

Fair/Foul

be able to gain ground in the direction of the ball. It is important that you are stopped and set (standing set) when it is apparent that the ball will be touched or land.

If the ball is touched in flight, you will immediately point to indicate if the ball was first touched in Fair or Foul territory. If the first touch was in Fair territory, you will wait to signal Catch/No Catch depending on whether the fielder completes the requirements of a Catch. If the first touch was in Foul territory you will wait to signal Catch/Foul depending on whether the fielder completes the requirements of a Catch. If you vacate the foul line to follow the fielder moving toward the fence in foul territory; the decision on Foul has been made and the call will be Catch/No Catch.

Following these guidelines and practicing good mechanics will allow you to make all of your Fair/Foul calls with ease and confidence. If asked to explain either a Fair or Foul call, make certain to use "Rule Book" terminology. An example of this would be: "Coach the ball was foul because it bounded past the base in foul territory."



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League - Junior League - Senior League - Challenger Division



Pitching Regulations – Baseball

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

Minor League, Little League (Majors), and Intermediate (50-70) Division — A player may not pitch in more than one game in a day.

Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return.

Junior League and Senior League — A player may be used as a pitcher in up to two games in a day. *(Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day).* If a Junior or Senior League pitcher pitches in more than one game in a day, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

ALL DIVISIONS - Under no circumstances shall a player pitch in three (3) consecutive days.

MAXIMUM PITCH LIMIT

League Age:	7 – 8	50 pitches per day
	9 -10	75 pitches per day
	11-12	85 pitches per day
	13-16	95 pitches per day

PITCHER REST

<u>League Age, 14 and Under:</u>	1-20 Pitches	0 Days Rest
	21-35 Pitches	1 Day Rest
	36-50 Pitches	2 Days Rest
	51-65 Pitches	3 Days Rest
	66 or More	4 Days Rest

<u>League Age, 15 – 16:</u>	1-30 Pitches	0 Days Rest
	31-45 Pitches	1 Day Rest
	46-60 Pitches	2 Days Rest
	61-75 Pitches	3 Days Rest
	76 or More	4 Days Rest

Exception: If a pitcher reaches a “Day(s) of Rest Threshold” while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base,
2. That batter is retired, or
3. The third out is made to complete the half-inning.

The pitcher will ONLY be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League – Junior League – Senior League – Challenger Division



Rule 7.10 - Appeal Plays

An **Appeal** is the act of a fielder claiming a violation of the rules by the offensive team.

Rule 7.10 - Any runner shall be called out on appeal if –

- (a) After a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged;
(NOTE: "Retouch" in this rule means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of, and not touching, the base);
 - (b) with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;
 - (c) the runner overruns or over-slides first base and fails to return to the base immediately, and said runner or the base is tagged;
 - (d) the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged;
NOTE: A runner forfeits his/her opportunity to return to home base when he/she enters the dugout or any other dead ball area.
- Any appeal under this rule must be made before the next pitch, or any play or attempted play.
 - No appeal can be made if the ball is dead.
 - If the violation occurs during a play which ends a half-inning, the appeal must be made before all the defensive players have left fair territory on their way to the bench or dugout. **EXCEPTION:** If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in order to make an appeal or if the appeal is being made by catcher (who may have never been in fair territory at all), the appeal will be adjudged to have been properly executed.
 - An appeal is not to be interpreted as a play or an attempted play.
 - Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)
 - **NOTE: (1)** Appeal plays may require an umpire to recognize an apparent "fourth out."
 - **NOTE: (2)** If a pitcher commits an illegal pitch (a balk in Intermediate/Junior/Senior/Big League Baseball) when making an appeal, such act shall be a play.
 - An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in hand, would not constitute an appeal. The ball must be alive and in play.

When a Runner is Out on Appeal

If there are less than two outs, the status of preceding runners is not affected; runs may score on the play.

If there are two outs, preceding runners may score if they do so before the appeal is made (timing play), unless the appeal is a force out. No following runners may score

"It's What You Learn After You Know It All That Counts."



