching begins, batters will not advance to 1st as a result of 4 called balls. The batter will be awarded 1st if hit by pitch by the player pitcher.
- *After 4 balls are called, a **hitting team's coach throws 3 pitches to the batter.** There are no additional pitches allowed for wild pitches, hit by pitch, etc. The only instance which allows more than 3 coach pitches is foul balls. A foul ball will always result in another pitch. The strike count does not carryover from the 4-ball at bat, 3 pitches are thrown from coach to batter unless a ball is hit in play before the 3rd ball.*



SOFTBALL SPECIAL AAA RULES

- If live ball hits coach on mound (without first being touched by a player), base runner(s) will advance one base.
- A batted ball that passes through the coach pitcher without obstruction (doesn't come in contact with the coach or umpire), or that is deflected off of a defensive player and subsequently hits the coach or umpire, is a live ball.
- A defensive player is positioned on the pitching mound (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the pitching plate. If a defensive player is interfered by the pitching coach, the batter is out. An umpire is allowed to rule this play.



SOFTBALL SPECIAL AAA RULES

- **Bunting will be allowed during player pitch.**
There is no bunting a coach pitched ball. A bunt that results in a foul ball after strike 2 will result in a strikeout. (ie- a 3/2 count, bunt foul = strikeout)



SOFTBALL SPECIAL AAA RULES

STEALING

- **Stealing when live-arm pitching (players pitching)** – Second and Third base may be stolen (includes advancing on a passed ball or wild pitch), but a runner may not advance from Third to Home unless the ball is put into play by the batter or the runner on Third is forced or awarded Home by another base award (HBP, overthrow into dead ball territory, INT, etc.). A base runner may not advance from Third to Home on a passed ball or wild pitch or on a play on another runner.
- *However, runners are allowed to advance on overthrows. For overthrows that remain within the field of play (fair or foul territory), advancement is at the runners own peril with the exception from 3rd Base to Home as described above.*



SOFTBALL SPECIAL AAA RULES

STEALING (CONT.)

- **For overthrows** that go outside the field of play (**dead balls**) bases will be awarded as follows:
 - If thrown by an infielder, one base will be awarded the runner(s) as determined by the position of the runner(s) at the time the ball was pitched
 - If thrown by an outfielder, two bases will be awarded the runner(s) as determined by the position of the runner(s) at the time of the throw.
 - **Example 1** – Runners on First and Third. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner on Third cannot advance Home. The runner now on Second cannot advance to Third as the base is occupied.
 - **Example 2** – Runners on First and Third. Runner on First steps off base when pitch reaches the batter. F2 throws to First and the ball goes into dead ball territory. The runner on Third is awarded Home (due to overthrow into dead ball territory) and the runner on First is awarded Third.
 - **Example 3** – Runner on First only. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner advances to Third while the ball is still in the outfield. The runner cannot advance further.



SOFTBALL SPECIAL AAA RULES

STEALING (CONT.)

- *No Stealing when coach is pitching - Base runners must be advanced by a batted ball. There will be no base 'stealing' – base runners can't advance from a wild pitch, passed ball, or when the ball is being returned to the pitcher from the catcher.*



SOFTBALL MAJORS ONLY

- Majors Baseball – a batter can run on “uncaught” third strike
 - A bouncing pitch is an uncaught third strike
 - But, they can only run if –
 - First base is open
- OR
- There are two outs



UMPIRE RULES – THE GAME COORDINATOR

- An adult umpire on the field is no longer required.
- If no adult is umping, **the home team coach will appoint an adult** to be the “Game Coordinator”. If there is an Adult Umpire on the field, they are the Game Coordinator.
- Special duties of the GC:
 - **Only the GC can suspend games** for darkness or rain
 - The GC has to ensure the safety rules are followed, but ALL umps must also do that
 - The GC must take action if coaches/players get out of hand, but again, ALL umps must do that too
 - The GC is not an umpire and cannot make calls



UMPIRE RULES – WHO CALLS WHAT

- Each umpire has his or her **own area of responsibility**
 - We'll discuss this more During the Field Training.
 - Plate ump calls balls/strikes, plays at home, fair/foul, etc.
 - Field umps call plays at their bases.
- Only make a call for a play that is yours!
 - **Never, ever should two umpires make a call on the same play**
- After a play is over, **you can choose to get help** on a call from your partner and then maybe change your call
 - This sometimes happens on request from a coach
- **NO UMPIRE, ADULT OR JUNIOR, CAN OVERRULE ANOTHER UMPIRE, even if that ump was wrong.**

RULE MYTHS PART I

- The hands are considered part of the bat.
- The batter-runner must turn to his right after over-running first base.
- If the batter breaks his wrists when swinging, it's a strike.
- If a batted ball hits the plate first it's a foul ball.
- The ball is dead on a foul-tip (3rd Strike caught out).
- The batter who batted out of order is the person declared out See Rule 6.07.
- The batter may not continue past first base when he gets a base-on-balls. Rule 7.08(C)
- If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike. In the Umps judgement, did the batter make an attempt/offer at the ball, or just hold it in place. If attempt (strike)(or if in strike zone) If not ball and was a ball.
- The batter-runner is always out if he runs outside the running lane after a bunted ball.
- A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
- Tie goes to the runner.
- The runner gets the base he's going to, plus one on a ball thrown out-of-play.
- Anytime a coach touches a runner, the runner is out.
- The runner must always slide when the play is close.
- The runner is always safe when hit by a batted ball while touching a base.
- A runner may not steal on a foul-tip.



