

INSTRUCTOR'S MESSAGE

Welcome to 2011. What a great year we had and with the continued dedication of you the instructor and our members, 2011 should be no different. The knowledge and application of the rules and mechanics by our umpires has continued to improve thanks to your laser-like focus and enthusiasm.

Great news again regarding the new rules, just like last year, there's only four major changes this year. Those changes are:

- 1) 1-1-2b – effective with the 2010-11 academic year, the pitching distance for female fast-pitch is 43 feet.
- 2) 3-1-3 Penalty – Added a new penalty of a team warning and then restriction to the dugout/bench area for a head coach who submits a lineup card that must be subsequently corrected with a proper name/number or substitutes added.
- 3) 3-3-9; 10-2-3k – Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with a concussion.
- 4) 8-6-18 – Changed that intent need not be the determining factor in ruling whether interference has occurred by a runner who has scored/been retired.

The playoff evaluation process has helped with the selection of umpires for the finals. Like the previous years, CIF left the initial process of selecting the umpires for the finals to us. However, CIF actively reviewed the database that was developed from the quarter-final evaluations. We were now fully accountable for the umpires and any miscues will come directly back to us. I can tell you that CIF expects us to send our best to the finals.

Because of the philosophy by CIF, I cannot emphasize the importance of your instructional and mechanics training. No matter how veteran or what level an umpire officiates, he/she should have the integrity to umpire our games to the expectations of Federation and CIF. When we as officials and/or Units decide not to follow the book, we are doing a disservice to both the Unit and fellow officials. Integrity within your association and CSOA Southern Section can be compromised and the entire softball community suffers by a poor decision. Integrity should be considered at all times in all of our decisions. Integrity should be involved in the selection of your playoff officials. If a member does not fulfill the requirements to deserve a playoff game, they shouldn't be given a game. It doesn't matter if it is a Unit's officer or a college official. You have set the requirements for your group, you have to be consistent.

A suggestion I would like to put forth as you plan your instruction for the upcoming year is to challenge **ALL** of your members to evaluate themselves in both rule knowledge and mechanics and pick one or two items that they can improve upon. Everyone can improve and the game will improve along with us.

Don't expect yourself to have all the answers. Ask your colleagues for suggestions and ideas. As you incorporate the members of your Unit into the instructional planning process, they will take ownership in the program and will become the assistants that you will eminently need. As you plan, remember that first and foremost we are here for the players, not our egos.

You, as an instructor for your Unit, are the essential link to make sure that our game is called with consistency. You have the knowledge of the rules and how to apply those rules on the field. But most importantly, you have the respect of the umpires within your Unit and you are the single most important factor in the success of every umpire. You are also the person that needs to draw the line in the sand and keep your Unit's integrity in the forefront of all the decisions your Board makes.

Please feel free to call or email me with any questions or concerns. If I don't have the answer, I promise to find it for you. Good luck and have a great season and most of all have fun.

Your Instructional Chairman, Vince Rosse

Part

1

Rules Outline

CALIFORNIA SOFTBALL OFFICIALS' ASSOCIATION INSTRUCTOR'S MANUAL

TABLE OF CONTENTS

1. Points of Emphasis
2. Rule Changes
3. Major Revisions/Interpretations/Clarifications
4. Outline Rule 1 - Players, Field, Equipment
5. Outline Rule 2 - Playing Terms and Definitions
6. Outline Rule 3 - Substituting, Coach, Bench and Field Conduct; Conferences
7. Outline Rule 4 - Starting and Ending the Game
8. Outline Rule 5 - Dead Ball, Suspension of Play
9. Outline Rule 6 - Pitching
10. Outline Rule 7 - Batting
11. Outline Rule 8 - Baserunning
12. Outline Rule 9 - Scoring, Record Keeping
13. Outline Rule 10 - Umpiring

Points of Emphasis

Areas of the game that need to be given special consideration are identified as “Points of Emphasis” (POE). Generally, when a topic is included as a POE, it may not have been administered properly, the action involved has not been administered properly or misinterpretations may have occurred. The topics presented will provide you with information the committee deems important. Immediate attention to these items will noticeably improve the game.

SPORTSMANSHIP

The NFHS disapproves of any form of behavior intended or designed to embarrass, ridicule or demean others. There have been instances noted nationally of the Public Address (PA) system being utilized to intimidate or “taunt” the visiting team by playing negative sound effects when specific opponents come to bat or the playing of “motivational” music only for the home team. When the PA system is used for announcements, introductions, sound effects, music, etc., the presentation should be as neutral as possible. Clear guidelines and expectations should be developed by school administrators and shared with the individuals serving in this capacity so presentations are not viewed as acts of intimidation.

TEAM AND PLAYER EQUIPMENT

NFHS rules require umpires to check most equipment (10-2-3a) prior to the contest. The following are of specific concern/interest:

- A. Bats. All bats should be free of rattles, dents, burrs, cracks and sharp edges. Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance (i.e. bat warmers) are prohibited and render the bat illegal. Bats that are broken, altered or that deface the ball are also illegal. More and more players are knocking their metal cleats against their bats to loosen debris from the shoes. A resulting paint chip or knick in the bat from the metal cleats should NOT render a bat illegal.
- B. Gloves/Mitts. The gloves/mitts rule was reorganized this year to clarify the requirements. Gloves/mitts (excluding lace color and logos) containing more than two colors are illegal. In addition, an editorial change this year clarified that any gray, white or optic colored marking (not just a circle) that gives the appearance of a ball is not permitted. The umpire determines if a marking give the appearance of the ball or is distracting.
- C. Drying Agents. Pitchers have been permitted to utilize powdered resin to dry the hands under the supervision and control of the umpire. An editorial change this year added any comparable drying agent. Please note that “rock resin” is not considered a comparable drying agent and is still prohibited.

FIELD OF PLAY

All high school softball fields used for competition should be properly maintained. This includes ensuring that the grass is well groomed and mowed to a proper height. The field should be level with no obstructions between the foul lines. All lines should be white and properly marked. The foul lines should extend from home plate, beyond the bases, to the outfield fence. If no outfield fence is present, the foul lines should extend at least 185 feet into the outfield. The catcher’s box should be marked 10 feet deep and 8 feet 5 inches in width behind the batters boxes. If a designated media area will be used, the area must be marked prior to the start of the game.

GAME MANAGEMENT

There are several game management areas that will assist in a smooth running contest. The following are of particular concern:

- A. Lineup cards. At the pre-game conference, lineup cards should be verified by the head coach as correct with name and uniform number and with all substitutes listed. This year’s new rule provides a penalty for a coach who fails to submit an accurate lineup card. Umpires can assist with managing this situation by reminding coaches of the new rule and give them ample opportunity to verify the lineup card before final submission.
- B. Field Areas. Designated warm-up areas should be located in an area adjacent to the field and be in view of the umpires. During the contest, players must warm up within the confines of the field or in the adjacent warm up area. Coaches must remain in their designated dugout/bench area while his/her team is on defense.
- C. Pace of Game. To ensure the appropriate pace of the game, umpires must enforce the one-minute warm-up period between innings. This one minute period begins with the last out o f the previous half inning.

2011 Softball Rule Changes

1-1-2b – effective with the 2010-11 academic year, the pitching distance for female fast-pitch is 43 feet.

3-1-3 Penalty – Added a new penalty of a team warning and then restriction to the dugout/bench area for a head coach who submits a lineup card that must be subsequently corrected with a proper name/number or substitutes added.

3-3-9; 10-2-3k – Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with a concussion.

8-6-18 – Changed that intent need not be the determining factor in ruling whether interference has occurred by a runner who has scored/been retired.

2011 Major Editorial Revisions

1-4 Reorganizing the glove rule and clarified that any gray, white or optic colored marking that gives the appearance of a ball is not permitted.

2-24-4 Added the exception of touching home to clarify the force-play reinstatement rule.

3-2-13 Clarified the padding requirements for guards, casts and braces.

6-2-2; 6-4-5 Clarified that powdered resin or any comparable drying agent is permitted.

6-5 NEW Moved the ball rotation procedure from 4-1-1 to new 6-5

The Intent and Purpose of the Rules

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between the offense and the defense; to minimize risk; to create an atmosphere of sporting behavior and fair play and to emphasize cleverness and skill without unduly limiting freedom of action of individual or team play on either offense or defense.

Therefore, it is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player at a disadvantage not intended by the rule. It is the policy of the NFHS Softball Rules Committee that there is no deviation from the rules unless experimental approval has been granted by the NFHS liaison to the rules committee.

THE GAME: In softball, each team is permitted seven terms at bat during which it attempts to score runs by having its batter become base runners that advance to and touch first base, second base, third base and home plate. The team in the field attempts to end each term at bat of the opponent by causing three of its batters or base runners to be out.

Outline Rule 1 – Field and Equipment

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

The Field

1-1-1:

- a. Shall contain an infield diamond and an outfield area.
- b. The field may or may not be enclosed by a fence.

1-1-2:

- a. Bases shall be 60 feet apart.
- b. The pitching distance shall be **43** feet; measured from the rear tip of home plate to the front of the pitching plate.
- c. The 16-foot diameter pitcher's circle shall be measured from the center of the pitching plate.

1-1-3:

- a. Recommended distance from home plate to the nearest obstruction is 185-235 feet.
- b. On-deck circles shall be a safe distance from home plate.
 1. Recommended distance is 30 feet.

1-1-4:

- a. Catcher's box, bases, coach's boxes, batter's boxes and the 3-foot running lane to be drawn as diagramed. (pages 10 and 11)

1-1-5:

- a. The infield, outfield from the tip of home plate extended is fair.
- b. All other area is foul ground.

1-1-6:

- a. The on-deck circle does not have to be used, however, if a player desires to warm-up, it shall be in their on-deck circle.
- b. A player may NOT warm-up in the opponent's on-deck circle.

1-1-7:

- a. Unless marked, media shall be prohibited from being in live ball area.
- b. If there is a media area, it shall be lined.
- c. Home team is responsible to mark the media area.

1-1-8:

- a. All lines shall be of a material that is not harmful to the eyes or skin of the participants.

1-1-9:

- a. A game started on a non-regulation field may NOT be protested for that reason.
- b. Once a game has started and the pitching distance or base distance is incorrect, it shall be fixed immediately.

Bases, Plates

1-2-1:

- a. 1st, 2nd and 3rd base shall be 15" square.
- b. 2-5 inches thick and may have tapered edges.
- c. Bases designed to disengage their anchor systems for safety purposes are permitted.
- d. Note added: If a double-base, the base shall be a one or two piece unit, 15 by 30 inches. The base in foul territory shall be a color other than white

1-2-2:

- a. Home plate shall be flush with the ground and is in fair territory.
- b. The 1st and 3rd base foul lines are set from the rear tip of home plate.

1-2-3:

- a. The pitcher's plate shall be 24 inches by 6 inches.
- b. In fast pitch, the front of the plate shall be set 40 feet from the tip of home plate.

Softballs

1-3-1:

- a. The ball may be white or optic yellow.

1-3-3:

- a. COR shall not exceed .47.
- b. Compression shall NOT exceed 375 lbs.
- c. Effective January 1, 2010, the dynamic stiffness of softballs shall not exceed 7,500 pounds/inch when tested under current proposed ASTM test methods
- d. AN EIGHTH OF AN INCH WAS ADDED TO THE MAXIMUM CIRCUMFERENCE OF BOTH 11- AND 12-INCH SOFTBALLS, TO 11 1/4 AND 12 1/4, RESPECTIVELY.**

1-3-4:

- a. The coefficient of restitution (COR) and compression shall be labeled on all balls.

1-3-5:

- a. Specification of color and COR shall be identical for all balls used in that game.

1-3-6:

- a. Any treatment or device that would violate the specifications of 1-3-3 would be illegal and the ball would be illegal.

1-3-7:

- a. Home team is to supply enough new balls for the game to proceed without unnecessary delay.

1-3-8:

- a. The NFHS Authenticating Mark shall be on each ball used in the game.

Gloves/Mitts

1-4-1:

- a. Maximum two colors (excluding laces & logo).
- b. May not be entirely gray, white or optic in color.
- c. No gray, white or optic color marks on the outside or inside that gives the appearance of a ball.
- d. Permitted one American flag not to exceed 2 inches x 3 inches.
- e. Shall not be judged as distracting by the umpire.

1-4-2:

- a. Catcher may wear glove/mitt of any size. Gloves/mitts by the other players must conform to the following:
 1. Height from bottom edge or heel to farthest webbing not to exceed 14 inches.
 2. Width of palm from bottom edge of webbing opposite of the thumb to the outside of the little finger not to exceed 8 inches.
 3. Webbing measured across the top end not to exceed 5.75 inches.

1-4-3:

- a. Gloves shall not be designed or altered to create adhesive, sticky, and/or tacky surface.

1-4-4:

- a. Any illegal glove/mitt shall be replaced immediately.

Bats

1-5-1:

- a. One piece, multi pieces and permanently assembled or two pieces with interchangeable construction.
- b. No exposed rivets, pins or rough/sharp edges or any exterior fastener that could be a hazard.
- c. Free of rattles, dents, burrs, cracks and sharp edges.
- d. Bats that are broken, altered or deface the ball are illegal.
- e. Materials inside the bat or treatments/devices used to alter the specifications or enhance performance are prohibited.
- f. All bats shall meet the 2004 ASA Bat Performance Standard, bear either the 2000 or 2004 ASA certification mark and not be on the ASA non-approved list as found on www.asasoftball.com.
- g. Bats made entirely of wood are permitted and need not bear an ASA mark.

1-5-2:

- a. Knob
 1. Shall protrude at a 90-degree angle.
 2. May be molded, lathed, welded or permanently fastened.
 3. Attachments permitted as long as the knob doesn't become flush with the handle.
 4. One piece rubber knob and bat grip combination is illegal
- b. Handle/Grip.
 1. Shall have a round or oval cross-section.
 2. A minimum of 10 inches but no more than 15 inches in length.
 3. Safety grip may be cork, tape (not smooth) or commercially manufactured composition material.
- C. Taper
 1. Where the handle is connected to the wider portion of the bat.
 2. Shall be smooth, solid surface with a conical shape.
 3. Length and material may vary
- D. Barrel
 1. Smooth and round and intend to make contact with the pitch.
- E. End Cap.
 1. Rubber, vinyl, plastic or other approved material.
 2. Firmly secured and permanently affixed to the end of the bat.
 3. Cannot be removed by anyone but the manufacturer without damage.
 4. One piece construction bat will have no end cap.

1-5-3:

- a. Warm-up bats shall have all parts permanently and securely attached at the time of manufacture and at the time of use.
- b. No more than two bats may be used by a player to warm-up when in the on-deck circle.
- c. Device specifically designed for warm-up purposes are legal.

Batting Helmets**1-6-1:**

- a. The NOCSAE stamp needs to be permanently attached to the helmet.
- b. Legible exterior warning label is mandatory for each helmet.
1. The warning label may be in either permanent sticker form or may be embossed
- c. A batting helmet is mandatory for each batter, on-deck batter, players/students in the coach's boxes, runners and retired runners.

1-6-2:

- a. The batting helmet is required to be worn while the ball is live and in live ball territory, until the ball enters dead-ball territory without being touched or after being touched by a fielder.