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League - Junior League - Senior League - Challenger Division

Appeal Plays for Coaches – LL Rule 7.10



A very confusing situation that often occurs on Little League baseball/softball fields is when a team wants to make an “*appeal*”, typically for a runner that either “left early” or “missed a base”. Most of the confusion results from a lack of understanding on how to make a “*proper appeal*”. With this article, we will attempt to demystify the process.

Little League field Anywhere, USA - Follow along with this scenario and see if it sounds familiar.
Runner on 2nd base - Fly ball hit to centerfield - Ball is caught - Runner on 2nd leaves early in trying to advance to 3rd base - Throw to 3rd is not in time - Runner is called “Safe”

The defensive manager now requests “Time”. This request is granted by the umpire. The manager instructs his pitcher, who now has the ball, to throw to 2nd base and appeal that the runner left early. The player complies with the manager’s request. However, when the ball is thrown to 2nd base the umpire makes no call. Hence, the confusion begins.

Why didn’t the umpire make a call either “Safe or Out”? Because, we now have a “Dead Ball” situation and an appeal may not be made under “Dead Ball” conditions. The umpire may say something like, “We have a dead ball” indicating that the appeal may not be made under dead ball conditions. Most often the players don’t understand what he is really saying and become even more confused. After several failed attempts; the manager becomes frustrated because he can’t understand why a call is not being made by the umpire. However, during a game is not the time for the umpire to teach how to make a proper appeal. To do so would be assisting the defensive team.

By rule (5.11), once “Time” is called by an umpire; the pitcher must now return to the mound with possession of the ball, assume a pitching position, and allow the umpire to put the ball back into “Play” before an appeal can be made. The baseball pitcher must then, either step directly to the base and throw or properly disengage the pitching plate prior to making the appeal. In softball an appeal cannot be made from the pitching plate, so the pitcher must properly disengage prior to making the appeal. From this we learn that one of the biggest mistakes the manager can make is to request “Time”.

Before we look at the requirements for making a proper appeal; let’s address some of the common myths.

1. Should the defensive team manager or a defensive player request time before making an “appeal”? NO – Appeal plays must be made under “Live Ball” conditions.
2. Does the ball have to go back to the pitcher before making an appeal? NO – Any defensive player with possession of the ball may initiate the appeal.
3. If the pitcher has the ball, does he/she have to go to the mound before making an appeal? NO – Making contact with the pitching plate now restricts the actions of the pitcher. If the pitcher commits an Illegal Pitch in the process of making the appeal; this is considered a play and the right to the appeal is lost.
4. Does the ball have to go to the base that was left early or missed? NO – If the runner being appealed is still on base, the ball may go to any fielder that can tag the runner.

With these questions answered, let’s now look at the requirements for making a proper appeal.

1. The appeal MUST be made before the next pitch.
2. The appeal MUST be made before next play or attempted play.
3. The appeal MUST be made while the ball is “In Play”.



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League - Junior League - Senior League - Challenger Division

Appeal Plays for Coaches – LL Rule 7.10



4. The appeal **MUST** be made in a precise, unmistakable manner.
5. The appeal **MUST** be made before all defensive players leave fair territory.

So, in our scenario above, the simplest way for the defense to make the appeal would have been for the 3rd baseman to maintain possession of the ball, tag the runner, and inform the umpire that the runner left second base early. Even after the pitcher had possession of the ball, he/she could have gone to third base and tagged the runner or thrown the ball back to the third baseman to tag the runner and announced that the runner left second base early. Of course the ball could have been thrown to a fielder to tag second base and announce the infraction, but then the runner on third base might try advancing to home.

If the appeal is successful and the runner is called “Out”, there might be a question of whether or not other runs score.

- If there are less than two outs, the status of preceding runners is not affected; runs may score on the play.
- If there are two outs, preceding runners may score if they do so before the appeal is made (timing play), unless the appeal is a force out.
- If there are two outs, no following runners may score.

This information should give you the basics for making a proper appeal. Remember to open your Little League Rule Book to section 7.10 and study the rule in its entirety to ensure a complete understanding of appeals.



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League - Junior League - Senior League - Big League - Challenger Division



Base Awards Made Easy

All of the information on base awards can be found in the rule book. But, applying the correct award to the situation at hand; still causes a lot of confusion. This document attempts to put everything together in one place. Studying this document closely should simplify base awards.