RULE MYTHS PART II

- It is a force out when a runner is called out for not tagging up on a fly ball.
- An appeal on a runner who missed a base cannot be a force out.
- A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
- Runners may not advance when an infield fly is called.
- No run can score when a runner is called out for the third out for not tagging up.
- A pitch that bounces to the plate cannot be hit.
- The batter does not get first base if hit by a pitch after it bounces.
- If a fielder holds a fly ball for 2 seconds it's a catch.
- You must tag the base with your foot on a force out or appeal.
- If a player's feet are in fair territory when the ball is touched, it is a fair ball.
- The ball must always be returned to the pitcher before an appeal can be made.
- With no runners on base, it is a ball if the pitcher starts his windup and then stops.
- If a fielder catches a fly ball and then falls over the fence it is a homerun.
- The ball is dead anytime an umpire is hit by the ball.
- The home plate umpire can overrule the other umps at anytime.



QUESTIONS



WORKING THE PLATE AND BASES



WHAT DOES THE PLATE UMPIRE Do?

- You manage the start, finish and pace of the game
- You call balls and strikes
- You make all Fair/Foul calls
- You make all Catch/No-Catch calls
 - Get out from behind the plate to get a good look
- You make all safe/out calls at home
- You make running lane violation calls
- You help your partner if he needs it – watch all plays and give help IF ASKED
- You don't make calls that belong to your partner



WHAT DOES THE FIELD UMPIRE Do?

- You manage the start, finish and pace of the game
- You watch all touches of runners to bases.
- You watch all tag-up plays during fly ball to outfield.
- You make Obstruction/Interference calls
- You make all safe/out calls at bases.
- You manage field safety. Bats, Dugouts, etc.
- You hustle to get “angle over distance” at bases.
- You help your partner if he needs it – watch all plays and give help IF ASKED
- You don't make calls that belong to your partner



THE UMPIRE PRE-GAME MEETING

- **Fifteen minutes to game time, the umpires meet.** *This is extremely important*
 - **Go over the division of responsibility**
 - Discuss Fair/foul coverage
 - Discuss Catch/no catch coverage
 - Discuss handling overthrows out of play
 - **Go over the ground rules**
 - **Go over your umpire signals**
 - **Discuss handling of problem calls and getting help**
 - **Discuss who is the UIC and what is he/she going to call**



PRE-GAME MEETING WITH MANAGERS

Five minutes before the game time, umpires call the team managers to home plate for the pre-game meeting (**2 minutes**) – PU runs this meeting

- **No players should be on the field at this time**
- Introduce yourself and your partner and find out who is the GC if neither of you are adults
- Ask coaches to confirm that all **players are properly equipped, and that all equipment is regulation**
- Go over **ground rules**; especially important is establishing out-of-play at Lewis Creek and other parks
- Clarify special **local rules, like time limits**
- **Tell coaches to ask for time before coming out**



BEFORE ANYTHING CAN HAPPEN – “PLAY”



Standing behind the
crouching catcher



Stand straight up,
right hand up



Point at the pitcher
and say “PLAY”

This signal is used to start a game, to start every inning,
and to start play again after a dead ball or time has been
called



UMPIRE TO UMPIRE SIGNALS

Communicating with you partner is critically important; learn and use the following guidelines:

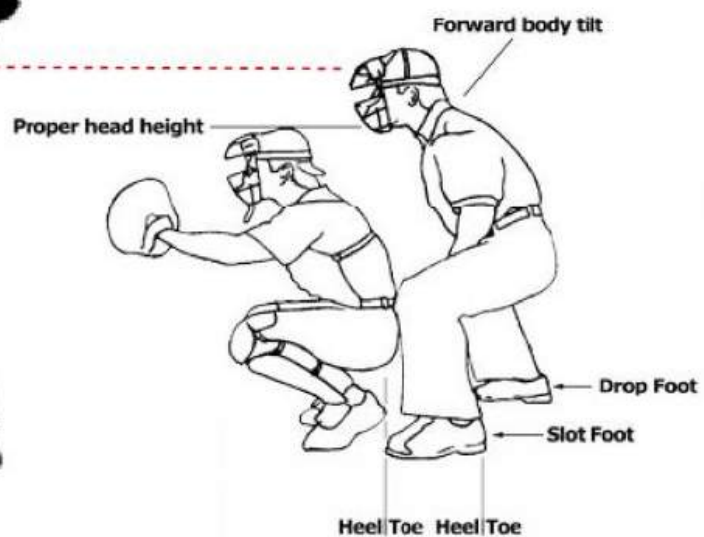
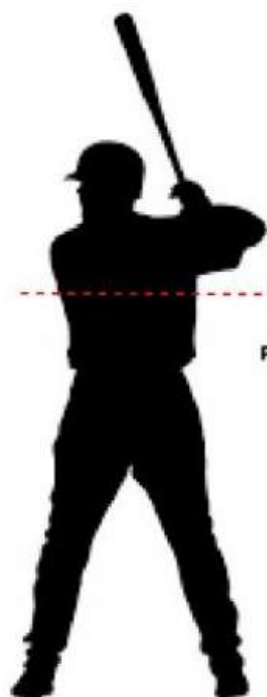
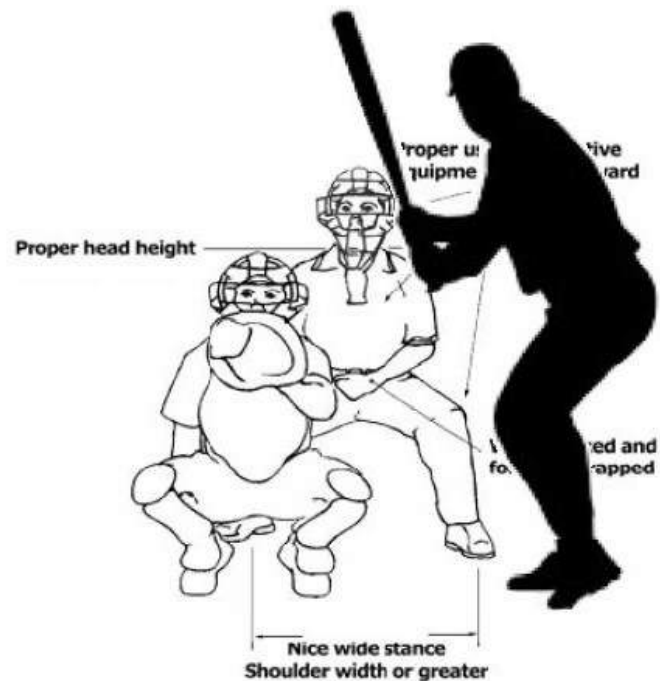
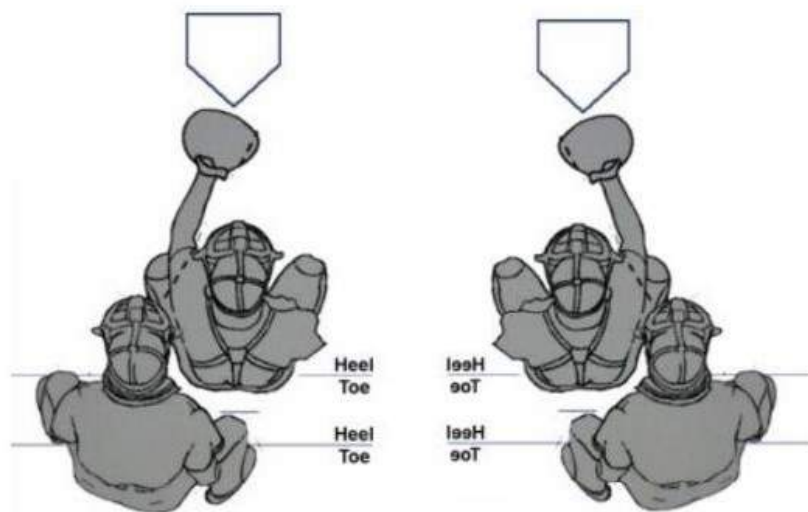
- **PU gives the signals**; Base Umpire flashes back
- **Make eye contact with your partner** at every new batter, and whenever the situation changes (e.g., after a steal)
- ***Learn and use the following signals !!!***
 - Number of outs, if any – hands out to the side, fingers indicate number of outs
 - Infield Fly situation, if applicable – hand to hat bill
 - Check swing – left hand point to partner “DID HE GO”?
 - Lost count – twirl fingers