1-6-3:

- a. Non-adult bat/ball shaggers shall wear batting helmets while in live ball area.
- b. 1st violation will result in a warning and subsequent violations will result in that individual NOT being permitted on the field.

1-6-4:

- a. The batting helmet shall have extended ear flaps that covers both ears and temples.

1-6-5:

- a. Damaged batting helmets are prohibited from use.

1-6-6:

- a. All batting helmets must be equipped with a face protector.
- b. It must be NOCSAE approved and bear the phrase "Meets NOCSAE Standard."
- c. The phrase must be permanently affixed.

1-6-7:

- a. If an eye shield is worn attached to the batting helmet, it must be constructed of a molded rigid material that is clear and permits 100% (no tint) allowable light transmission

Catcher's Equipment**1-7-1:**

- a. Catcher shall wear a helmet/mask combination that meets the NOCSAE catcher standard.
- b. The seal may be a permanent sticker or may be embossed.
- c. A throat protector that is part of or attached to the mask shall extend far enough to adequately protect the throat.
- d. An attached protector shall be commercially manufactured, properly attached and unaltered.
- e. If an eye shield is worn attached to the catcher's helmet, it must be constructed of a molded, rigid material that is clear and permits 100 percent (no tint) allowable light transmission

1-7-2:

- a. When warming up a pitcher, the catcher shall wear an approved helmet/mask combination body protector and shin guards.

1-7-3:

- a. Any non-adult warming up a pitcher at any location within the confines of the field shall wear a catcher's helmet and mask and throat protector.

Non-Traditional/Defective/Loose Equipment

1-8-1:

- a. All non-traditional playing equipment must be reviewed by NFHS Softball Rules Committee.

1-8-2:

- a. Defective equipment shall be repaired or replaced immediately.

1-8-3:

- a. Loose equipment may not be on or near the field.
- b. A discarded bat by the batter or the helmet/mask by the catcher are not considered loose equipment.

1-8-4:

- a. Defensive players are permitted to wear face/head protection in the field.
- b. The face/head protection shall have a non-glare outer surface.
- c. Exception allowed as in 3-2-14 & as specifically required in 1-7

Outline Rule 2 – Definitions

Appeal

2-1-1:

- a. A play or rule violation on which the umpire does not make a ruling until requested by a coach or player.
- b. Judgment calls are not protestable.

2-1-2:

- a. Types of appeals are:
 1. Missing a base, either advancing or returning
 2. Leaving a base on a caught fly before the ball is touched
 3. Batting out of order (dead ball appeal only)
 4. Attempting to advance to 2nd base after making a turn at 1st base overrunning 1st base (live ball appeal only)

2-1-3:

- a. Live ball appeal may be made during a live ball by any field in possession of the ball.
- b. Dead ball appeal may be made:
 1. Once all runners have completed their advancement and time has been called by any defensive player with or without the ball may make a verbal appeal.
 2. If the ball has gone out of play, the runners must be given the opportunity to complete their base running responsibilities before the appeal can be made.
 3. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, NO illegal pitch is called
 4. If "play ball" has been called and the pitcher requests the appeal, "time" shall again be called.

2-1-4:

- a. Appeals must be made:
 1. Before the next pitch, legal or illegal
 2. At the end of an inning...before all infielders have left fair territory and the catcher vacates her normal fielding position.
 3. On the last play of the game...before the umpires leave the field.

2-1-5:

- a. Runners may advance during a live ball appeal

2-1-6:

- a. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
 1. She has reached a base beyond the base missed or left too soon and the ball becomes dead.
 2. She has left the field of play.
 3. A following runner has scored.

2-1-7:

- a. Awarded bases must be touched.

2-1-8:

- a. More than one appeal may be made.
 1. Guessing games should not be allowed.

2-1-9:

- a. If a runner misses the plate and the catcher misses the tag, the umpire should hesitate slightly.
- b. If no tag is made, the umpire should declare the runner safe.
 1. The defense then has the opportunity to appeal.
 2. Can tag the runner or the plate.

2-1-10:

- a. If a runner passes 1st base without touching it before the throw arrives, she is considered to have touched it.
1.If an appeal is made, it must be made prior to the runner returning to 1st base while the ball is live.

2-1-11:

- a. If the appeal is honored at a base where a runner was forced to advance, no runs would score if it was the third out.
- b. If a runner retreats towards the base she had first occupied after touching the next base, the force would be reinstated

2-1-12:

- a. It is a timing play if a runner leaves a base too soon on a caught fly ball.
- b. If the appeal is the third out, all runs scored by the runners in advance of the appeal would score.

2-1-13:

- a. An appeal may be made after the third out as long as it is properly made.
- c. This is usually done to prevent a run from scoring

Ball, Batted, Blocked, Dead, Delayed Dead, Fly, Ground, Passed, Rotation

2-2-1:

- a. The ball is a playing implement and designates a pitch that is not a strike.

2-2-2:

- a. Batted ball is any ball that comes in contact with the bat.
- b. Can be fair or foul or unintentional.

2-2-3:

- a. Blocked ball is a fair ball (batted or thrown) which is touched, stopped or handled by a person not engaged in the game.
- b. A fair ball that touches any object which is not of the official equipment or official playing area or touches loose equipment

2-2-4:

- a. A dead ball is a ball not in play.

2-2-5:

- a. Delayed dead ball occurs when a violation occurs but you wait until the end of the play.

2-2-6:

- a. Fly ball – a batted ball that rises an appreciable height above the ground.

2-2-7:

- a. Ground ball - a batted ball fair or foul and bounces along the ground.

2-2-8:

- a. Passed ball – a pitch the catcher fails to stop on which any runner is able to advance.

2-2-9:

- a. Ball rotation – which ball should be at play at any given time.

Base Line, Path

2-3-1:

- a. Base line - direct line between two consecutive bases.

2-3-2:

- a. Base path is the traditional path traveled by the runner.
 1. Straight line between the bases and 3 feet on either side.
 2. If the runner rounds the bag, she establishes her own base path.
 3. If the fielder is ready to tag the runner and she runs outside the 3-foot area, the runner is out.

Bat: Altered Bat, Illegal Bat

2-4-1:

- a. Altered bat is a legal bat that has been structurally changed.

2-4-2:

- a. Illegal bat does not meet acceptable specifications (weight, length, etc).

2-4-3:

- a. Banned bat: a bat that does NOT meet ASA specifications and has been placed on the current banned bat list.
- b. www.asasoftball.com

Batter, Batter-runner, On Deck Batter

2-5-1:

- a. Batter is the player entitled to occupy either batter's box.

2-5-2:

- a. Batter-runner is a player who finished her term at bat until she is put out or the action stops.

2-5-3:

- a. On deck batter is the player to bat next.
- b. Must occupy the on deck circle closest to her dugout.
- c. A single on-deck batter shall remain in her team's on-deck circle except when she becomes a batter, directs runners advancing from 3rd to home or to avoid interfering with a defensive player.

Batter's box

2-6-1:

- a. Where the batter stands when batting includes the lines. (page 10)

Batting Order, Out of Order

2-7-1:

- a. Batting order is the official list of the starting offensive players presented in order to the UIC and any subsequent substitutions.

2-7-2:

- a. Batting out of order is the failure to properly follow the official line up card.

Bunt, Attempted Bunt, Drag Bunt

2-8-1:

- a. A bunt is a legally batted ball not swung at but intentionally tapped with the bat.

2-8-2:

- a. **An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play.**
- b. **Holding of the bat in the strike zone is a strike.**
- c. **In order to take a pitch, the bat must be withdrawn, pulled backward and away from the plate.**

2-8-3:

- a. Attempting a bunt by running forward in the batter's box, carrying the bat with her.

Catch

2-9-1:

- a. The act of a fielder with either her hands and/or glove/mitt to securely gain possession of the ball.

2-9-2:

- a. Must demonstrate control and the release is voluntary.

2-9-3:

- a. If the catch is dropped either in transferring the ball to the throwing hand or in making the throw, it is considered a catch.

2-9-4:

- a. A fielder who catches a ball while contacting or stepping on a collapsible fence, which is not completely horizontal is a catch.

2-9-5:

- a. Review the 6 instances when a catch shall not be allowed. (page 21)
- b. "f" Fielder trapping the ball.
 1. A batted fly ball or line drive is considered trapped if it hits the ground or a fence on a short hop before being caught.
 2. A thrown ball is considered trapped if it is on the ground and the glove/mitt or hand is over it and the player does not have control.
 3. A pitched ball is considered trapped if it is a strike but touches the ground on a short hop before being caught by the catcher.

2-9-6:

- a. A ball prevented from hitting the ground by proper equipment or body shall not be a catch until the ball is securely held in the player's hand or glove/mitt.

Catcher, Catcher's Box

2-10-1:

- a. Catcher is the player to whom the pitcher delivers the pitch to.
- b. Must be in the catcher's box at the release of the pitch.

2-10-2:

- a. Catcher's box is where the catcher is restricted from the time the pitcher steps on the pitcher's plate until she releases the pitch.

Checked Swing

2-11-1:

- a. Restraining action by the batter to stop an attempted to hit/slap/bunt.

Coaches Box

2-13-1:

- a. Area which the two base coaches (one per box) are restricted prior to the release of the pitch.

Conferences: Charged, Pre-game

2-14-1:

- a. Charged conference; a meeting that may involve the coach and/or other team personnel.

2-14-2:

- a. Pre-game meeting includes the umpires and head coach, team captain(s) may attend.
- b. No balls shall be thrown or hit in live-ball territory during the meeting.
- c. The purpose of the pre-game conference is to exchange and check each team's line-up card, discuss ground rules and emphasize proper behavior by all participants.

Confines of the Field

2-15-1:

- a. Includes:
 1. The field of play,
 2. The designated dugout/bench area and
 3. Any enclosed or clearly marked area designated as a warm-up area that is adjacent to the field of within the view of the umpires.

Crow Hop

2-16-1:

- a. Replant of the pivot foot prior to delivering the pitch.

Dugout (Bench Area)

2-17-1:

- a. Area reserved for team personnel engaged in the game.

Effect

2-18-1:

- a. Result or consequence of a play, action or rule application.

Ejection

2-19-1:

- a. The removal of team personnel from further participation in the game.

Fair Ball

2-20-1:

- a. A fair ball is:
 1. Settles or is touched over fair territory between home and 1st or 3rd base
 2. Is on or over fair territory including 1st and 3rd base when bounding into the outfield.
 3. Touches 1st, 2nd or 3rd base.
 4. While on or over fair territory touches an umpire or player or their clothing/equipment.
 5. While over fair territory, leaves the playing area in flight.
 6. Falls or is touched first in fair territory beyond 1st or 3rd base.
 7. **FIRST FALLS OR IS TOUCHED ON OR OVER FAIR TERRITORY BEYOND FIRST, SECOND OR THIRD BASE.**

2-20-2:

- a. Fair fly is judged on position of the ball and the foul line.

Fake Tag

2-21-1:

- a. The defense simulates a tag.
- b. It is always considered obstruction.

Field of Play, Fair Territory, Foul Territory, Dead Ball Territory

2-22-1:

- a. Field of play is the area where the ball may be legally played.

2-22-2:

- a. Fair territory is the area within the foul lines from home plate to the home run fence.
- b. Includes the lines.
- c. The foul lines are considered in fair territory.

2-22-3:

- a. Foul territory is the area outside the 1st and 3rd base lines from home plate to the home run fence.

2-22-4:

- a. Dead ball territory any area beyond any real boundary.
- b. If a ball becomes lodged in a fence or backstop, it is considered to be in dead-ball area.

Fielders, Infielders, Outfielders**2-23-1:**

- a. Fielders are any players of the team in the field.

2-23-2:

- a. Infielders are the 1st, 2nd, 3rd basemen, shortstop, pitcher and catcher.
- b. Pitcher and catcher are also called the battery.

2-23-3:

- a. Left, right and center fielder compose the outfielders.

Force Play**2-24-1:**

- a. A runner loses the right to the base occupied and is forced advance because the batter becomes the batter-runner.

2-24-2:

- a. The force play ends as soon as the runner touches the next base or a following runner is put out.

2-24-4:

- a. If a forced runner, after touching the next base, except home, retreats for any reason toward the base she first occupied, the force play is reinstated.

Foul Ball, Foul Tip**2-25-1:**

- a. Foul ball:
 1. Settlers in foul territory between home and 1st or 3rd base.
 2. Bounds past 1st or 3rd base in foul territory.
 3. First falls in foul territory beyond 1st or 3rd base.
 4. While on or over foul territory, touches an object.
 5. While on or over foul territory, a runner interferes with the defensive player making the play.
 6. Touches the batter or bat a second time while the batter is in the batters box.
 7. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.

2-25-2:

- a. A batted ball that goes sharply and directly from the bat to the catchers hand or mitt and is caught by the catcher.
- b. The ball remains live.
- c. It is a strike.

Game: Called, Halted, Regulation, Suspended, Forfeited**2-26-1:**

- a. Halted/suspended game is temporarily halted by the umpire with the intent to continue at a later time.

2-26-2:

- a. The umpire ends the game.

2-26-3:

- a. Regulation game is 7 innings unless extra innings are needed.

2-26-4:

- a. Forfeited game is a game awarded to the opponent.

Illegally batted ball

2-27-1:

- a. A pitch contacted by the batter with an illegal bat.
- b. A pitch contacted by the batter when any part of a foot is on the ground completely outside the batter's box.
- c. A pitch contacted by the batter when any part of the foot is contacting home plate.

In Flight

2-28-1:

- a. Any batted, thrown or pitched ball that has not touched the ground or an object or person other than a player.

Infield

2-29-1:

- a. Portion of the field in fair territory that is normally skinned and covered by the pitcher and infielders.

Infield Fly Rule

2-30-1:

- a. A fair fly that can be caught with normal effort by an infielder.
- b. 1st and 2nd base minimum needs to be occupied.
- c. Less than 2 outs.
- d. Ball is live, batter is out and runners advance at their own risk.
- e. If an infield fly becomes foul, it is treated as a foul ball.
- f. A bunt or line drive is not considered an infield fly.

Inning

2-31-1:

- a. The portion of the game where the teams alternate on offense and defense.

Interference

2-32-1:

- a. Any act by a member of the offense who interferes, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- b. A coach physically assists a runner.
- c. When a player creates malicious contact with any fielder, with or without the ball, in or out of the baseline.

Leap

2-33-1:

- a. Both feet are airborne by the pitcher prior to the delivery of the pitch.

Line Drive

2-34-1:

- a. A batted ball that travels parallel or near the ground through most of its flight.

Malicious Contact

2-35-1:

- a. An act that involves excessive force with an opponent.

Obstruction (defense)

2-36-1:

- a. Act of the defense that hinders or impedes a batter's attempt to make contact with a pitched ball.
- b. Act of the defense that impedes the progress of a runner or batter who is legally running the bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball.
- c. The act may be intentional or unintentional or verbal.

On-Deck Circle

2-37-1:

- a. Located a safe distance to the side and away from the plate.
- b. Should be at least 30 feet from the batter's box, if possible. (page 10, diagram 1)

Out, Force Out, Tag Out, Putout

2-38-1:

- a. Out: the umpire declaring that an offensive player has been put out.

2-38-2:

- a. Force Out: a putout during which an offensive player who is being forced to advance is tagged out or is put out by a fielder who holds the ball while touching the base.