One important step in getting the awards correct is, knowing the position of all runners at specific points in time. These points in time are commonly referred to as, "Time of Pitch" and "Time of Throw". Time of Pitch is defined as the point where the pitcher is committed to deliver the pitch. Time of Throw is defined as the instant that the ball leaves the fielders finger tips.

So, let's start with 1 Base Awards and walk our way through 4 Base Awards.

1 Base Awards

Pitched ball that goes into or is deflected into dead ball territory	Time of Pitch
Balk, Walk, or Hit By Pitch	Time of Pitch
Thrown ball by Pitcher from Pitcher's Plate into dead ball territory	Time of Throw
Fielder after making a catch falls into dead ball area	Time of Pitch

Almost ALL 1 base awards will involve the pitcher either delivering a pitch or (baseball) making a throw from the pitcher's plate in an attempt to retire a runner. If the pitcher disengages the pitcher's plate he/she is considered a fielder for the purposes of base awards.

2 Base Awards

Thrown ball that goes into or is deflected into dead ball territory	Time of Throw
---	---------------

Exception: If the throw is the 1st play by an Infielder; the award is made from the Time of Pitch. On all other throws by an Infielder or any throw by an Outfielder the award is made from the Time of Throw.

Fair batted ball bounces or deflected into stands or dead ball territory	Time of Pitch
Fair batted ball goes through/under fence, scoreboard, vines, shrubbery, etc...	Time of Pitch
Fair batted ball sticks in a fence, scoreboard, vines, shrubbery, etc...	Time of Pitch
Fair batted ball that is deflected out of the playing field in flight into Foul Territory	Time of Pitch

4 Base Awards

Fair Batted ball that leaves the playing field in fair territory in flight	Time of Pitch
Fair Batted ball that is deflected out of the playing field in flight into Fair Territory	Time of Pitch

Detached Equipment

Pitched ball that is touched w/ detached equipment	1 Base	Time of Touch
Thrown ball that is touched w/ detached equipment	2 Bases	Time of Touch
Fair Batted ball that is touched with detached equipment	3 Bases	Time of Pitch

Remember: Detached equipment is a delayed Dead Ball. The ball **MUST** be touched.



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League – Junior League – Senior League – Big League – Challenger Division



Softball Bat Rule Changes - 2013

Rule 1.10 has been amended to read:

Applies to: Softball Rule Book

The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for **Junior/Senior/Big League**) in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen/sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. ***Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20.*** Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. **An illegal or altered bat must be removed.**

Summary and Implementation: For the 2013 season, language was added requiring softball bats in all divisions of play to have a 1.20 BPF.

Rule 2.00 has been amended to read, in part:

Applies to: Softball Rule Book

An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division which it is being used.

Summary and Implementation: For the 2013 season, added the definition of an “Illegal Bat.”

Rule 6.06(d) has been amended to read:

Applies to: Softball Rule Book

(d) the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

NOTE: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

1. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
2. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
3. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

Summary and Implementation: For the 2013 season, language was added to impose a penalty for use of an illegal bat.

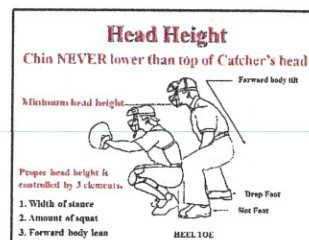


5 Keys for Good Plate Mechanics

1. Head Height
2. Aggressive in Slot
3. Good Lock
4. Tracking the Ball
5. TIMING!!

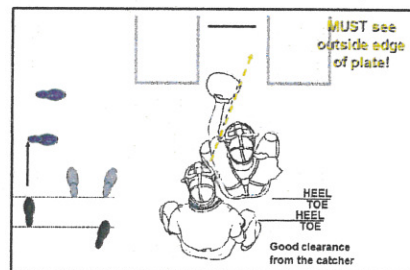
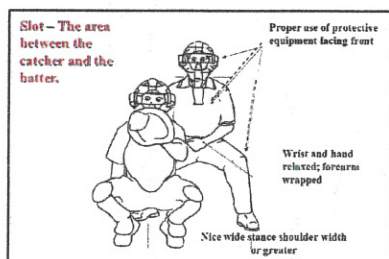
Head Height