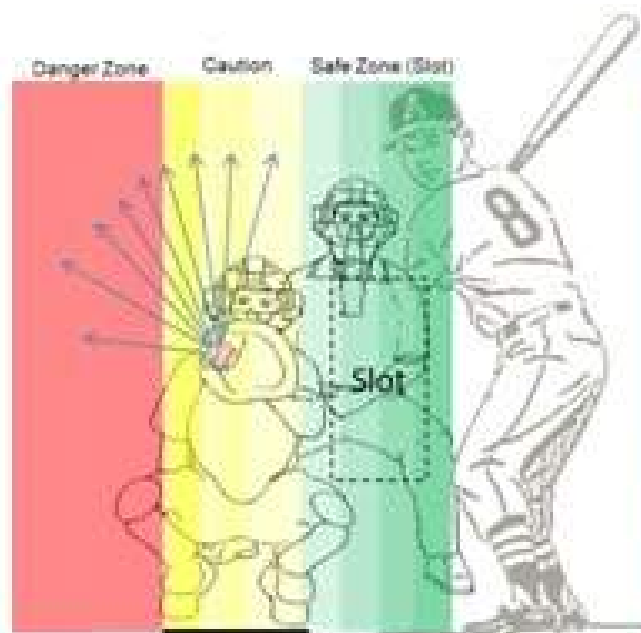


GETTING INTO THE SLOT: SETTING UP

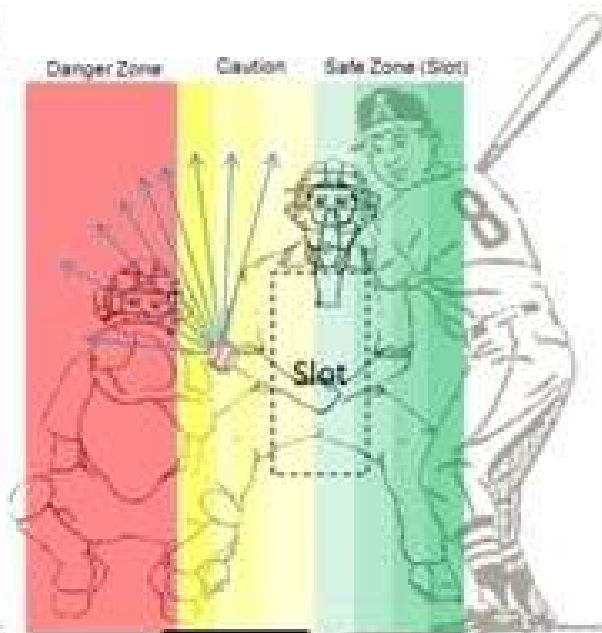
- Work the plate using the **SLOT position**. **Umpire's nose:**
 - **Inside edge of strike zone**
 - **Over catcher's head**
- **Remember, the strike zone changes** with the player, so **visualize the zone**.
- **Legs apart** for stable platform
- Slightly **forward at waist**
- **Keep your head still**
- **Track the ball with eyes**
- **Uniform pause, then call**
- **Timing, timing, timing**