2-38-3:

- a. Tag out: putting out an offensive player while not on touching the bag, with the ball securely held or with the glove with the ball inside.
- b. If the ball is juggled or dropped by the fielder eliminates the out. (unless deliberating knocked out)

2-38-4:

- a. Putout: the act of a fielder retiring an offensive player.

Outfield

2-39-1:

- a. The area in fair territory beyond the infield.

Oversliding, Overrunning, Overwalking

2-40-1:

- a. Acts of the offense where the player after advancing to a base, loses contact or goes past the bag.

Penalty

2-41-1:

- a. The loss assessed by the umpire for a rule infraction.

Pinch Hitter, Pinch Runner

2-42-1:

- a. Pinch hitter is inserted into the lineup in place of the batter.

2-42-2:

- a. A player inserted into the lineup in place of a base runner.

Pitch, Illegal, No Pitch, Quick

2-43-1:

- a. Pitch: a live ball delivered to the batter by the pitcher in an underhand motion.

2-43-2:

- a. Illegal pitch: a violation of the pitching rule.

2-43-3:

- a. No pitch: declaration by the umpire that stops play and nullifies the pitch.

2-43-4:

- a. Quick pitch: a pitch delivered that has the batter unprepared to bat.

Pitcher

2-44-1:

- a. The player designated to deliver the pitch to the batter.

Pitcher's 16-foot Circle

2-45-1:

- a. Measured from the center of the pitcher's plate.
- b. A pitcher is in the 16-foot circle when both feet are in or partially within the line.
- c. The feet may touch the line and extend outside the line.

Pitcher's Pivot Foot

2-46-1:

- a. The pitcher's foot that is in contact with the ground.

"Play" or "Play Ball" "Make a Play"

2-47-1:

- a. A directive by the umpire when it is time for the game to begin or resume.

2-47-2:

- a. Make-a-Play: any action by the pitcher intended to cause a reaction from the runners as it pertains to the Look-Back-Rule.
- b. Any action by a fielder who is attempting to gain control of a batted or thrown ball

2-47-3:

- a. Initial Play - a fielder is considered making an initial play when:
 1. A fielder has a reasonable chance to gain control of a ground ball that no other fielder (except the pitcher) has touched or,
 2. A reasonable chance to catch the ball in flight after it touches another fielder.
 3. The fielder is still considered to be making an initial play if she fails to gain control of the batted ground ball and is within a step and reach, in any direction, of the initial play.

Restricted to the Dugout/Bench Area

2-48-1:

- a. The participant has been confined to the dugout/bench area for the remainder of the game.

Run

2-49-1:

- a. An offensive player legally advances to and touches the plate.

Runner, Retired Runner

2-50-1:

- a. An offensive player advancing to, touching or returning to a base.

2-50-2:

- a. A runner who has scored or has been put out and is still in live ball territory.

Slap Hit

2-51-1:

- a. A batted ball that has been struck with a short, chopping motion.

2-51-2:

- a. Batter takes a stance as to bunt, but takes a short swing or punches the ball over the infield.
- b. The batter takes running steps before contacting the ball.

Slide: Legal, Illegal

2-52-1:

- a. May be either feet or hands first.
- b. Feet first – at least one leg and buttock must be on the ground.
- c. The slide must be within an arm length on either side of the base.

2-52-2:

- a. Illegal if:
 1. Runner uses a rolling or cross body slide into the fielder.
 2. The raised leg is higher than the fielder's knee when the fielder is in the standing position.
 3. The runner goes beyond the bag and makes contact with or alters the play of the fielder.
 4. The runner slashes or kicks the fielder with either leg.
 5. The runner tries to injure the fielder.

Squeeze Play

2-53-1:

- a. The runner advances toward home plate while the batter bunts or attempts to bunt the pitch.

Starting Players

2-54-1:

- a. The 9 or 10 players if using the DP/FLEX rule, that are submitted to and accepted by the UIC before the start of the game.

Stolen Base

2-55-1:

- a. The advance to the next base without the aid of a hit, putout, fielding error, passed ball or wild pitch.
- b. A double or triple steal involves two and three players respectively.

Strike, Strikeout, Strike Zone

2-56-1:

- a. A strike is any pitch that enters the strike zone without touching the ground.
- b. Also a swing and miss of the pitch by the batter.
- c. Can be called for the batter's failure to enter the batter's box when directed.

2-56-2:

- a. A third strike being charged to the batter.

2-56-3:

- a. Space over home plate between the batter's forward armpit and the top of the knees, assuming a natural stance.
- b. The zone is determined by the umpire according to the batter's usual stance.
- c. Any part of the ball passing through the strike zone in flight shall be considered a strike.

Substitute, Illegal, Unreported

2-57-1:

- a. Substitute is a non-starter that replaces a player on the lineup card.

2-57-2:

- a. Illegal substitute:
 1. A player who enters or re-enters without eligibility.
 2. A player that re-enters in the wrong position in the batting order.
 3. The FLEX who enters the game as a batter or runner in a different position in the batting order than the DP.
 4. A player who violates the courtesy-runner rule.

2-57-3:

- a. Unreported substitute – A player has the legal right to be in the game, but did not report to the umpire.

Three-Foot Running Lane

2-58-1:

- a. Starts the last 30 feet between home and 1st base and is three feet wide.

“Time” or “Time Out”

2-59-1:

- a. A directive by the umpire to suspend play and the ball is dead.

Time at Bat

2-60-1:

- a. The period beginning when the batter first enters the batter’s box and continues until she is put out or becomes the batter-runner.

Timing Play

2-61-1:

- a. The last out of the inning that is not a result of a force out and the exact time of the out may or may not allow a run to score.
- b. If the runner touches just before the out, the run scores.
- c. If the runner touches just after the out, the run doesn’t score.

Touching

2-62-1:

- a. Contact with the ball, equipment or a person.

Walk, Intentional Walk (Base on Balls)

2-63-1:

- a. A walk is four pitches thrown outside the strike zone.
- b. Award the batter 1st base.

Outline Rule 3 – Players, Substitutes and Coaches

Players, Positions

3-1-1:

- a. Each team must have 9 players to start the game.
- b. The use of the DP/FLEX is optional.

3-1-2:

- a. One or more players may be designated captain.

3-1-3:

- a. The lineup card shall include first initial and last name, jersey number position and batting order.
- b. Eligible substitutes are to be listed.
- c. Lineup card become official when accepted by the plate umpire at the pre-game conference.
- d. Penalty – head coach is restricted to the bench/dugout area for the remainder of the game.

3-1-4:

- a. A player is designated in the scorebook by name, jersey number and fielding position.
- b. Review the various scenarios on illegal substitution.

3-1-5:

- a. With the exception of the catcher, all players must be in fair ground at the time of the pitch.

3-1-6:

- a. A player may change to a different fielding position at any time.

Uniforms, Player Equipment

3-2-1:

- a. Uniforms should be the color and style.
- b. On an individual basis, a player to participate while wearing a different style uniform for religious reasons

3-2-2:

- a. A number is required on the back of the jersey and shall be at least 6 inches high.
- b. No players on the same team shall wear identical numbers.

3-2-3:

- a. The uniform may bear only one single manufacturer's logo not to exceed 2 1/4 square inches.
- b. No dimension may exceed 2 1/4 inches.

3-2-4:

- a. One American flag not to exceed 2 inches by 3 inches may be worn on each item of uniform apparel.
- b. With state approval, a memorial patch not to exceed 4 square inches may be worn.

3-2-5:

- a. Caps, visors and headbands may be mixed but must all be the same color.
- b. If a headband is worn, it must be one solid color and one piece.
- c. Plastic visors and bandannas are prohibited.

3-2-6:

- a. Uniform sleeve length may vary, but shall be approximately the same length.
- b. Ragged, frayed or slit sleeves are prohibited.

3-2-7:

- a. Exposed undergarments are considered part of the official uniform and must be a solid color.
- b. Colors allowed are black, white, gray or school colors.
- c. Upper-body garments do not have to be the same color as the lower-body garments.
- d. All exposed upper-body garments shall be the same color and all lower-body garments shall be the same color.
- e. The pitcher's exposed upper-body garment may be white or gray.

3-2-8:

- a. The uniform shall not have any dangerous or reflective buttons or ornaments.

3-2-9:

- a. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that is distracting to the batter in the umpires' judgment.

3-2-10:

- a. Uniforms and equipment shall be worn properly and as designed by the manufacturer.

3-2-11:

- a. Shoes are required.
- b. Metal toes plates and metal cleats are legal.
- c. Spikes cannot extend in excess of 3/4 inch from the sole and may not be round.
- d. Shoes with detachable cleats are legal.

3-2-12:

- a. Jewelry is prohibited.
 - 1. **EXCEPTION HARD, UNADORNED DEVICES, SUCH AS BOBBY PINS, BARRETTES AND HAIR CLIPS, NO LONGER THAN 2 INCHES, TO BE WORN TO CONTROL A PLAYER'S HAIR.**
- b. Religious and medical-alert medals are not considered jewelry.
 - 1. Religious medals must be taped and worn under the uniform.
 - 2. Medical-alert medal must be taped and may be visible.

3-2-13:

- a. All casts, splints and braces must be padded.
- b. Must be padded with a closed-cell, slow recovery foam no less than 1/2 inch thick.
- c. Knee/ankle braces which are unaltered from the manufacturer's original design do not require additional padding

3-2-14:

- a. Any equipment judged by the umpire to be potentially dangerous is illegal.

Substituting

3-3-1:

- a. An eligible player not listed on the lineup card shall NOT be prohibited from playing.

3-3-2:

- a. A substitute may replace a player when the ball is dead or time has been called.
- b. The substitution is to be reported at the time of the substitution.
- c. Projected substitutions are not allowed.
- d. The pitcher is no longer required to pitch until the first batter facing her has completed her time at bat.
- e. The pitcher may be removed to a different defense position and back to pitch only once per inning.

3-3-3:

- a. All substitutions are recorded by the plate umpire and announced to the opposing team.
- b. Should there be no announcement of substitutions, a substitute has entered the game when the ball is declared live and:
 1. a runner takes the place of a runner she has replaced.
 2. a pitcher takes her place on the pitcher's plate.
 3. a fielder reaches the position usually occupied by the fielder she has replaced.
 4. a batter takes her place in the batter's box.

3-3-4:

- a. A substitute may not enter the game unreported.

3-3-5:

- a. Any player may be withdrawn from the game and re-entered once.
- b. Such player occupies the same batting position whenever in the game.

3-3-6:

- a. A team may use the DP/FLEX option provided it is made prior to the start of the game.
 1. The DP's name is indicated on the lineup as one of the nine hitters in the batting order.
 2. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the lineup.
 3. The DP must remain in the same position in the batting order for the entire game. A starter and any substitute for a starter may not be in the game at the same time.
 4. The DP may be substituted for at any time by a legal substitute or the FLEX may play offense for the DP. In either case, the DP will leave the game. If replaced by a substitute, the DP position remains in the lineup. A starting DP may re-enter one time, provided the DP returns to the original position in the batting order.
 - A. If replaced by the FLEX, this reduces the number of players from 10 to 9. The game may legally end with 9 players.
 - B. If the DP re-enters or a substitute enters as the DP and the FLEX was batting in the DP's spot, the FLEX can: a) return to the number 10 position and play defense, or b) leave the game if the DP plays defense for the FLEX.
 5. The DP may play defense at any position. Should the DP play defense for a player other than the FLEX, that player will continue to bat but not play defense and is not considered to have left the game. The DP may play defense for the FLEX and the FLEX is considered to have left the game, reducing the number of players from 10 to 9.
 6. The FLEX may be substituted for at any time by a legal substitute or the DP may play defense for the FLEX. In either case, the FLEX will leave the game. If replaced by a substitute, the FLEX position remains in the lineup. The FLEX may re-enter the game one time provided she returns to the 10th position in the lineup.
 - A. If replaced by the DP, this reduces the number of players from 10 to 9. The game legally ends with 9 players.
 - B. If the FLEX re-enters or a substitute enters as the FLEX and the DP was playing defense in the FLEX player's spot, the DP can return to batting only, play defense for another player or leave the game if the FLEX plays offense for the DP.
 7. Placing the FLEX into one of the first nine positions for someone other than the DP's position is considered an illegal substitution. The illegal substitute shall be removed from the game and restricted to the dugout/bench. See rule 2-57-2 for additional penalties.

3-3-8:

- a. When no substitutions are available.
 1. The previous batter not on base is allowed to replace that player as a temporary runner until she is put out, scores or the half-inning ends.
 2. When the player who could not continue is scheduled to bat, an out shall be called.
 3. When the half-inning ends and the team assumes a defensive position, the team must provide 8 members in order to finish the game.
 4. Once a team has gone short-handed and another eligible player is available, that player may fill the empty space in the lineup.

3-3-9:

- a. Any player that exhibits signs, symptoms or behaviors consistent with a concussion shall immediately be removed from the game and shall not return to play until cleared by an appropriate health care professional.

3-3-10:

- a. Anyone bleeding shall be prohibited from participating further in the game until appropriate treatment has been administered.

Illegal Substitution

When dealing with situations where an illegal substitute is detected in the game, the umpire should keep in mind that the intent of this rule is to penalize the offending team and offending player as follows:

3-4-1:

- a. The illegal defensive or offensive player may be detected by the umpire or either team any time the ball is live and the player has taken a position as:
 1. a runner she has replaced or as a batter in the batter's box;
 2. a pitcher on the pitcher's plate or as a fielder reaching a position usually occupied by the fielder being replaced;
 3. a courtesy runner if that player has violated the courtesy-runner rule.
 PENALTY: (a) & (c) restriction to the bench and called out; (b) restriction to the bench.

3-4-2:

- a. Illegal offensive players may be discovered when in the batter's box before they have completed their term at bat. PENALTY: the illegal substitute is restricted to the bench and is declared out. The proper batter has lost her term at bat and the next proper batter shall bat.
- b. The illegal batter-runner or runners score, advance or cause a play to be made that allows another runner to advance or score. The infraction is detected before the next pitch. PENALTY: Play is nullified. Outs made on the play stand. Runners not put out return to the base at the time of the pitch. Illegal substitute is restricted to the bench and is declared out. The penalty for illegal substitution takes precedence over the batting-out-of-order penalty.
- c. The illegal batter-runner or runners score, advance or cause a play to be made that allows another runner to advance or score. The infraction is detected after the next pitch. PENALTY: Play stands. If the illegal substitute is still on base, she is called out and restricted to the bench.

3-4-3:

- a. Illegal defensive player is discovered before the next pitch and is involved in a play with a batted ball. PENALTY: team on offense has the option of taking the play or accepting penalty (out is nullified, runners return to their base at the time of the pitch and the batter bats again with the same count). After a pitch, the play stands and the illegal substitute is restricted to the bench.
- b. A non-batted ball is handled or touched by an illegal substitute that leads to a runner being put out. PENALTY: team on offense has the option of taking the play or accepting penalty (out is nullified, runners return to their base at the time of the pitch). Pitch is canceled if it is a strike. If the pitch is a ball, the ball stands. After a pitch, the play stands and the illegal substitute is restricted to the bench.
- c. A non-batted ball is touched by an illegal substitute that alters the play but no runner is put out. PENALTY: the play stands and the umpire may award bases based on their judgment and the circumstances surrounding the play. Pitch is canceled if it is a strike. If the pitch is a ball, the ball stands and the illegal substitute is restricted to the bench.