Head Height must be consistent! The head must go to the same place when the umpire goes “Set” for every pitch. The chin should never be lower than the top of the catcher's head. Head height is controlled by the width of the stance, amount of squat, and upper body lean. Consistent head height requires a good lock. (See below)



Aggressive in Slot

The slot is the area between the catcher & the batter. The umpire must establish an aggressive slot position by stepping into the slot with the slot foot first. (foot closest to batter) This allows good visibility of the outside part of the plate and the outer part of the strike zone. Do not hide behind the catcher. Make sure you are up in the slot and not too far back from the catcher. This takes away the outer half of the plate.



Good Lock

You must have a solid upper body lock most common is to lock the inside hand at go “Set”. A good lock will ensure you will then tuck the slot hand near the inside is bent slightly forward, but not so far as to collarbone area.



when dropping into set position. The the top of the shin guard each time you consistent head height. Once set; you of the leg so it is not exposed. The back be off balance or exposing the

Tracking the Ball

Track the ball from the pitcher's hand to the catcher's mitt moving **ONLY** your eyes. Keep your head steady. Do not drift with the pitch or drop your head to follow the pitch. Avoid Tunnel Vision; where the head is stationary and so are the eyes. This causes you to stop tracking the pitch out in front of the plate and your timing becomes very quick. With tunnel vision you will start calling the pitch before it ever gets to the plate.

TIMING

Good timing means seeing every pitch from the pitcher's hand all the way to the catcher's mitt, then asking yourself was that a Ball or a Strike, and then making the call. Quick timing is an indication that the decision is being made before the pitch reaches the plate. When an umpire's timing is too quick; they will miss pitches. So slow it down, see the pitch, and then make the call. **TIMING! TIMING! TIMING!**



Clearing The Catcher

PLATE UMPIRE:

On passed balls, wild pitches, and pop-ups, it will be necessary to “Clear” the catcher so that you do not inhibit his/her ability to field the ball. This requires a quick read of the catcher’s movement and “Opening the Gate”. The basic step involves pivoting away from the direction of the catcher’s pursuit of the ball. Pivot on the ball of the foot as you take a drop-step with your free foot while swinging it backwards and behind you. You are, “Opening the Gate” of the catcher’s box and letting the catcher exit. If the catcher’s pursuit will be to the right, you pivot on your left foot by swinging the right foot backwards and vice versa. Do Not Backpedal!! Remove your mask while opening the gate and continue to read the catcher’s movement.

Pop-Ups - Do not look at the ball (Ball Watching)!! Let the catcher take you to the ball. Move at an angle to the catcher toward the fence or other area where he/she may be going for a possible catch. You will increase your angle to the fielder and ball to see the catch. At this point you may look for the ball. Should the play take you to the backstop or fence, you must make sure the catch is legal and not caught off the fence or overhead netting. Get back to the fence and put your hand on it, this will allow you to feel the ball brush the fence. Remember your responsibility here is for the Catch/No Catch. The Fair/Foul decision was made when you vacated the foul line and moved toward the backstop. In some cases it may be necessary to “Lean And Look” around the catcher to be certain of the catch.

Passed Balls - With passed balls on the ground; Read the Catcher, Open the Gate, and then move with the catcher. If the ball could become stuck under padding or fencing; you have to be in position to see and make the call. If a play is being made back at the plate; you have to be prepared to move into position to make any call necessary. Remember to stay clear of the catcher’s throwing lane back to the plate.

BASE UMPIRE:

With fly balls behind the plate, you are responsible for all tag-ups by the runners and on passed balls any attempted stolen bases.

When in the A position, on a pop-up in foul ground between the plate and first base, sandwich that play with your plate umpire. The umpire who the player is facing when making the catch will make the call.

With passed balls, check the runner(s) to anticipate any steal attempt. Stay in visual contact with the catcher and let his/her throw take you to the play. With a quality throw assured, visually pickup the defense’s glove and again let the glove take you to the tag play. Let the play take its full course, make sure the fielder has complete control and possession of the ball, then render your decision.