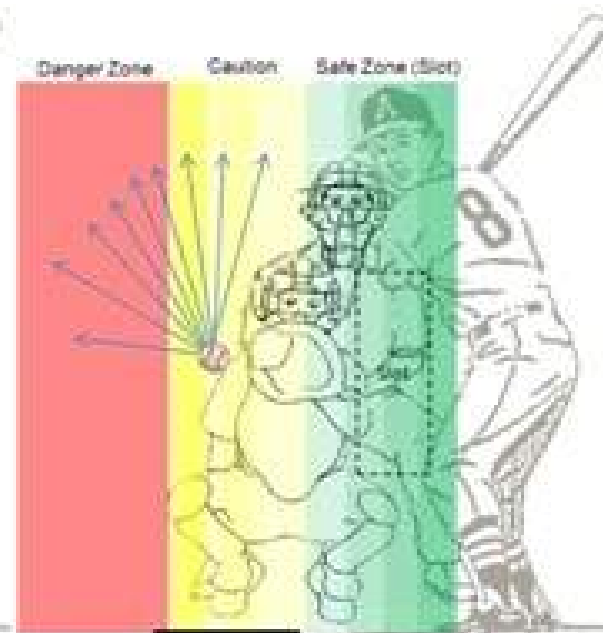




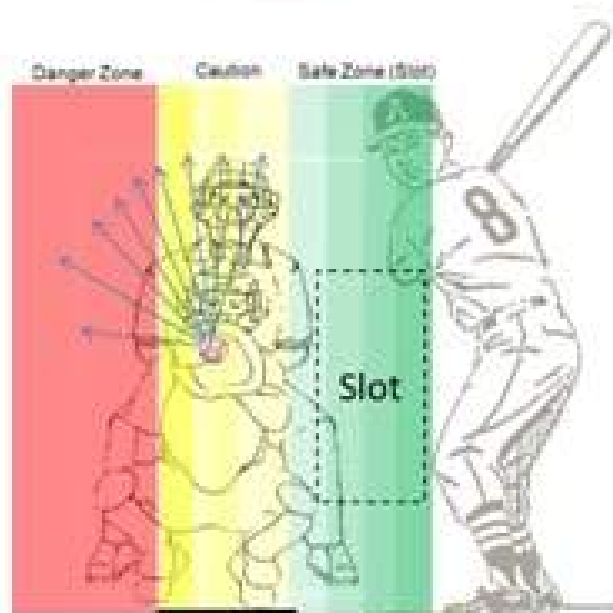
Work the slot = Green Zone



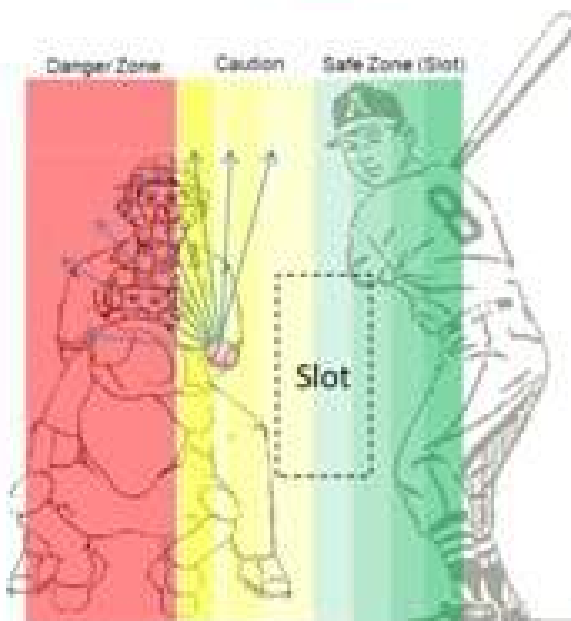
Stay in the slot = Green Zone



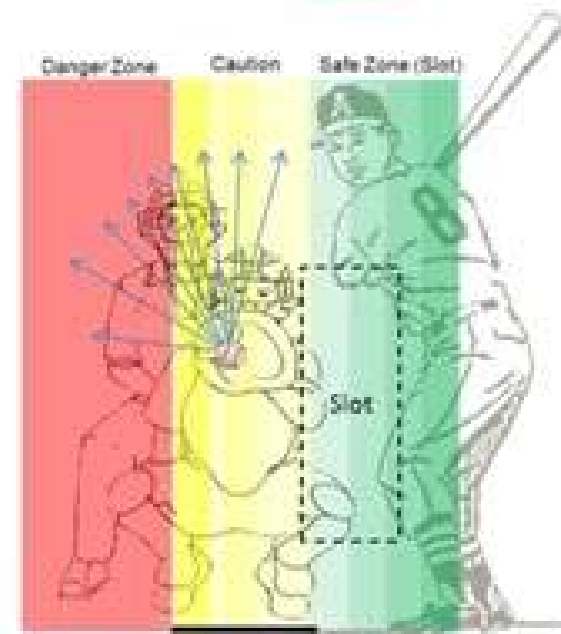
Work the slot = Green Zone



Moving with the catcher = Yellow Zone



Moving with the catcher = Danger Zone



NEVER Move to the opposite side of catcher

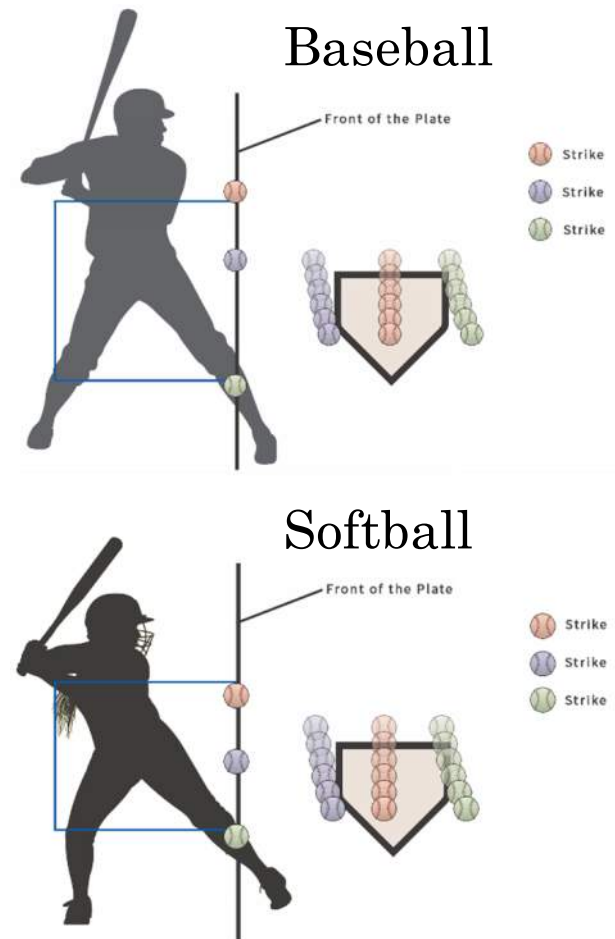


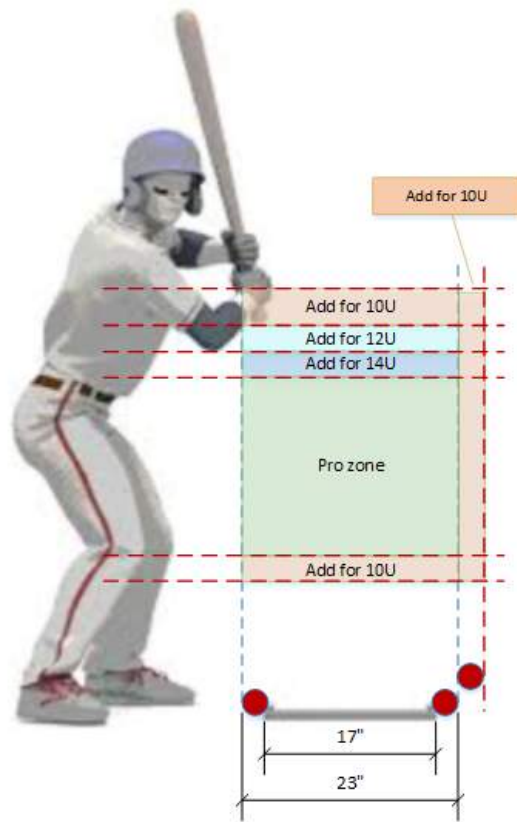
THE STRIKE ZONE

The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

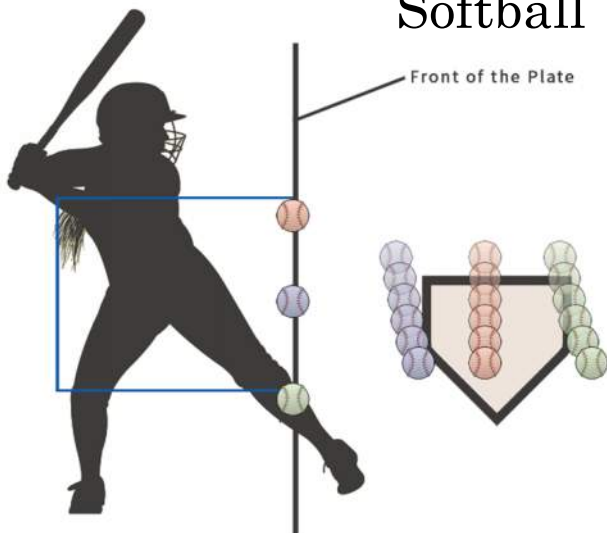
KEY POINTS:

1. **Over the plate** – any of the ball touches any part of strike zone
2. Top is at the **batter's (See next screen)**
3. Bottom is at the **batter's bottom of knee cap**
4. Based on the batter's **natural stance prior to swinging**