Coaching**3-5-1:**

- a. The head coach of the team shall be responsible to verify to the plate umpire that all their players are equipped and in compliance with the NFHS rules at the pre-game conference. PENALTY: game may not begin until the head coach attends the pre-game conference and verifies player and equipment compliance.

3-5-2:

- a. Any non-ejected member of the team may occupy the coaches box and may address the runners or batter.

3-5-3:

- a. The coach shall be attired in a school uniform or jersey/coaching shirt with coaching shorts/slacks or warm-up suits.
- b. Colors include the school colors, white, khaki, black or gray.
- c. Cutoffs or any type of jeans are prohibited.
- d. Jackets are not considered part of the uniform.
PENALTY: the coach shall be restricted to the bench after the pre-game conference for the duration of the game.

3-5-4:

- a. A coach may not physically assist a runner during playing action.
PENALTY. The runner is out and the ball is in play

3-5-5:

- a. Offensive personnel other than the coach shall NOT be near a base to which a runner is advancing or returning.
- b. Offensive personnel shall vacate an area needed by a fielder in an attempt to putout a batter or runner.
- c. If a thrown live ball accidentally touches a coach in the coach's box, the ball is "live".
- d. Penalty. The ball is dead. The runner closest to home is out and all runners not out must return to the base last touched at the time of the interference.

3-5-6:

- a. If any offensive team member other than the runner or retired runner interferes with a batted fair or foul ball, the batter is declared out.
- b. If the interference prevented a double-play, the batter closest to home is declared out.

3-5-7:

- a. A coach may leave the bench to attend an injured or ill player if recognized by the umpire.

Bench and Field Conduct**3-6-1:**

- a. Team personnel shall wear or use legal and/or required equipment.
PENALTY: Illegal equipment shall be removed or made legal.
The umpire shall issue a team warning.
The next offender and head coach shall be restricted to the dugout/bench for the remainder of the game

3-6-2:

- a. A player shall not fake a tag without the ball.
- b. A fake tag is always considered obstruction.

3-6-3:

- a. A team member shall not carelessly throw a bat.

3-6-4:

- a. Hit the ball to teammates on defense after the game has started.

3-6-5:

- a. Enter the area behind the catcher when the catcher and pitcher are in their positions.

3-6-6:

- a. Be outside the bench or bullpen area unless they are a batter, runner, on-deck batter, in the coaches box or one of the nine players on defense or ball shaggers.
- b. Note: Bench personnel are permitted to engage in throwing and running activities during the one minute designated for the pitcher to throw her five warm-up pitches at the beginning of each half inning.

3-6-7:

- a. Players and substitutes shall not enter the contest unreported
- b. The head coach and player is restricted to the dugout/bench area for the remainder of the game.

3-6-8:

- a. Use amplifiers or bullhorns for coaching purposes during the game.

3-6-9:

- a. Call “time” do any other comment to cause an illegal pitch.

3-6-10:

- a. Be in possession of an object other than scorekeeping devices/materials in the coaching box

3-6-11:

- a. Use electronic equipment for coaching purposes during the game.

3-6-12:

- a. Use tobacco in any form.

3-6-13:

- a. Commit any unsporting act.
 - 1. Use of actions to incite the spectators.
 - 2. Use of profanity, intimidation or taunting.

3-6-14:

- a. Charge an umpire.

3-6-15:

- a. Argue balls and strikes or any other judgment call.

3-6-16:

- a. Deliberately throw a bat, helmet or any other piece of equipment.
PENALTY (Articles 11-16): The offender shall be ejected from the game unless the offense is judged to be minor.

3-6-17:

- a. Team personnel shall not deliberately remove any lines of the batter’s box or on the field of play.
PENALTY:
 - 1. A strike shall be called on the batter if a member of the offensive team intentionally removes the line.
 - 2. A ball is awarded to the batter if a member of the defense intentionally erases a line.
 - 3. A team warning shall be issued with the next offense resulting in the head coach being and the offender restricted to the dugout/bench

3-6-18:

- a. Initiating malicious contact is prohibited.
- b. If considered serious, the offender shall be ejected.
- c. If by the offense, the play is dead immediately, the offender is declared out unless is already out or scored, and all runners return to the last base touched at the time of the malicious contact.
- d. If by the defense, the offender is ejected at the end of the playing action.

3-6-19:

- a. Participate in a fight or leave the bench area when a fight has broken out.
- b. A coach that enters the field to restrain the combatants has NOT violated the rule.
PENALTY (Articles 18-19): Considered serious offenses, the offender shall be ejected. Player is declared out unless she has already scored and been ejected.

3-6-20:

- a. Any participant restricted to the bench shall be ejected for any further misconduct.
- b. A restricted participant shall remain in the bench area.
- c. A coach that has been ejected shall leave the vicinity (out of sight and sound).

Charged Conferences

3-7-1:

- a. On defense no more than 3 charged conferences in a 7 inning game.
- b. Defense is allowed one charged conference per inning in each extra inning.

3-7-2:

- a. On offense, no more than one charged conference per inning.
- b. Time granted for an incapacitated player shall NOT constitute a charged conference.

3-7-3:

- a. When one team has a charged conference, the opponents may confer without penalty providing they do NOT delay the game after the charged conference has ended.

Outline Rule 4 – Starting and Ending Game

Starting a Game

4-1-1:

- a. The home coach decides if the playing field and conditions are suitable for starting the game.

4-1-2:

- a. At the pre-game conference the umpire shall receive and accept the line-ups from each coach.
- b. The coaches shall be permitted to review their line-ups.
- c. The substitution rules then become effective.
- d. No balls thrown or hit in live ball territory.
- e. Ground rules as in 4-1-3 shall be announced.
- f. Umpires shall ask the head coaches to verify that the players are legally and properly equipped.

4-1-3:

- a. Special ground rules are presented by the home team and need to be accepted by both teams and cannot supercede the rule book.
- b. If they cannot agree the umpires will have the final decision.

4-1-4:

- a. Visitors are the first team to bat.

4-1-5:

- a. Game begins when the umpire calls “play ball”.

4-1-6:

- a. After the game starts (umpire calls “play ball”), the umpires are the sole judges as to whether conditions are fit for play.

Ending a Game

4-2-1:

- a. A game ends when the team behind in score has completed its turn at bat in the 7th inning or in any extra inning.

4-2-2:

- a. If weather or darkness ends a game and 5 innings have been completed, it is a legal game.
- b. If the game goes beyond 5 innings and both teams do not have equal times at bat, you revert to the score of the last completed inning.

4-2-4:

- a. If a game is called before it is considered a legal game, “no game” shall be declared.

4-2-5:

- a. If a regulation game is called and it is a tie, it will end that way.

Forfeited Game

4-3-1:

- a. Review the 8 reasons why a game can be forfeited.

4-3-2:

- a. Score of forfeited game is 7-0.
- b. If the offended team is leading at the time of the forfeit, the actual score is official.

Protested Game

4-4-1:

- a. Judgment calls cannot be protested, only rule interpretations.
- b. Only rules 1-9 are protestible.
- c. Protests must be announced before the next pitch, legal or illegal.

Outline Rule 5 – Dead Ball, Suspension of Play

Dead Ball

5-1-1: A ball is dead....

- a. A pitch touches a batter or their clothing.
- b. A ball is illegally batted.
- c. A batted ball illegally comes in contact with the bat a 2nd time.
- d. A batter has an illegal bat.
- e. There is interference by a runner/retired runner.
- f. A batted ball is declared foul.
- g. A fair-batted ball touches a runner or umpire before touching any and before passing any fielder other than the pitcher.
- h. Fair-batted ball touches a runner after passing through or by a fielder and another fielder could have made the play.
- i. A spectator or nonparticipating team personnel touches a thrown or batted ball.
- j. A thrown or batted ball goes into dead ball territory.
- k. An umpire handles a “live” ball.
 - l. A fielder after catching a live ball leaves the field of play. Remember that it only needs to be 1 foot.
- m. Any personnel associated with the offensive team requests “time.”
- n. If the offensive team commits any act for the purpose of trying to cause the pitcher to commit an illegal pitch.
- o. An infielder intentionally drops a fair fly.
- p. A batter-runner moves backward towards home plate to avoid a tag.
- q. A batted, thrown, or pitched ball touches in an occupied media area.
- r. An illegal pitch occurs and no pitch was delivered.
- s. There is interference by the batter (exception 7-3-5 penalty).

5-1-2: It is a delayed dead ball....

- a. When an illegal pitch is delivered.
- b. The catcher or fielder obstructs the batter or obstructs the ball through use of detached player equipment.
- c. There is umpire interference.
- d. A coach physically assists a runner.
- e. The ball touches an illegal mitt/glove.
- f. A person deliberately removes her batting helmet.

5-1-3:

- a. The ball becomes dead when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.

5-1-4:

- a. After a dead ball, it becomes alive when the pitcher is in the pitching circle and is in possession of the ball and the umpire says, “Play ball”.

Suspension of Play

5-2-1:

- a. Time is called by the umpire and play is suspended.
- b. The umpire calls time if the weather or ground conditions are unfit for play.
- c. Time is called when a player, spectator, bench personnel are ordered from the field.
- d. Time is called when an umpire or player is incapacitated. If severe injury, time should be called immediately, otherwise wait till the playing action has subsided
- e. The umpire calls time, when time is granted for a conference or substitution.
- f. Time is called by the umpire; at any other times that play needs to be suspended.

5-2-2:

- a. When the ball is dead, no action by the defense can cause a player to be out. Exception – dead ball appeal.
- b. A runner may not advance or return to a missed base.
- c. A runner may advance due to an award. All awarded bases must be touched.

Outline Rule 6 – Pitching

Pitching Regulations

6-1-1:

- a. Before starting the delivery, the pitcher shall take a position on the pitcher's plate and the pivot foot must be on or partially on the pitcher's plate.
- b. The non-pivot foot can be in contact with or behind the pitching plate.
- c. Both feet must be on the ground and within the 24" width of the pitching plate.
- d. The ball can be in the glove or hand and the hands need to be separated.
- e. The pitch shall take or simulate taking a sign from the catcher.
- f. The hands need to come together for not less than a second or more than 10 seconds. The hands may be in motion or motionless.
- g. The pitcher shall not be considered in the pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
- h. The pitcher cannot be in the pitching position without the ball.
- i. With the hands together, the pitcher may remove herself by stepping backwards with both feet.

6-1-2:

- a. The pitch starts when one hand is taken off the ball or there is any motion that is part of the wind-up while the hands are together.
- b. The pitcher can take no more than one step (must be forward) towards the batter simultaneous with the delivery. Exception is removing herself legally from the pitching plate.
- c. Any backward step shall start before the hands come together and can end before or after the hands come together.
- d. The pivot foot may remain in contact or push off from the pitching plate.
- e. The pivot foot needs to remain in contact with the ground and within the width 24" of the pitcher's plate until the delivery of the pitch.

6-1-3:

- a. A legal delivery shall be an underhand motion.
- b. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
- c. The hand shall be below the hip and the wrist no further from the body than the elbow.
- d. The pitch is completed with a step toward the batter

6-1-4:

- a. A pitcher may use any wind-up desired providing:
 1. Pitcher doesn't use a rocker motion.
 2. No stop or reversal of the windup occurs.
 3. A windmill pitcher shall not exceed 1 1/2 clockwise revolutions on her windup
 4. After the release of the pitch, the arm does not rotate past the shoulder.

Infractions by the Pitcher

6-2-1:

- a. The pitcher shall not deliberately drop, roll, or bounce the ball to prevent the batter from an attempt.

6-2-2:

- a. A pitcher cannot use tape or other substance on the ball or contact points of the pitching hands.
- b. If the pitcher licks her fingers, she must wipe them off before gripping the ball.
- c. Powdered resin or comparable drying agent may be used under umpire supervision

6-2-3:

- a. Once the ball has been returned to the pitcher, she has 20 seconds to release the next pitch.
- b. If the pitcher exceeds the time limit, a ball is awarded to the batter.

6-2-4:

- a. A no pitch shall be declared when:
 1. The pitcher pitches during the suspension of play.
 2. The pitcher attempts a quick pitch.
 3. The runner leaves the base too early.
 4. The pitcher pitches before a base runner has returned to her base.
 5. Time has been called and the pitcher delivers the ball.

6-2-5:

- a. In between innings, the pitcher shall receive one minute or 5 warm-up pitches, whichever occurs first.
- b. A relief pitcher shall receive 5 warm-up pitches. (Exception is if an injury caused the pitcher to be removed)
- c. The one-minute time starts with the 3rd out of the previous inning.
- d. The penalty shall be a “ball” be awarded to the batter for each pitch in excess of five.

6-2-6:

- a. If the ball slips during the backswing or forward motion, a ball is called on the batter and the ball is alive.
- b. A ball is awarded to the batter and the ball is live.
- c. If the batter has a legitimate opportunity, she may swing at the ball and if missed, it is a strike.

6-2-7:

- a. Pitcher shall not throw to a base while the foot is in contact with the pitcher’s plate.

6-2-8:

- a. A fielder shall not take a position in the batters line of vision
- b. A fielder may not distract the batter with unsportsmanlike intent.
- c. It is considered an illegal pitch.

Infractions by the Catcher**6-3-1:**

- a. The catcher shall be inside the catcher’s box at the time of the release of the pitch.

6-3-2:

- a. With no base runners, the catcher shall directly return the ball to the pitcher.

Ball Rotation**6-5-1:**

- a. The pitcher has the choice of balls are the beginning of each half inning.
- b. Exception is if both balls are not in play in top half of the 1st inning, the unused ball is used.

6-5-2:

- a. The pitcher may request the other ball before throwing a warm up pitch.
- b. The pitcher must pitch with that ball until the ball goes out of play.

Outline Rule 7 – Batting

Position and Batting Order

7-1-1:

- a. The batting order is as listed on the line-up card given to the umpire at the pre-game conference.

7-1-2:

- a. The 1st batter of the inning will be the batter that follows the batter that completed the last turn at bat the previous inning.
 1. If the wrong batter is discovered while at bat, replace her with the correct batter; she assumes the count.
 2. If the wrong batter is discovered after the batter has completed her turn at bat and before the next pitch, the proper batter is out and base runners return to the base occupied at the time of the last pitch.
 3. If the wrong batter is discovered after the batter has completed her turn at bat and a pitch has been thrown, all play is legal.
 4. The next batter will be the player that follows name of the legalized batter at that time.
- b. Only the defense may appeal batting out of order; if the wrong batter completed her term, the batter shall be declared out.
- c. If discovered before the next illegal or legal pitch, batter is out and all other outs stand.
- d. If discovered after the next pitch, legal or illegal, all play stands and the batting order is reestablished.