“It’s What You Learn After You Know It All That Counts.”



Hit Batter Procedure

One of the toughest calls for an umpire is deciding whether a pitch hit the batter or the bat. However, by following some guidelines, umpires can considerably increase their accuracy in getting the call correct.

1) LISTEN — Usually, a ball hitting the bat will have a sharp sound, whereas a ball hitting a batter will have somewhat of a duller sound.

2) DON'T CALL IT TOO SOON — The best thing to do is to just raise both hands slightly more than shoulder high and announce, "Time." At this point, you have not committed yourself to anything.

If you are sure the ball hit the batter: Award him/her first base.

If you are NOT sure the ball hit the batter then:

3) OBSERVE — Watch the IMMEDIATE reaction of the batter. If he/she is hit, he/she usually will react (especially facially) immediately without thinking. If he/she does not react, or there is a noticeable delay in his/her reaction, it is quite likely the ball did not hit him/her.

4) INSPECT — Look at the batter's hand. Ask him/her to show you where the ball hit him/her. A ball hitting a batter's hand will usually leave some sort of a mark, whether he/she is wearing a batter's glove or not.

5) CONSULT — Don't be afraid to ask your partner(s). Although a considerable distance away, sometimes a base umpire has a perfect angle to see what happened. A base umpire must be 100% sure of what he/she saw before offering information to the plate umpire.

6) TAKING ONE FOR THE TEAM — Be aware of the game situation. Note the speed of the pitch and what the batter does, if anything, to avoid the pitch. Many times, it is the batter who causes the contact by leaning or turning into the pitch. Sometimes batters will extend an elbow. Don't be afraid to call a strike if the batter sticks a knee out and the pitch hits him/her on the knee. A good response to a coach, when appropriate, is to tell him/her, "Coach the ball was over the plate when it hit your batter." Or, "Coach it was your batter who caused the contact with the ball."

Remember that on a fastball, the batter may not have time to react. Very few batters are willing to take a fastball in the ribs. Use good judgment here and if you believe it is justified, award the batter first base even if he/she makes no effort to avoid the pitch.

By following the above steps umpires, more likely than not, you will get the hit batter play right

"It's What You Learn After You Know It All That Counts."



Tangle/Untangle & Batter Interference

TANGLE / UNTANGLE

PLATE UMPIRE:

When ground balls are hit in front of home plate, the batter-runner and the catcher may end up in the same area at the same time. The batter-runner is attempting to advance to first base and the catcher is attempting to field the ball.

Both have a right to be where they are, however, their actions will dictate whether there is **obstruction** or **interference**. To read this play, do not rush too close to the players. Holding your position from behind the plate, develop an angle by moving to first base extended or straddling the first base foul line, this will give you the best possible look at the actions of the catcher and the batter-runner.

Three things to look for in this situation:

1. **Interference** - Batter-Runner interfering with the catcher fielding the ball.
2. **Obstruction** - Catcher obstructing the batter-runner from running to first base.
3. **Nothing** - Catcher and Batter-Runner are, without intent to interfere or obstruct, attempting to do what they would normally do even though there might be incidental contact by either player.

The plate umpire should recognize all three, including "Nothing". If one of the three situations takes place, the Plate Umpire should signal and verbalize either; **"That's Interference"**, **"That's Obstruction"**, or **"That's Nothing"**.

With **obstruction** on the batter-runner between home plate and first base by the catcher or any defensive player, the ball is dead, the batter-runner is awarded first base, and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction.

REMEMBER: Let the play develop to achieve a good angle keeping your distance.

BATTER INTERFERENCE

PLATE UMPIRE:

When **Batter Interference** occurs with runners stealing, let the catcher's actions help with your decision. The ball does not have to be thrown; however, the catcher must prove that he/she was trying to throw the ball to a base to make a play.

The plate umpire should call the pitch, stand up and verbalize, **"That's Interference"**, watch the actions of the catcher and the play. If the catcher throws the runner out, disregard the interference. Should the runner advance safely, enforce the interference, call the batter out for the interference, and return the runner. Remember that with a runner on third stealing home, if there are less than two outs, you will call the runner out.