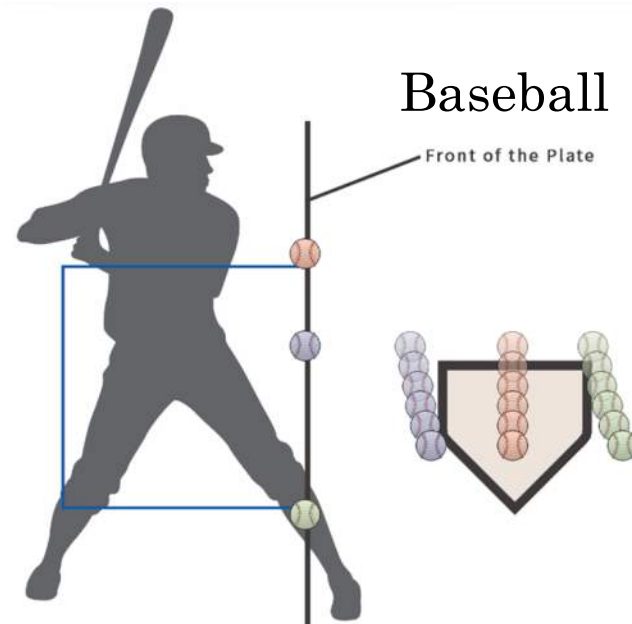


Softball



- Strike
- Strike
- Strike

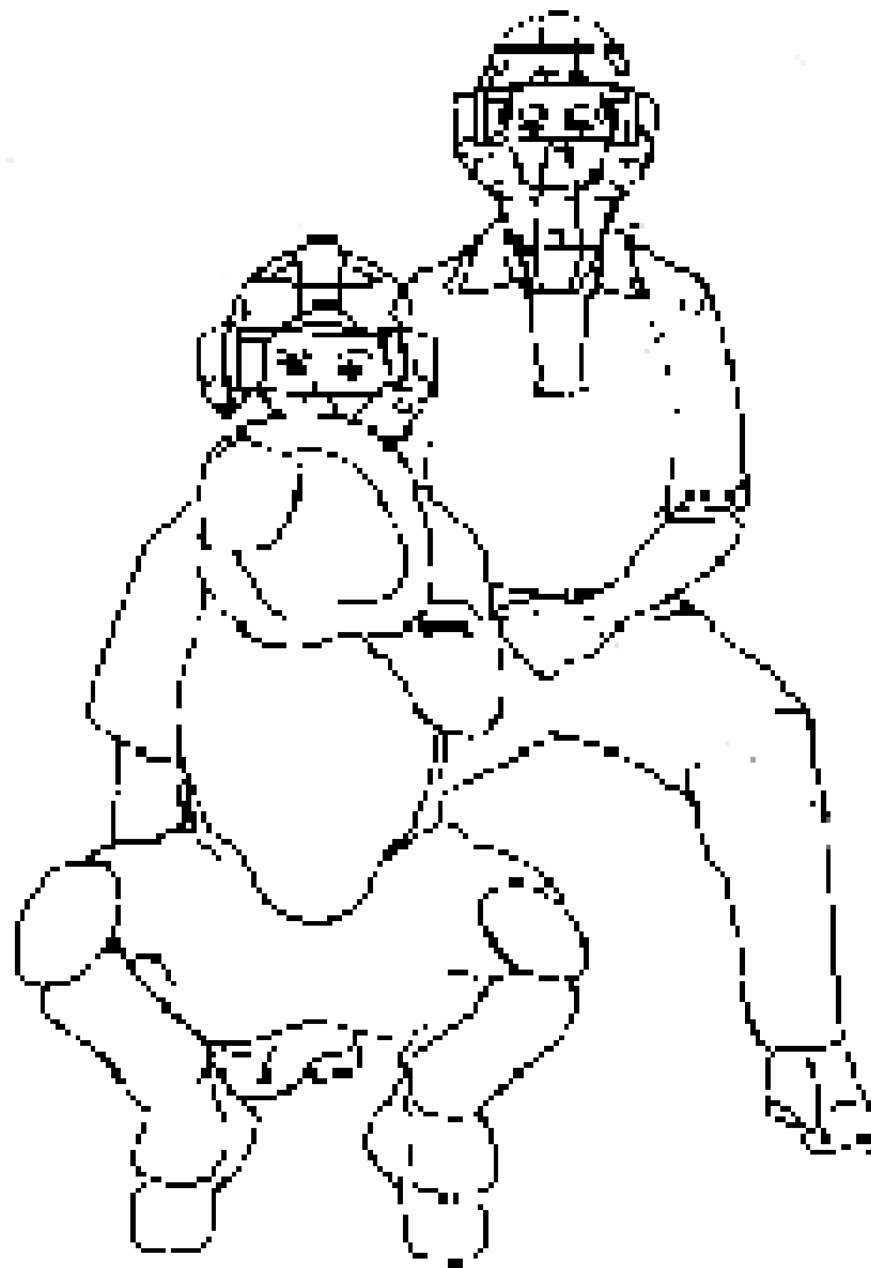
Baseball



- Strike
- Strike
- Strike



- Use reference points to frame the strike zone:
 - Visualize the top of the zone – often the batters hands are at the top of the zone
 - If the catcher is in nice and tight, look at his knees relative to the batter
 - But, at AAA and Coast, this usually doesn't work
 - Watch with your eyes the ball hit the catcher's mitt when the ball arrives – but it isn't where he catches it that counts!
- Be sure you can see the entire plate so you can see the low and away pitch