Strikes, Balls and Hits

7-2-1:

- a. A strike will be charged to the batter when she swings and misses the ball.
- b. A strike will be charged to the batter when the pitch passes through the strike zone.
- c. A strike will be charged to the batter when a batted ball becomes foul, when the batter has less than two strikes.
- d. A strike will be charged to the batter when a pitched ball becomes a foul tip.
- e. A strike will be charged to the batter when a batted ball contacts the batter in the box.
- f. A strike will be charged to the batter when a penalty strike is called.
- g. A strike will be charged when a pitched ball, in the umpire's judgment, is prevented from entering the strike zone by the actions of the batter. (dead-ball strike)

7-2-2:

- a. A ball is awarded to the batter when the pitch is not a strike.
- b. A ball is awarded to the batter when the illegal pitch penalty is awarded.
- c. A ball is awarded to the batter when the catcher or pitcher delays.

7-2-3:

- a. A foul or fair hit, which may be a bunt occurs when a pitch is touched by the bat of the batter who is in the box.
- b. Exception would be a foul tip.

Batting Infractions

7-3-1:

- a. **The batter has 10 seconds to take her position after the ball has been returned to the pitcher and she is prepared for the next pitch.**
- b. If she steps out without requesting time, she is at jeopardy of being charged with delay.
- c. If she causes the pitcher to hesitate, a "no pitch" shall be declared.

7-3-2:

- a. A batter shall not permit a pitch to touch her.

Batter is Out

7-4-1:

- a. A team is playing with one less than the starting number in the batting order and it is her turn to bat.

7-4-2:

- a. A batter is out if she is discovered using an illegal bat and the infraction is discovered before the next legal/illegal pitch.

7-4-3:

- a. When the pitcher is in the ready position, the batter shall not step from the batter's box on their side of the plate to the box on the other side of the plate.

7-4-4:

- a. A batter shall not interfere with a catcher's ability to make a play.
- b. Added "by making any movement that hinders action at home after the pitch reaches the catcher."

7-4-5:

- a. A batter is out on a 3rd strike that is caught.

7-4-7:

- a. A batter is out a 3rd strike that is not caught, if there are less than 2 outs and 1st base is occupied.

7-4-8:

- a. If either foot is touching the ground completely outside the batter's box or touching the plate and the batter contacts the ball, the batter is out.

7-4-9:

- a. A batter is out a foul bunt that is the 3rd strike.

7-4-11:

- a. A batter is out a foul hit ball that is caught in flight. Or such catch is prevented by a spectator reaching into the playing area.

7-4-12:

- a. A batter is out when any coach, player or spectator interferes with the defense's attempt to field a batted ball in live ball territory.

7-4-13:

- a. A batter is out if after hitting or bunting a ball the bat hits the ball a second time while the ball is on or over fair territory.
- b. A batter is out if after hitting or bunting a ball, the bat hits the ball a second time while the ball is on or over fair territory and in the umpire's judgment, hits the ball a second time.

7-4-14:

- a. A batter is out if she throws her whole bat and interferes with a defensive player attempting a play.

Outline Rule 8 – Batter-Runner and Runner

The Batter Becomes a Batter-Runner

8-1-1:

- a. The batter has the right to become a runner when they hit a fair ball.
- b. The batter has the right to become a runner when a dropped 3rd strike with less than two outs and 1st base unoccupied or if there are 2 outs,
- c. The batter has the right to become a runner when they received a 4th ball called by the umpire.
 1. The ball remains in play unless blocked.
- d. The catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball.
 1. Delayed dead ball. If the batter reaches 1st base safely and all other runner have advanced at least one base, the obstruction is canceled.
 2. If the batter doesn't reach 1st base safely or all other runners don't advance at least one base, the offended team has the option of the play or the award.
- e. The catcher or any fielder shall not:
 1. Step on or in front of home plate without the ball.
 2. On a swing or attempted bunt, touch the batter or her bat with a runner on 3rd base trying to score by means of a squeeze play or steal.
 3. The ball is dead and the batter is awarded 1st base.

8-1-2:

- a. A batter is awarded 1st base when:
 1. A fair-batted ball strikes the person, attached equipment or clothing of an umpire or runner.
- b. Effect:
 1. After touching a fielder, the ball is in play.
 2. After passing a fielder other than the pitcher and no other fielder had a chance to make an out, the ball is in play.
 3. If before passing a fielder without being touched, the ball is dead.
 4. If it hits a runner off the base before passing an infielder (except pitcher), the runner is out and the batter-runner is awarded 1st base.
 5. A fair-batted ball hits an umpire before passing a fielder (excluding pitcher), the ball is dead and the batter-runner is awarded 1st base.
- c. A pitched ball touches any part of the batter including clothing.
 1. Ball is dead and the batter is awarded 1st base.
 2. If there is no attempt to get out of the way or the batter intentionally tries to get hit nullifies the award.
 3. The hands are not considered part of the bat.
- d. If the batter is hit on the hands while swinging at a pitch and hits the ball fair or foul, the ball is dead and a strike is called.

Batter-Runner is Out

8-2-1:

- a. The batter is out when a 3rd strike is caught or if not caught by the catcher and there are less than 2 outs and 1st base is occupied.

8-2-2:

- a. Hitting a fair ball the batter-runner is legally put out before she reaches 1st base.

8-2-3:

- a. After a fly ball is hit, a fielder catches the ball before it touches the ground, any object or person other than a defensive player.

8-2-4:

- a. The batter-runner fails to advance to 1st base and enters the team area after a batted fair ball, a base on balls, a hit batter, a dropped third strike or catcher obstruction.
- b. Ball is dead, runners must return to the legal base at the time of the infraction.

8-2-5:

- a. The batter is out when she runs outside the 3-foot lane and interferes with the fielder taking the throw to 1st base. There must be a throw
- b. Can run outside the lane to avoid a fielder attempting to field a batted ball.
- c. A runner is considered outside the running lane if either foot is completely outside the lane and in contact with the ground.
- c. Ball is dead, batter-runner is out and runners return to last base touched at time of interference.

8-2-6:

- a. The batter-runner is out if she interferes with a fielder attempting to field a batted ball, attempting to throw the ball, intentionally interferes with a thrown ball out of the batter's box, contacts a fair batted ball before reaching 1st base, interferes with a dropped 3rd strike.
- b. If an obvious interference to break-up a double play, the runner closest to home is out.
- c. Ball is dead, batter-runner is out and runners return to last base touched at time of interference.

8-2-7:

- a. The batter-runner is out if she attempts to prevent an obvious out at home plate.
- b. Ball is dead, batter-runner is out and runners return to last base touched at time of interference.
- c. The runner is also out.

8-2-8:

- a. The batter-runner is out if she steps back toward home plate to avoid or delay a tag by a fielder.
- b. Ball is dead, batter-runner is out and runners return to last base touched at time of interference.

8-2-9:

- a. The batter-runner is out if an infield fly is called.
- B. THE BATTER-RUNNER IS CALLED OUT WHEN SHE HITS AN INFIELD FLY EVEN WHEN THE INFIELD FLY IS NOT INITIALLY CALLED, IF BROUGHT TO THE UMPIRE'S ATTENTION BEFORE THE NEXT PITCH.**

8-2-10:

- a. The batter is out when a fair fly, fair line drive or a fair bunted ball that can be caught with ordinary effort, is intentionally dropped by an infielder with at least a runner on 1st, 1st and 2nd, 1st 2nd and 3rd, 2nd and 3rd and less than 2 outs.
- b. Ball is dead, runners return to the base at the time of the pitch.
- c. Infield fly has precedence over the intentionally dropped ball.

8-2-11:

- a. The immediate preceding runner who is not yet out intentionally interferes with a fielder attempting to complete a play on the batter-runner.
- b. Ball is dead; batter-runner and runner are out, all other runners return to the base last occupied at the time of the interference.

8-2-12:

- a. The batter is out when a ball in flight is caught by a fielder or prevented by a spectator reaching into live ball territory.
- b. Ball is dead, batter-runner is out and the umpire should award the runners the bases that he/she thought they would have reached if interference had not occurred.

8-2-13:

- a. The on-deck batter commits interference or offensive team equipment causes a blocked ball (interference)
- b. Penalty. The batter-runner being played on is out. If no play is obvious, no player is out, but runners shall return to the last base touched at the time the ball is declared dead.

Touching Bases in Legal Order**8-3-1:**

- a. The runner needs to touch all bases in the proper order when advancing.
- b. Offensive player could be ruled out on proper appeal.

8-3-2:

- a. When the runner needs to return, she must touch the base(s) in the proper reverse order.
- b. Offensive player could be ruled out on proper appeal.

8-3-3:

- a. A runner is entitled to the proper unoccupied base as long as she has touched it before being put out.
- b. She retains this right to this base until she is put out, legally touches the next base while it is unoccupied, or until a following runner is forced to advance to the base occupied.
- c. Ball is live; runner may advance or return with liability to be put out.

8-3-4:

- a. When a runner passes a base, she is considered to have touched that base.
- b. Also applies to awarded bases.
- c. Ball is live; runner may advance or return with liability to be put out.

8-3-5:

- a. When a base is dislodged, neither the runner nor succeeding runners need to follow the base as it is out of position.
- b. Ball is live; runner may advance or return with liability to be put out.

8-3-6:

- a. Runner cannot run the bases in reverse to confuse the defense.
- b. Ball is dead, runner is out.

8-3-7:

- a. Two runners cannot occupy the same base.
- b. The 1st legal runner has right to the base.

8-3-8:

- a. A preceding runner declared out for failure to tag up on a caught ball or touch a base does not affect the succeeding runner(s).
- b. Exception is if the failure is the 3rd out, no succeeding runner can score.

8-3-9:

- a. Any runner who has missed a base may not retouch it if a following runner has scored or once she leaves the field of play.

8-3-10:

- a. Bases left too soon on a caught fly, must retouched before advancing.

8-3-11:

- a. All awarded bases must be touched properly.

Entitled to Advance

8-4-1:

- a. Runners may advance and may be put out:
 - 1. When the ball leaves the pitcher's hand.
 - 2. Thrown/batted ball not blocked.
 - 3. Thrown ball hits the umpire.
 - 4. A fielder touches a legal fly ball.
 - 5. Fair ball strikes an umpire or runner after having passed a fielder other than the pitcher and no other fielder had a chance to make the out.
 - 6. Fair-batted ball touched by any fielder.
- b. The ball is in play.

8-4-2:

- a. Runner may be put out when:
 - 1. Ball in play or on awarded base(s), runner fails to touch a base.
 - 2. Overran 1st base, the runner attempts to advance to 2nd base.
 - 3. After dislodging the base, runner continues to advance.

8-4-3:

- a. A runner is entitled to advance without liability when forced to vacate a base because the batter was awarded base on balls.
 - 1. The ball remains in play unless if blocked. Any affected runner is entitled to 1 base, but may advance at own risk.
- b. When obstructed by a fielder not in possession of the ball or not making an initial play on a batted ball, runners are still required to touch all bases in proper order.
 - 1. Delayed dead ball signal and ball remains live.
 - 2. If the runner is put out before reaching the base she would have if not obstructed, dead ball is called and the runner is awarded the appropriate base.
 - 3. If the runner touches the base she would have received, the obstruction is ignored and she is liable to be put out.
 - 4. An obstructed runner cannot be called out between the bases where the obstruction occurred, unless properly appealed for leaving the base too early.
- c. A wild pitch or passed ball goes through or lodges in the backstop.
 - 1. Ball is dead and all runners are awarded one base.
 - 2. Even if it was the 4th ball, only one base is awarded.
 - 3. The batter receives an awarded base only if the pitch was the 4th ball.
- d. A runner vacates a base because the batter was awarded 1st base.
 - 1. She can move up one base without liability.
- e. A runner is awarded one base for an illegal pitch.
 - 1. Provided the offensive team doesn't accept the result of the play.
- f. A fielder intentionally contacts or catches a fair batted, thrown or pitched ball with her cap or any part of the uniform that is detached from its proper place on their person.
 - 1. Batter and runner(s) would be awarded 3 bases from the time of the pitch on a batted ball.
 - 2. Batter-runner and runner(s) would be awarded 2 bases at the time of the throw.
 - 3. If a pitch, the runner(s) would be awarded 1 base at the time of the pitch.
 - 4. If a batted ball would leave the field on the fly if not for the illegal contact, 4 bases would be awarded.
- g. A ball in play is overthrown into dead ball territory or is blocked.
 - 1. Runners would be awarded 2 bases.
 - 2. If two runners are between the same bases, the award is based on the lead runner.
- h. A fielder loses possession on a tag and the ball goes into dead ball territory, 1 base is awarded from the time the ball becomes dead.
 - 1. When the ball becomes dead, no runner may return to touch a missed or left early base as long as she has advanced and touched a base beyond the missed base.

- i. A blocked ball due to offensive equipment.
 - 1. Ball is dead and runners return to the last touched base at the time of the block.
 - 2. If the block prevented the defense from an out, the player being played on is out.
- j. If the award is an error and a pitch has been thrown, no correction is made.
- k. A home run is a 4 base award.
- l. A fair ball bounces through any designated boundary, deflects off the defense and goes out of play in foul territory, deflects off a runner or umpire after passing an infielder and no other fielder had a chance.
 - 1. Dead ball and all runners are awarded 2 bases.
- m. Live ball is unintentionally carried into dead ball territory.
 - 1. Dead ball, runners are awarded 1 base from the time of dead ball.
- n. Live ball is intentionally carried into dead ball territory.
 - 1. Dead ball, runners are awarded 2 bases from the time of dead ball.
- o. Spectator interference.
 - 1. Dead ball at the time of the interference.
 - 2. Award the base(s) you felt the batter and/or runner(s) would have reached.
- p. Ball gets lodged in the umpires or offenses clothing.
 - 1. Award the base(s) you felt the batter and/or runner(s) would have reached.

Runner Must Return to Her Base

8-5-1:

- a. A batted ball that is declared foul.

8-5-2:

- a. An illegal batted ball.

8-5-3:

- a. Interference on the batter or runner. The runner must return to the last base legally touched at the time of the interference.

8-5-4:

- a. A pitched ball that is swung at and missed touches batter's person or clothing.

8-5-5:

- a. Batter is hit by a pitch, unless forced to advance.
 - 1. Effect for 8/5/1 – 8/5/5.
 - 2. Ball is dead.
 - 3. Must return to her base, unless forced to advance.
 - 4. Runner(s) need not retouch the bases in order.

8-5-6:

- a. The umpire interferes with the catcher's attempt throw out a runner.
 - 1. Delayed dead ball.
 - 2. If the runner is out, there is no interference and the ball is live.
 - 3. If the runner is not out, dead ball and the runner must return to the base at the time of the pitch.

8-5-8:

- a. An intentionally dropped ball is ruled.

The Runner is Out

8-6-1:

- a. Running the base and being more than 3 feet from the path to avoid the tag of the defender.

8-6-2:

- a. Live ball and the runner is not in contact with the base and is tagged by the fielder.

8-6-3:

- a. During a force play, the fielder with the ball contacts the bag before the runner.

8-6-4:

- a. The runner passes a preceding runner.
- b. A runner (s) passing a preceding obstructed runner is NOT out

8-6-5:

- a. Anyone other than another runner physically assists the runner while the ball is in play.
- b. Effect for 8/6/1 – 8/6/5.
 1. Ball is in play.
 2. The runner is out.

8-6-6:

- a. The runner leaves early before the ball is caught.
 1. Must be appealed by the defense.

8-6-7:

- a. The runner fails to touch a base or the bases in order.
 1. Must be appealed by the defense.
 2. If the appeal is a force out and is the 3rd out of the inning, no runs score.

8-6-8:

- a. The batter-runner overruns 1st base and then attempts or feints an attempt to advance to 2nd base and is tagged by the fielder.

8-6-9:

- a. Running or sliding and missing home plate.
 1. Must be appealed by the defense.

8-6-10:

- a. When the runner interferes with:
 1. A fielder attempting to make the initial play on a fair-batted ball.
 2. A fielder is attempting to field a fly ball over foul territory.
 - a. Dead ball, runner is out and a strike is called on the batter.
 3. A fielder attempting to throw a ball.
 4. Intentionally thrown ball.
 5. If an obvious attempt to break up a double play and occurs before the runner is put out, the immediate succeeding runner is called out.

8-6-11:

- a. The runner is struck with an untouched-batted ball while off base before it passed an infielder.

8-6-12:

- a. Intentionally contacts a ball missed by the fielder.

8-6-13:

- a. Runner does not slide legally or causes illegal contact.
 1. A runner is never required to slide, but needs to avoid illegal contact.

8-6-14:

- a. Runner remains upright and crashes into a fielder about to catch a thrown ball or has the ball.
 - 1. If deemed malicious, the runner shall be ejected.
- b. Malicious contact supercedes obstruction
- c. Effect 8/6/10 – 8/6/14.
 - 1. Ball is dead.
 - 2. Runner is out.
 - 3. Each runner returns to last legally touched base at the time of the interference.

8-6-15:

- a. The on-deck batter commits interference or offensive team equipment causes a blocked ball (interference)
- b. Penalty. The batter-runner being played on is out. If no play is obvious, no player is out, but runners shall return to the last base touched at the time the ball is declared dead.

8-6-16:

- a. The coach draws a throw to home plate by the fielder by running in the direction of home plate.

8-6-17:

- a. Coach intentionally interferes with a thrown ball or interferes with the defense's ability to make a play on the runner.

8-6-18:

- a. After being declared out or after scoring, a runner ~~intentionally~~ interferes with the defense's opportunity to make a play on another runner.
- b. Effect.
 - 1. Ball is dead.
 - 2. Runner closest to home is out.
 - 3. Runners return to the last legally touched base.

8-6-19:

- a. Members of the offense gather around a base and confuse the defense.
 - 1. Ball is dead.
 - 2. Runner is out.
 - 3. Subsequent runners return to the last legally touched base.

8-6-21:

- a. Runner fails to keep contact with the base before the ball leaves the pitcher's hand.
 - 1. "No pitch" is declared.
 - 2. Runner is out.

8-6-22:

- a. Runner abandons a base, enters her team area or leaves the field of play.

8-6-23:

- a. Runner positions herself behind the bag and not in contact to get a running start on a fly ball.
 - 1. Ball remains live.

8-6-24:

- a. Runner was discovered having used an illegal bat.
 - 1. Must be prior to the pitch to the next batter.

Look-Back Rule

8-7-1:

- a. When legitimately off the bag the runner may stop once but must immediately return to the previous base or advance to the next base.
 - 1. The batter must have touched 1st base.
 - 2. Pitcher is in possession of the ball in the 16-foot circle.

8-7-2:

- a. Once a runner stops at a base and the ball is in possession in the circle, she will be declared out if she leaves the base.

8-7-3:

- a. Responsibilities of the batter-runner completing her term at bat, while the pitcher has the ball in the circle.
 - 1. If she rounds 1st toward 2nd base, she may stop, but must immediately make a decision of continuing to 2nd or returning to 1st base.
 - 2. If she overruns 1st base, she may turn left and immediately stop and return non-stop to 1st base.
 - 3. If she overruns 1st base and turns left and moves directly toward 2nd is committed to 2nd base and must continue non-stop toward 2nd base.
 - 4. If she overruns 1st base and turns toward the infield in any direction, except towards 2nd base is committed to 1st base.
 - 5. If she overruns 1st base and turns right, she is committed to 1st base.
- b. Effect 8/7/1 – 8/7/3
 - 1. Dead ball and/or “No pitch” when applicable.
 - 2. Runner is out.
 - 3. If 2 or more runners are off the base only one is out and the other(s) return to their base.

Runner is Not Out

8-8-1:

- a. When a runner runs behind, in front of a fielder and outside the base path to avoid interfering with the defense.

8-8-2:

- a. Runner does not run a direct line to a base.
 - 1. The fielder does not have the ball in her possession.

8-8-3:

- a. More than one fielder attempts to field the ball and the runner contacts the fielders that didn't have a play.

8-8-4:

- a. Runner is hit with an untouched-batted ball that passed an infielder and no other fielder had a play.

8-8-5:

- a. Runner is hit with an untouched-batted ball over foul territory and no other fielder had a play.

8-8-6:

- a. Runner is hit with a batted ball after it is touched or touches any fielder and the runner could not avoid contact.

8-8-7:

- a. Runner is touched while off base.
 - 1. With a ball not secured by a fielder.
 - 2. With the glove/mitt and the ball is in the fielders other hand.

8-8-8:

- a. The defense does not request a legal appeal.
 - 1. Before the next pitch, legal or illegal.
 - 2. After the pitcher and all infielders have clearly vacated their positions and left fair territory.

8-8-9:

- a. Batter-runner overruns 1st base and directly returns to 1st base.

8-8-10:

- a. The runner is not given sufficient time to return to the base.
 - 1. "No pitch" is called.

8-8-11:

- a. She is legally advancing as the pitcher steps into the 16-foot circle or as she is receiving the ball in the 16-foot circle.

8-8-12:

- a. Runner stays on base till a fielder touches a fly ball before advancing.

8-8-13:

- a. Hit by the ball while standing on the base.
 - 1. Unless she intentionally interferes with the play.

8-8-14:

- a. Runner slides into a base and dislodges it.
 - 1. The bag is considered to have followed the runner.
 - 2. If the runner attempts to advance, she forfeits her safety.

8-8-15:

- a. A player makes a play while using an illegal glove/mitt.
 - 1. Must be discovered before the next pitch.
 - 2. Before the infielders and pitcher have left fair territory on the way to the dugout.
 - 3. Before the umpires have left the field, the coach has two options.
 - a. Nullify the play, reverting to the count before the play.
 - b. Take the result of the play.

8-8-16:

- a. Runner legally returning to a base left too early or missed before a legal appeal.

8-8-17:

- a. Runner physically passing an obstructed preceding runner.

Courtesy Runner**8-9-1:**

- a. A team at bat may use a courtesy runner for the pitcher and/or catcher at any time.
 - 1. Neither the pitcher nor the catcher will be required to leave the game.
 - 2. The same courtesy runner may not run for both the pitcher and catcher in the same half inning or any time during the game.

8-9-2:

- a. In the top of the 1st inning only, the pitcher and catcher are the players listed on the lineup card in those positions.
- b. Thereafter, they are the players that were the last the physically played the position on defense.

8-9-3:

- a. Players who are currently in the game or have participated in the game in any other playing capacity are ineligible to serve as courtesy runners.

8-9-4:

- a. A player may not be a substitute for any player in the half inning that she ran as a courtesy runner.
 1. If an injury or disqualification occurs and no substitutes are available, the courtesy runner must be used as a substitute and take the place of the injured player.
 2. Should the courtesy runner be on base and is entered as a substitute, the pitcher or catcher for whom the courtesy runner is running, must run in her place.

8-9-5:

- a. The courtesy runner is not permitted to run as a courtesy runner for the DH, if the DH is batting for the pitcher or catcher.

8-9-6:

- a. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom she is running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.
 1. If an injury or disqualification occurs and no substitutes are available, the courtesy runner must take the place of the injured player.
 2. In this case, the courtesy runner enters as a substitute, and the pitcher or catcher for whom the courtesy runner is running, must run in her place

8-9-7:

- a. A courtesy runner must be reported to the plate umpire. If a courtesy runner fails to report, she is considered to be an unreported substitute.

Double First Base**8-10-1:**

- a. Defense must use the white portion and the batter-runner the colored portion when a play is being made on the batter-runner.
- b. The defense must appeal the batter-runner touching the improper color of base.
- c. If properly appealed, the batter-runner is out

8-10-2:

- a. May use either color when:
 1. any force out attempt from the foul side of 1st base.
 2. an errant throw pulls the defense off the base into foul ground.

8-10-3:

- a. Batter-runner/runner may touch the white or colored base when:
 1. advancing or returning on balls hit to the outfield with no play being attempted
 2. tagging up on a fly ball
 3. when returning on an attempted pick-off play

Outline Rule 9 – Scoring, Record Keeping

How a Team Scores

9-1-1:

- a. In order to score, a runner must legally advance from 1st to 2nd to 3rd to home before 3 outs are made.
- b. A run is not scored if the 3rd out occurs by the batter runner before touching 1st base.
- c. A run is not scored when another runner that is being forced makes the 3rd out.
- d. A run is not scored when the preceding runner is declared out for the 3rd out for failing to touch any of the bases.
- e. A run is not scored when the 3rd out is declared on an appeal play and the out is a force out.
- f. A run is not scored when more than one out is declared to end the half inning.
- g. A run is not scored when a runner crosses home plate after a preceding runner is declared the 3rd out.

9-1-2:

- a. All runs scored are recorded in the official scorebook.

Recording Game Activity

9-2-1:

- a. Uniformity of the recording of the activity of the game is promoted by using a standard scorebook.

9-2-2:

- a. The home team is usually responsible for the management of the official scorebook.

Player's Batting Record

9-3-1:

- a. An accurate record is necessary for the tabulation of the player's number of hits, RBI's, on base percentage, slugging percentage, number of triples, etc.

9-3-2:

- a. A base hit is where the batter advances to 1st base because of a hit.
- b. On a fielder's choice that is unsuccessful, the batter is awarded a base hit if scorekeeper believes that the batter would have reached 1st base anyway.

9-3-3:

- a. An extra base hit is awarded if that hit is the sole reason for the batter to be on a base other than 1st base.

9-3-4:

- a. A sacrifice is credited to the batter if a runner advances due to the batter's bunt if the batter is put out prior to reaching 1st base. A sacrifice is also credited if a runner scores due to the batter's fly ball.

9-3-5:

- a. A RBI is credited to the batter when a runner scores because of a base hit, a sacrifice hit, any putout, a forced advance or an error (if the runner at 3rd would have scored anyway).

9-3-6:

- a. When a strikeout involves more than 1 batter, it is credited to the batter with at least 2 of the strikes.

Player's Baserunning Record

9-4-1:

- a. A stolen base is awarded when a runner advances without the aid of a hit, putout or fielding error.

Player's Fielding Record

9-5-1:

- a. Shall include the putouts or assists registered by that fielder and their errors.

9-5-2:

- a. A putout is credited for catching a batted ball in flight, tagging out of a runner or touching the base in possession of the ball that a runner is forced to.

9-5-4:

- a. All fielders involved in a double or triple play are credited with the putout.

9-5-5:

- a. When a fielder misplay the ball and it prolongs the time at bat by the batter or the time a runner(s) is on the field, it is ruled an error.

Pitcher's Record

9-6-1:

- a. A wild pitch is when the pitcher delivers a legal pitch that is uncatchable by the catcher.

9-6-2:

- a. Hit batters, base on balls, strikeouts and hits will be recorded for the pitcher's record.

9-6-3:

- a. An earned run is charged to the pitcher when a runner scores because of a safe hit, sacrifice, stolen base, a putout, base on balls, a hit batter or wild pitch.
- b. Provided it is before the team in field had an opportunity to make the 3rd out.

9-6-4:

- a. A strike out is credited when the 3rd strike is delivered to the batter.
- b. Even if the batter reaches 1st base.

9-6-5:

- a. A relief pitcher is not responsible for runners left on base by the previous pitcher(s).

9-6-6:

- a. Winning and losing pitchers are determined by:
 1. Starting pitcher has pitched **HALF OF THE TOTAL NUMBER OF INNINGS PLAYED IN THE GAME FOR A STARTING PITCHER TO BE CREDITED WITH A WIN** and that lead lasts the game.
 2. If the game ends before 7 innings, the starting pitcher would have to have pitched at least 3 innings.
 3. If a pinch hitter or runner replaces the pitcher, runs scored that half of the inning are credited to the pitcher being replaced.
 4. The starting pitcher will be assessed the loss if she is replaced and the team is behind or falls behind during that half of the inning.
 5. If a pitcher does not complete the game, she cannot receive credit for a shutout.

9-6-7:

- a. In order to receive a save the pitcher must:
 1. Be the last pitcher in the game and not the winning pitcher.
 2. Enter the game with a lead of not more than 3 runs and pitches at least one inning.
 3. Enters the game with the potential tying run on base, batting or on-deck.
 4. Pitch effectively for at least 3 innings.

Outline Rule 10 – Umpiring

General

10-1-1:

- a. Game officials are the umpire-in-chief and may include 1, 2, or 3 field officials.
- b. Any umpire has the authority to order the participants to do or refrain from doing something that interferes with the administration of the game.

10-1-2:

- a. Jurisdiction begins with the arrival of 1 umpire within the confines of the field.

10-1-3:

- a. If only 1 umpire, that umpire has total jurisdiction of the game.

10-1-4:

- a. Any judgment call by the umpire is final.
- b. If there is a possibility of a question of the rule, the coach or captain may ask for the ruling to be corrected.
- c. An umpire may ask their partner for assistance in making the call.
- d. The use of videotape for review of a play is prohibited.

10-1-5:

- a. Unless ill or injured, no umpire may be replaced during a game.

10-1-6:

- a. The umpire's right to disqualify players or to remove nonplayers for objecting to decisions or for unsportsmanlike conduct is absolute.

10-1-7:

- a. The use of tobacco products is prohibited.

Umpire-in-Chief

10-2-1:

- a. The umpire-in-chief shall stand behind the catcher and call balls and strikes.
- b. The umpire-in-chief shall make all decisions except those generally reserved for the field umpire.

10-2-2:

- a. The umpire-in-chief duties include:
 1. Ask coaches if their teams are legally equipped.
 2. Inspect equipment before the game.
 3. Inspect the condition of the field.
 4. Call "play ball" to start the game and "time" when the ball becomes dead.
 5. Eject or restrict to the bench a player, coach or any team personnel.
 6. Announce each substitution.
 7. Call the game if the conditions become unfit to play.
 8. Penalize for rule infractions.
 9. Make the final decision for plays not covered by the rules.
 10. Forfeit the game if necessary.
 11. Handle protest if it arises.
 12. Keep record of both offensive and defensive conferences.
 13. Record all team warnings.
 14. Prohibit an unconscious player from returning that day, unless a physician releases her.
 15. Penalize for jewelry.
 16. Rectify any situation where the umpires' decision places a team in jeopardy.
 17. Correct any score keeping mistakes that are brought to their attention.

Field Umpire

10-3-1:

- a. The field umpire shall aid the umpire-in-chief in administering the rules and game.
- b. The field umpire shall make decisions at all bases except those reserved for the umpire-in-chief.
- c. The field umpire shall have concurrent jurisdiction with in umpire-in-chief:
 1. Calling time.
 2. Illegal pitches.
 3. Defacement or discoloration of the ball by the pitcher.
 4. When a fly is caught.
 5. Disqualifying any player for unsportsmanship.
 6. As the need arises, fair and foul balls.