WHAT'S A STRIKE

A **STRIKE** is a legal pitch which meets any of these conditions – 2.0

1. **Struck at by the batter and is missed** (swinging strike)
2. Not struck at, if **any part of the ball** passes through **any part of the strike zone** (called strike)
3. **Fouled by the batter** when there are fewer than two strikes
4. **Bunted foul** (batter is out and ball is dead if batter bunts foul on third strike)
5. Touches the batter **as the batter swings** at it (dead ball) – NO MATTER WHERE; HEAD, HANDS, etc.
6. Touches the batter in flight **in the strike zone**
7. Becomes a **foul tip** (ball is live and in play)



THE STRIKE CALL



You decide it is a
strike



Stand straight up,
right hand out



Clinch fist, raise
arm and say
“STRIKE”



A FOUL TIP IS NOT A FOUL BALL

A FOUL TIP is a batted ball that goes *sharp and direct from the bat to the catchers hands and is legally caught*.

It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand – 2.0.

1. **Sharp and direct** from bat to catcher's mitt
2. **Must be caught**
3. **Always a strike**; if strike 3, batter is out.
4. **Always a live ball**
5. **Not a foul tip if a rebound**, unless first touching the catcher's hand or glove.



THE FOUL TIP CALL



You decide it is a
foul tip



Stand up and
put your right
hand on your
left forearm



Slide your
right hand up
and out



Clinch fist, raise
arm and say
“STRIKE”



WHAT'S A BALL

A **BALL** is a pitch which **does not enter the strike zone in flight** and is **not struck at by the batter**

- If a pitch **touches the batter in flight and is not in the strike zone**, the batter shall be awarded first base
- If the **batter swings at such a pitch and misses**, it is a STRIKE
- If the pitch **touches the ground and bounces through the strike zone** it is a BALL
- If the pitch **touches the ground and bounces and then touches the batter**, the batter shall be awarded first base



THE BALL CALL



You decide it is a
ball



You stay down and
say “BALL”



WHAT'S A FOUL BALL

- **There are three fair/foul scenarios:**
 1. **Infield ball not reaching 1st base or 3rd base** is judged by ...
 - Where the ball is **first touched** (bounder, line drive, or fly), or
 - Where the ball **settles** (bunt, dribbler)
 - The ball can wander in and out of fair territory until **settles** or is **touched**
 2. **Bounding ball over 1st base or 3rd base** is **fair**
 - Crosses plane of the base, or touches the base
 - Breaks the glass
 3. **Fly ball beyond 1st base or 3rd base** that drops *uncaught* in foul territory is **foul**.
- **Note:** a fly ball that is caught in foul territory is a *live ball*.
- **Note:** A ball that first touches “foreign” object in foul territory (like a backstop, fence, etc.) is always **foul**
- **Judge the position of the ball**, *not the fielder*, relative to the foul line

THE FOUL CALL AND THE FAIR NON-CALL



Say (loudly) “FOUL”
(also used for
“TIME”)



NEVER
CALL “FAIR” OUT
LOUD. Just point
into fair territory.



WHERE DO I GO ON CRACK OF THE BAT?

- **Know what is going on!** Every new batter pause and review the situation and anticipate action
- **Get out from behind the plate. In two-man system, the Plate Umpire is always in motion.**
 - **Trail batter-runner** 1/3 of the way to 1B if no R3
 - Set up for your **catch/no-catch** call, or
 - Set up for your **fair/foul** call



AVOIDING THE CATCHER

- **On a pop up near or behind the plate,** take your eyes off the ball and watch the catcher
 - **Removing your mask while doing so**
- If he goes right, swing your right leg back (called “opening the gate”) and let him by
- If they go left, swing your left leg back
- **They’ll take you to the ball**



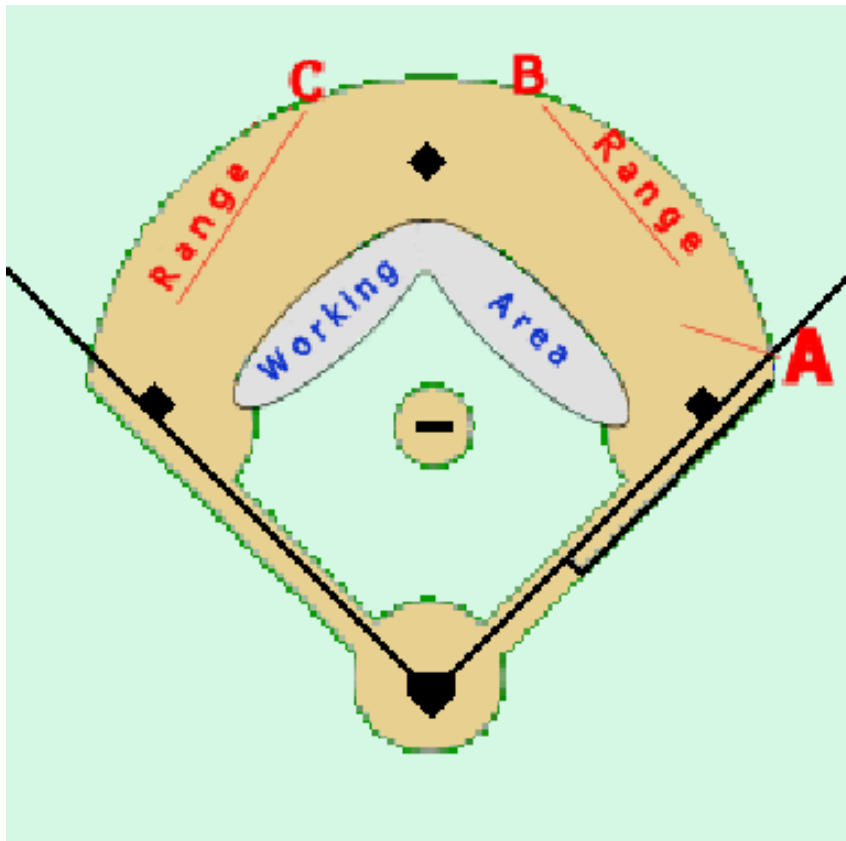
WHAT DOES THE BASE UMPIRE DO?