10-3-2:

- a. If there is only one field umpire, they generally have the calls at 1st and 2nd base and all calls at 3rd base that cannot be more conveniently made by the plate umpire.

Equipment and Apparel

10-4-1:

- a. When working the plate, the umpire shall wear a mask with a throat protector as part of the mask or attached to the mask.
- b. A chest protector is recommended for fast pitch.

10-4-2:

- a. All umpires need to wear the official uniform of their unit or Southern Section.

Part

2

Mechanics

INSTRUCTOR'S MESSAGE

There are many traits that determine just how good an official will be. For this section I want to zero in on judgement. It could be argued that judgement is the most important aspect that the umpire needs to master. After all 90+% of the calls you make is more judgement than knowledge of the rules. This is not to say that knowledge of the rules is not important because they guide your judgement.

Some umpires are blessed with an “inborn” quality where they can make the correct call with very little effort. For the majority of us, our level of competence is because of hard work and the use of proper mechanics. That’s right! If you use the proper mechanics and hustle on each and every play, your chances of making the correct calls increase dramatically. Not only do you administer the game properly, but also you gain respect from the players, coaches and yes your peers.

It is important for you to stress the importance of proper Federation mechanics. I know that many of our umpires call ball for different associations and even though the mechanics are very similar, there are differences and we owe it to the players to administrate the game properly. It only takes one missed call because the umpire was out of position for that umpire to have to rebuild the confidence of the players and coaches.

It is your responsibility to teach our members the proper mechanics. You will work with our new members and show them how being in the right position makes calling the play easier. You also have the tough job of training the veterans that believe they know it all and there is nothing new for you to teach them. Don’t give up on them. It might take a while but I promise you that many of them will start changing, if for no other reason, than to get you off their back.

Work with your assigner and make sure that your new members work with quality umpires so they can learn. There is nothing more frustrating to them than to want to become an excellent umpire and not have the support of the Unit.

I have include a representation of a playing field for you to make an overhead, so you can show positioning of the umpire(s) for one and two man mechanics.

This should be an exciting year and the goals we have set are lofty, but with your dedication and energy, we will make a difference and become more consistent. Thanks for your work and have an outstanding season.

Your Instructional Chairman,
Vince Rosse

Major Softball Manual Revisions 2010 and 2011

- 1. NAVY BLUE SLACKS WERE ADDED AS A UNIFORM OPTION. (PAGE 19 OF THE MANUAL)**
- 2. POSITIONING FOR A FIELD UMPIRE WAS CHANGED BACK TO BEING NO CLOSER THAN 18 FEET FROM THE BASE ON FORCE PLAYS. (PAGE 39 OF THE MANUAL)**
- 3. BETWEEN INNINGS, THE PLATE UMPIRE WILL NOW TAKE A POSITION FACING THE FIELD AT THE FIRST BASELINE EXTENDED WHEN THE TEAM IN THE FIRST-BASE DUGOUT IS COMING TO BAT AND THE THIRD-BASELINE EXTENDED WHEN THE TEAM IN THE THIRD BASE DUGOUT IS COMING TO BAT. (PAGES 54 AND 71 OF THE MANUAL)**

Softball Mechanics Points of Emphasis 2010 and 2011

- 1. TRAILING THE BATTER-RUNNER. PLATE UMPIRES MUST DEVELOP THE HABIT OF TRAILING THE BATTER-RUNNER TO FIRST BASE IN ORDER TO ASSIST THE BASE UMPIRE WITH A POSSIBLE PULLED FOOT, A BOBBLED CATCH AND/OR A SWIPED TAG NEAR THE BASE. EXIT TO THE LEFT OF THE CATCHER IN ORDER TO AVOID A POSSIBLE COLLISION. (PAGE 28 OF THE MANUAL)**
- 2. WALKING THE LINE. FIELD UMPIRES SHOULD WALK THE LINE WHEN THERE ARE NO RUNNERS ON BASE. THIS MECHANIC PROVIDES FOR A SMOOTHER TRANSITION WHEN THE BALL IS HIT AND THE UMPIRE(S) MUST MOVE TO THE NEXT POSITION. (PAGE 50 AND 51 OF THE MANUAL)**
- 3. HOLDING UP PLAY. USE THE DO-NOT-PITCH SIGNAL WHEN THE PITCHER MAY APPEAR READY TO PITCH BUT THE BATTER HAS YET TAKEN HER PLACE IN THE BATTER'S BOX. THIS IS CONSIDERED PREVENTATIVE UMPIRING AND MAY WELL PREVENT A "NO PITCH" OR AN "ILLEGAL PITCH" FROM OCCURRING. (PAGE 35 OF THE MANUAL)**

CALIFORNIA SOFTBALL OFFICIALS' ASSOCIATION MECHANICS MANUAL

TABLE OF CONTENTS

1. Code of Ethics
2. Prerequisites for Good Umpiring
3. Softball Umpire Game
4. Umpire General Responsibilities
5. Umpire to Umpire Pre-Game Conference
6. Plate Mechanics
7. The Field Umpire
8. Umpire Systems

Code of Ethics

- ☞ Study the rules of the game diligently, observe the work of other good officials and attempt to improve at all times.
- ☞ Honor all contracts regardless of possible inconvenience or financial basis.
- ☞ Remember that while your work as an umpire is important, you must conduct yourself in such a way that spectator attention is directed to the players during the game and not at you.
- ☞ Dress and maintain your appearance in a manner befitting the dignity and importance of the umpire.
- ☞ Be fair and unbiased in your decisions, rendering them without regard to score or the quality of the play on the field.
- ☞ Cooperate and be professional in your association with your fellow umpires and do nothing to cause them public embarrassment.
- ☞ Be firm but not overbearing; positive but never rude; dignified but never “cocky”. Remember the good umpire doesn’t have to have the last word.
- ☞ Be prepared both physically and mentally to administer the game.
- ☞ Do not use tobacco products on or in the vicinity of the playing field, nor drink any alcoholic beverages before the game you are to work.
- ☞ Do not give information that might be used by a team’s future opponent.
- ☞ Keep in mind that the game is more important than the wishes of any individual player or coach or the ambitions of any individual umpire.

Section 1 – Prerequisites for Good Umpiring

Prerequisites

1. Control starts at your arrival to game site.
 - a. Appearance to be neat, clean and courteous.
 - b. Conduct pre-game inspection of equipment.
2. Judgment.
 - a. Mainly experience salted with cool-headed common sense.
 - b. Calm but firm responses.
3. Good mechanics and technique.
 - a. Mechanics is the who, what, where and often why of it all.
 - b. Good mechanics separates the amateur from the professional.
 - c. Technique deals with the “how”.
 - d. Hustle is the application of the principles of good umpiring.
4. Knowledge of the playing rules.
 - a. Expected of every umpire.
5. Physical conditioning.
 - a. Should be physically fit at the start of each season and maintain the fitness throughout the season.
 - b. Sharp clean uniform and being properly equipped is part of being physically fit.
6. Make decisions positively and promptly.
 - a. Decisions are to be made positively and promptly; but not to hasty.
 - b. Must guard against rendering decisions prematurely.
 - c. Make all calls with an air of confidence and strong voice.
7. Umpire crew cohesiveness.
 - a. Must communicate and respect each other. (remember, your partner is your only real friend on the field)
 - b. You must support your partner throughout the contest.
 - c. NEVER offer an opinion unless asked.
 - d. Discuss decisions only with your partner in private.
8. Knowledge of rules.
 - a. To be competent, it is necessary to know the rules thoroughly.
 - b. Requires constant and analytical study.
9. Proper mechanics.
 - a. Essential in attaining the best coverage.
 - b. Positioning must be learned 1st and then practiced.
10. Ignore spectators.
 - a. Must hear but ignore the remarks by the spectators.
 - b. Exception though is if the language or behavior or actions become inappropriate, contact site administration to take care of the problem.

11. Sell the call without “showboating”.
 - a. Good umpires can effectively execute their duties without showboating.
 - b. Don’t “sell” the routine play.
 - c. NEVER attempt to coach a player. (talk to the coach if there is a problem)
12. Keep the game moving.
 - a. A speed-up of one minute each half inning decreases the game by 13 minutes.
 - b. You expect the players to hustle, so should you hustle when on the field.
13. Keep a dignified attitude.
 - a. Must be courteous to the players and coaches.
 - b. Don’t “visit” before, during or after the game.
 - c. A dignified attitude will often prevent an argument.
14. Make decisions based on fact.
 - a. NEVER guess a call.
 - b. Every decision MUST be based on fact.
 - c. After an error, NEVER attempt to even it up.

Softball Umpire Game Control

1. General guidelines for control of a game.
 - a. Do not allow team personnel to swarm around your partner to dispute a call. Clear everyone away from the umpire involved except the coach. Only one coach at that.
 - b. Do not have “Rabbit Ears.”

INSTRUCTOR’S note: “It is important for you to hear everything but react to nothing.” By that I mean in order to practice preventive umpiring and have control of a game, you need to “hear” all that is going around you but react to very little. When appropriate though, you are mandated to take the steps necessary to control the game and protect the participants.
 - c. Do not get inot a shouting match with anyone on the field.
 - d. Use a site administrator to handle an irate spectator if needed and a 3rd person to handle an irate player or coach.
 - e. Do not ask a player to repeat what they said to you. If you didn’t hear it the 1st time, let it go.
 - f. Do not stay on top of a close play after it is completed. After a brief pause, clear out.
 - g. DO NOT touch the players or allow them to touch you!

INSTRUCTOR’S note: This is tough because many times you already know the player from rec. ball or travel ball. Explain to them or have the coach explain why this is inappropriate and they will understand. Saying hello is ok as long as you do it to both sides.
2. Remember that 1st opinions are important, so the control of the game starts as you enter the field.

Umpire General Responsibilities

1. Pre-season responsibilities.
 - a. Conditioning is the prime requisite and requires a certain amount of discipline.
 - b. Equipment repair of purchase.
 1. Get rid of the sweat stained hat and get a new one.
 2. Do you fit into your uniform?
 3. Purchase any necessary equipment.
 - c. Review or learn the rules and practice your mechanics.

2. In season responsibilities.
 - a. Conditioning.
 1. Important to continue to stay in shape.
 2. The muscles can become tired and injury could occur.
 - b. Forfeits.
 1. Exhaust every possible means before you forfeit a game.
 2. Consult your partner(s) before making the final decision.
 - c. Appeals.
 1. Initiated by the defense only.
 2. Batting out of order or a runner misses a base or leaving the base too early or attempting to advance to 2nd base after making the turn at 1st base.
 3. Must be brought to the attention of the administering umpire before the next pitch, before the defense has left the field or before the umpires leave the field at the conclusion of the game.
 4. After the appeal is requested, the administering umpire will step forward and make a safe or out call.
 5. If the appeal is directed to the wrong umpire, that umpire should point to the responsible umpire, call his/her name and state "You've got it"
 - d. Protested game.
 1. Allowed by Southern Section.
 2. Listen to the coach and if necessary, consult your partner(s) to determine if you were right or wrong.
 3. If the game is protested, before resuming play, the umpire-in-chief must make note of the incident and all the details leading up to and involving the protest.
 4. If the protesting team wins, the protest is meaningless.
 - e. Communication and signals.
 1. Essential for game control.
 2. Decisions are communicated to all of the participants.
 - f. Umpire-to-umpire communications.
 1. The signals between umpires help the game run smoothly.
 2. Review the signals on page 75.
 - g. Pre-game responsibilities.
 1. Arrive at the field 30 minutes or more before the game.
 2. Check equipment (bats and helmets).
 3. Walk the field so any questions about ground rules can be considered and ruled upon.
 4. Make sure the field is properly marked.

Umpire to Umpire Pre-Game Conference Review

1. Prior to game day.
 - a. It is highly recommended that you contact and confirm the date, time, school and position with your partner.
 - b. Review the uniform shirt you and your partner are going to wear. (the shirt should be of the same style)
 - c. It is a courtesy to call the school and confirm you assignment with them.
2. Pre-game at the site.
 - a. Review new rules and discuss questions regarding any rules.
 - b. Discuss coverages and any particular needs of you and your partner.
 - c. Review check swing mechanics.
 - d. Review verbal and non-verbal partner communication.
 - e. Inspect the field and team equipment.
 - f. Find out if the home team has any pre-game ceremony.
 - g. Introduce yourself to the official scorekeeper, from the home team. (may be a student)

3. Pre-game conference.
 - a. At least 5 minutes before game time meet with the coaches and captains at the plate.
 - b. Introduced yourself and your partner.
 - c. Review line-up card and allow the coach to review one more time before it becomes official.
 - d. Review the ground rules. (start from one side of the field and go in a circle)
 - e. Ask if there are any questions regarding the new rules.
INSTRUCTOR'S note: At the lower level games, you might be working with coaches that are new to coaching and don't fully understand the game of softball. Be more tolerant because not only are you're an umpire, but you are a teacher.
 - f. Remind the participants that if there is a question on a call, they need to request time and when it is granted, only one person is to come out to talk to the umpire.
 - g. Players play, coaches coach and umpires umpire.
 - h. Finish the talk with a reminder that sportsmanship is policy.

4. End of game procedure.
 - a. You and your partner should leave the field together. (allow a few seconds for the defense to appeal the game ending play)
 - b. Return the game balls to the home team.
 - c. Do not stop to discuss plays with the coaches or player or parents. Be courteous.
 - d. Stay away from the press. Refer them to the site administration.
 - e. In a quiet place, review the game with your partner.

Helpful Hints for Umpires – Do's and Don'ts

1. Review the do's and don'ts on pages 19 and 20.
2. **INSTRUCTOR'S note:** This would be a good section to go over with all of your members with a reminder that for your new umpires this section will save them a lot of anguish.

Section 2 – Plate Mechanics

Fast Pitch

1. **Explain and demonstrate the difference between the “ready” and “set” positions.**
2. Drop to the set position when the pitcher separated her hands to pitch.
3. **Explain and demonstrate the “slot”.**
 - a. Between the catcher and inside corner of the plate.
 - b. Your eyes should be at the top of the strike zone.
 - c. Feet should be shoulder width apart with the inside foot slightly forward. (toe to heel stance)
 - d. Balance through the pitch is important.

INSTRUCTOR’S note: It is important to remind the umpires that they need to find the stance that works best for them. For many, it will actually be lower so they can see to low strike better, since that is the preferred strike in today’s game. However, it should never be higher than the top of the strike zone.
4. Balls and strikes
 - a. The pitch is judged based on the batter in her natural batting stance.
 - b. The pitch is judged where it crosses the plate. (front of the plate)
5. The umpire needs to watch for illegal pitches
 - a. **Demonstrate the illegal pitch signal and how to apply the call.**
6. Timing
 - a. Develop proper timing and a rhythm in making the call.
 - b. The plate umpire sets the tempo and control of the game.
 - c. A fast call of the pitch shows anticipation and can be embarrassing when you call the strike as the batter hits the ball.
 - d. Let the ball hit the glove/mitt, pause half a second and then call the pitch.
 - e. The call should be both verbal and mechanical.
 - f. **Demonstrate a proper strike and ball call. (verbally & mechanically) Review pages 26 & 27 of the umpire manual with your umpires.**
7. Giving the “count”.
 - a. Responsibility of the plate umpire.
 - b. Should be given any time the next pitch has a consequence, when requested to, after a delay in the normal flow of the game.
 - c. The count should be given verbally and mechanically, with the “balls” given 1st.