- Assuming there is no 3rd base umpire:
 - You have the safe/out call on all base runners at all bases except home.
 - You have the base-touch and tag-up on all runners at all bases except home. You also handle all appeal calls at all bases except home.
 - You watch for runners leaving early at all bases.
 - *You own all base runners at all times from first base through third base.*
- *If there is a 3rd base umpire, you own 1st and 2nd base.*
- On hits to the outfield, you must come **inside** the diamond; on hits to the infield, you must stay **outside** the diamond. This is **the Golden Rule**.



START POSITIONS FOR BASE UMPIRE: A, B, C

The start positions for a single Base Umpire are simple:



- No runners on base, Position **A**
- With R1 only, Position **B**
- *In all other situations,*
Position **C**

If there is a 3rd base umpire, use Position A for no runners on base, Position B for all other situations!



THE GOLDEN RULE FOR BASE UMPIRE:

INSIDE OUT / OUTSIDE IN

- On hits to the **INFIELD**, you remain **OUTSIDE** the diamond and slide in your working range.
- On hits to the **OUTFIELD**, you come **INSIDE** the diamond to the working area, pivot and pick up your base runners.

REMEMBER: Inside-Out, Outside-In



THE SILVER RULE FOR BASE UMPIRE:

ANGLE OVER DISTANCE

- **Get in the right position** to make the call
 - Ideally, about 10 feet away from the play and at a 90 degree angle to the throw and/or tag
- But there is only one of you out there; you can't be everywhere at once
 - You will have to make calls at first base when you are in C position – **about 75 feet away!**
- **Get the right angle on the play** – that is more important than getting close
 - The right angle is where your view isn't obstructed by any other players, and where you can see the tag
 - Try not to get “straight-lined” by runners



TAG OR NO TAG?

- Determining a **tag or no-tag** is a matter of doing these things:
 - **Moving into position** to take the play (called “**Bust-to-your-Angle**”) and **standing still**. You will follow the throw with your head, not body. Don’t get too close.
 - **Finding the throw** from the fielder
 - Adjusting to the throw in case it is offline, called “lean-and-a-look”
 - **Going to hands-on-knees set** (unless doing a lean-and-a-look) to observe the tag. **DON’T MAKE A CALL WHILE ON THE MOVE.**
 - Seeing the tag by **using the eyes properly** – head still, watch the whole play before you decide
 - Assuring the requirement of “firm and secure possession” has been met – again watch the whole play
 - Finally, **signal the play as using a proper signaling mechanic and a firm voice**




MAKING THE OUT OR SAFE CALL

- **The umpire's eyes must be** focused on the critical aspects of the tag (force play or not) as it develops.
- If the tag is on a base **the umpire's eyes will focus on the bag** and the feet of the fielder and runner as he arrives. The arrival of the ball will be clearly seen in the peripheral vision.
 - So don't be too close; you won't see the ball
- If the tag is on the runner's body then the **umpire's eyes will focus on the glove of the fielder**. The glove will direct your eyes to the runner.
- Now the umpire can complete the first part of the call process ... **YES a tag took place, or NO a tag did not take place.**
 - If the call is **NO** then the umpire will signal "SAFE".
 - If the call is **YES** the umpire must then bring his eyes to the glove and determine if the possession of the ball is "firm and secure." **Only when he sees this will he signal "OUT"**



PROBLEM CALLS & GETTING HELP

- Our main goal is to get the call right. If you make a mistake, don't worry. If you can correct it, do so. If you can't, then learn from it and move on.
 - If for any reason you are less than 100% sure about a call you've made, get help. This is up to you.
 - If you see something that your partner might have missed, offer help. This is up to him.
 - **Do NOT** let managers or coaches argue judgment calls; **do NOT** allow managers to charge the field
 - However, managers can legitimately question and appeal an error in the application of a rule.
 - Do NOT allow arguing, rudeness, or unsportsmanlike conduct. You have the authority to eject players or coaches. Use that power sparingly, but use it if you must.
- 

QUALITIES OF A GOOD UMPIRE

- Shows up, and shows up **on time**
- Looks like an umpire – All will respect you.
- Pays attention to the game at all times – head must be in the game, eyes (almost always) on the ball.
- Has good timing; is not too hasty to decide on a call – **pause... read** the play... then **react**
- Is decisive once the decision is made, and is proud to let everyone know the call – don't be shy
- Works and communicates well with partner
- Knows where to be and hustles to get there
- Knows the rules



Q U E S T I O N S
– AND YES, WE ARE GOING
TO PRACTICE THIS STUFF!