INSTRUCTOR’S note: Many umpires give the count every pitch from the 2nd pitch on. It is preferred by the coaches and in their eyes you are a more competent umpire.
8. Ball rotation
 - a. The current game ball stays in play until such time that it goes out of play.
 - b. If both balls aren’t put into play in the 1st inning, the visiting pitcher must use the new ball till the end of the inning or at such time that it goes out of play.
 - c. At the start of each half inning, the pitcher has the choice of which ball she would like to use.
 - d. The pitcher at no time should have both balls in her possession. Before you give her the 2nd ball, she must give the 1st ball to you.
 - e. At the umpires discretion, if the ball is used is unfit for play, the other ball may be inserted into the game at that time.

9. Fly balls
- Plate umpire calls ALL fly balls, fair or foul.
 - Exception is if the base umpire turns his/her back to go to the outfield to help with the call. (should be discussed at their pre-game conference)
 - If the base umpire goes out, he/she should not return immediately but should turn to see if his/her partner needs help. (especially at 2nd base)
 - Communication between the umpires is vital.
 - Do not run directly at the fielder, you might confuse or frighten her.

10. Fair and foul balls
- Priority is always whether the ball is fair or foul, then out or safe.
 - The plate umpire should go about halfway down the line and stop on the line.
 - If the ball is dropped foul, declare a foul ball both verbally and mechanically.
 - Demonstrate the dead ball signal.
 - If the ball is caught, signal fair or foul and give the out signal and verbalize the out.
 - Demonstrate the out signal.
 - If the ball drops fair, say nothing but give the fair ball signal for a fair/foul ball.
 - Demonstrate the fair ball signal on the foul line.**

INSTRUCTOR'S note: Even though the plate umpire is responsible for all fair foul calls even if their partner is on the line, it is ok for the plate umpire to allow his/her partner to help with the call. Needs to be discussed at the pre-game conference.

11. Leaving the plate area for a play
- Develop a habit of leaving to the left of the catcher.
 - Prevents collisions and keeps the play in front of you.
 - You are responsible to trail the runner about 25 feet and watch for any violations to help you partner with.
 - Be aware of a possible play at 3rd base by the lead runner. Plate umpire's responsibility.
12. Passed ball, wild pitch, pop fly to the screen
- Your first priority is to avoid a collision with the catcher.
 - Watch the catcher's shoulders and pivot away from her and remove your mask.
 - The catcher will take you to the ball.
 - You are responsible to determine if the ball is fair or foul and whether it touched the screen or other dead ball areas.
 - Demonstrate how to move away from the catcher.**

13. Conferences
- The umpire informs the coach or representative after each charged conference.
 - It is not a defensive charged conference if the pitcher is removed.
 - Injury conferences are put on the umpire. The umpire should go out with the coach to make sure that the discussion is about the injury only.

14. 3rd base calls
- As the umpire moves toward 3rd base, he/she should stay in foul territory.
 - If a call is to be made, he/she moves into fair territory about 15 feet from the bag.

INSTRUCTOR'S note: It is important for the umpire to watch the play completely. He/she might need to move to avoid interfering with the play and to get the best angle. Umpiring is never static.

15. Rundowns
 - a. Important to get the best perspective of both ends of the play.
 - b. When the tag is about to be applied, move to the best angle.
 - c. If there are 2 umpires, bracket the runner.
 - d. As plate you must be aware of all runners and help your partner accordingly.
 - e. In all cases communicate verbally with you partner.

16. Run counts, timing play
 - a. On this timing play, the umpire should without hesitation inform the teams that either the “run scores” or that the “run doesn’t score” and inform the scorekeeper.

17. Tag plays at the plate
 - a. If the umpire is returning from a call at 3rd base, he/she should stay inside the diamond, parallel to the line because the ball is probably on the foul side.
 - b. If the ball is coming from fair territory, the umpire should stay in foul territory.
 - c. When the tag is about to be made, move to get the best view of the play.

18. Appeal at the plate
 - a. If the tag is missed and the plate is missed, hesitate for the play to end and then declare the runner safe.
 - b. The defense has the right to properly appeal the call.

19. Check swing
 - a. 1st priority is the pitch, strike or ball.
 - b. 2nd is if it is a strike or she swung at it, call it a strike.
 - c. If you are not sure she swung at it and it is a ball, ask for help.
 - d. **Demonstrate the proper mechanic for asking your partner for help.**

INSTRUCTOR’S note: If you are not sure she swung, ask for help immediately. It conveys to the coaches game control and saves time since they would probably ask you to appeal to your partner anyway. Don’t however continually ask you partner because this conveys insecurity. NEVER guess a strike, if you’re not sure then it is a ball.

20. Hit by the pitch
 - a. THE HANDS ARE NEVER PART OF THE BAT!
 - b. Dead ball signal is given and the batter is awarded 1st base.
 - c. Runners move up only if forced.

21. Hitting the ball a 2nd time
 - a. If she hits the ball a 2nd time out of the box, she is out.
 - b. If she hits the ball a 2nd time while still is the box, it is a foul ball.
 - c. Sell the call with a strong dead ball signal.

22. Ball off batter’s foot
 - a. If she is in the batter’s box, it is a foul ball.
 - b. If she is outside the batter’s box, she is out.
 - c. The base umpire may help you with this call.
 - d. Never guess the out, so if you are unsure of where she was when it hit her, call it a foul ball. You will need to sell the call.

23. Time out
 - a. To keep a pitcher from pitching hold up one hand palm towards the pitcher. Opposite hand of the batter.
 - b. Demonstrate the mechanic for holding the pitcher from pitching.**
 - c. Time out is a suspension of play and both hands should be held straight up.
 - d. Demonstrate time out mechanic.**
24. Catcher's obstruction
 - a. Can occur on the back swing and forward swing.
 - b. It is a delayed dead ball unless contact is made prior to the pitch.
 - c. Demonstrate the delayed dead ball mechanic.**
25. Illegal pitch.
 - a. Plate umpire to call the illegal timing elements.
 - b. Stepping outside the 24" width, side arm delivery, proper presentation, etc.
 - c. Delayed dead ball unless prior to the start of the pitch.
 - d. Along with the delayed dead ball signal, verbalize "illegal pitch" loud enough for the players near you to hear.
26. Home run
 - a. Players should not congratulate the runner between 3rd base and home.
 - b. Have them stay back till the runner touches home by motioning them back.
 - c. As the runner touches home, give the extra ball to the catcher to throw back to the pitcher and dust off the plate.

Review the helpful hints for the plate umpire on pages 38 & 39

Section 3 – The Field Umpire

Fast Pitch

1. Basic out and safe signals.
 - a. Proper signals are the umpire’s “life line” of communication between all of the participants of the game.
 - b. Signals should be dignified, informative and meaningful.
 - c. Base umpires indicate their decision by a simultaneous vocal and physical expression.
 - d. The volume of voice and force of gesture should be appropriate to the importance and closeness of the play.
 - e. Demonstrate and practice the “routine out”, “routine safe”, “sell out” and “sell safe” on pages 49-51.
INSTRUCTOR’S note: A reminder that these calls do not need to be robot like, but should appear natural to the participants. A bit of the umpire’s personality could be displayed here, especially on the “sell” calls. Remember, this is not a time to showboat. Practicing their technique before the season start will make them more at ease during the game.
2. Techniques on the bases.
 - a. The umpire must be focused on every pitch.
 - b. Be ready to complete your tasks and help your partner whenever you are asked.
 - c. For close plays, sell the call. For routine plays, a routine signal is best.
 - d. Call the plays from a set position, not moving.
 - e. Be aware of where the ball is all times.
3. Decisions on the bases.
 - a. Allow a slight hesitation before making the call helps prevent the “safe – oops – out” or “out – oops safe” call.
 - b. You will have to develop a rhythm as to when to you a routine, medium sell or hard sell call.
 - c. When you turn your back to the plate umpire on a fly ball, the decisions are yours. (fair/foul, out/safe)
 - d. The proper angle will have the ball, the base, the defensive player and runner in view.
 - e. Let the ball take you to the play.
 - f. Efficient hustle is vital for the base umpire.
4. Base calls.
 - a. The base umpire needs to master the force play and the tag play.
5. The force play.
 - a. **Start 18-21 behind 1st base with no runners on. Umpires will “walk the line” start moving forward as the pitch is released. The change provides for a smoother transition when the ball is hit and the umpires need to move.**
 - b. At 1st base that you take a step or two inside the foul line, about 15 feet from the bag and let the throw from the fielder take your eyes to the bag.
 - c. Too close a position closes the range of vision of the umpire and could inadvertently put the umpire in the middle of the play.
 - d. Sound is an element used by umpires in determining when the fielder catches the ball as he/she watches the foot touch the base.
 - e. After all is watched, the slight hesitation is all that is left for the umpire before making the call.
 - f. Become consistent in your timing.
 - g. Demonstrate and practice the mechanics for a force play at 1st base.
 - h. It is preferred that the umpire move into fair territory to make the call.
 - i. If the call must be made in foul territory, make sure it is not because of a lack of hustle.
6. Tag plays.
 - a. Many of the elements of the force play also apply to the tag play.
 - b. You will finish closer to the play than in the force play.
 - c. Usually the best angle to make the call is 90°. You might have to move as the play develops.
 - d. Most of the time you will use the “sell safe or out” for this call.
 - e. Use the slight hesitation to make sure that the fielder maintains control of the ball before, during and after the tag has been applied.
 - f. If you lose sight of the ball, it is your responsibility to move to find the ball.

7. Pulled foot.
 - a. Signal the pulled foot verbally first and then signal a strong safe call.
 - b. If you reverse the order, it could be interpreted that you missed the call and are looking for an excuse.
8. Swipe tag.
 - a. Move into a position to see if a tag was applied or not.
 - b. If the tag was made, verbalize that fact and signal an out.
 - c. If you are blocked and need help from your partner, go to them immediately.
 - d. NEVER guess the out.
9. Inside-Outside theory.
 - a. If the ball is inside the diamond, stay outside.
 - b. If the ball is outside the diamond, move inside.
10. Buttonhook.
 - a. A term used for the mechanic of moving from the outside to the inside of the diamond.
 - b. Allows you to watch the runner touch the base, obstruction and proceed with the play.
 - c. **Demonstrate and practice the buttonhook mechanic.**
11. Running outside the base line.
 - a. The runner decides her base path.
 - b. If she deviates more than 3 feet either way to avoid the tag is declared out, but play doesn't stop.
 - c. Point to the runner with your left hand and give a strong out signal.
12. Interference.
 - a. Give a strong dead ball signal to halt any further play.
 - b. Three things occurs on an interference call:
 1. The ball is dead
 2. An out is to be called.
 3. All runners must return to the base they occupied at the time of the interference.
13. Obstruction – fake tag – catcher obstruction.
 - a. About to receive the ball means that the ball is between the runner and the fielder.
 - b. Obstruction is a delayed dead ball and the umpire protects the runner that was obstructed..
 - c. If she is put out prior to the base she would have reached, dead ball is declared and she is awarded the appropriate base.
 - d. The runner cannot be called out between the two bases she was obstructed.
 - e. Fake tag is always obstruction and the runner is awarded the base she would have reached.
 - f. Catcher obstruction is a delayed dead ball signal.
14. Collisions.
 - a. Just because there is contact between the defensive and offensive player, it doesn't mean that either obstruction or interference has occurred.
 - b. To consider: did the offensive player alter direction in any way drawing contact, in an attempt to receive an obstruction call?
 - c. To consider: did the defensive player alter her attempt to field the ball in any way so as to draw the interference?
 - d. Your decision needs to be immediate, so a thorough understanding of the situation is vital.
15. Illegal pitches.
 - a. Watch their responsibilities.
 - b. Replant, angle on the pitching plate, wiping off the hands after going to the mouth.
 - c. Delayed dead ball signal and let the play occur.

Review the helpful hints for the plate umpire on pages 52 & 53

Section 4 – Umpire Systems

One-umpire system

1. Takes a tremendous amount of hustle, alertness and keen anticipation.
2. The starting position is behind the plate.
3. Very important to keep your eyes on the ball.
4. The bases in order of importance is: home plate, 3rd base, 2nd base and 1st base.
5. Movement to cover the bases is based on judgment.
6. At the end of the play if you are in the field, call time and go back to the plate.
7. Hustle to make the call, there is no excuse for calling a play from behind of just in front of the plate.

INSTRUCTOR’S note: The manual has great diagrams of the positions for one-man mechanics on pages 55 and 56. Use these diagrams as a guideline. It is important to go to the field and practice the positions and the movements involved. If possible, use live runners for a more authentic effect.

Two-umpire system

1. Plate umpire should be prepared to take a share of the base plays.
2. Lead runner is the plate’s responsibility.
3. The base umpire makes sure the runners touch 1st and 2nd bases.
4. If the batter-runner advances to 3rd base, it is the base umpire’s responsibility.
5. Fly ball tag-up responsibilities.
 - a. Plate umpire has responsibility for all runners at 3rd base.
 - b. If runners are at 2nd and 1st base, plate umpire has the runner at 2nd base.
 - c. Base umpire has responsibility for all runners at 1st base.
 - d. With runners at 3rd and 2nd base or 2nd base only, base umpire has responsibility for 2nd base.
 - e. Bases loaded, base umpire has responsibility at 1st and 2nd bases,
 - f. Communication between the umpires is critical.

INSTRUCTOR’S note: The manual has great diagrams of the positions for two-man mechanics on pages 58 through 63. Use these diagrams as a guideline. It is important to go to the field and practice the positions and the movements involved. If possible, use live runners for a more authentic effect.

Part

3

3-man Mechanics

Dear Instructional Chairperson(s)

Welcome to the instructional chairperson 3-man mechanics clinic. Our goal is to develop a program where all Units are following the same mechanics. This will add consistency to our program. The purpose of the clinic is 3-fold.

1. To discuss the philosophy of 3-man mechanics
2. To discuss preparation of the crew before the game.
3. To discuss and practice the position(s) and movement(s) of the umpire(s).

As we all know, the purpose of 3-man mechanics is to have coverage at all bases and especially observe the lead runner. As you plan your individual instruction, keep this thought in mind. Many of the umpires whom work the playoffs for you already have 3-man mechanics experience. Use the knowledge of these officials when planning and instructing newer members, who may have little or no experience in 3-man mechanics. I believe that it is important to plan drills for your clinic. After a year of 2-man mechanics, practicing 3-man movement(s) will benefit all officials involved.

Preparation for the game should start well before you step on the field. With that thought in mind, I have included some ideas that you might wish to share with your members. Arriving at the game both mentally and physically prepared, will help eliminate most problems. I cannot say enough about the importance of the pre-game meeting with your partner(s). The umpire-in-chief for the game should take control of this meeting and come prepared.

Review the official uniform for the playoffs. The only real change is that the pull over powder blue shirt is the official shirt for all the playoffs. I know that many of the Units have an individual shirt that recognizes their Unit; but remember this is **NOT** the shirt to be worn during the playoffs. Be sure that all your officials are properly attired.

Good luck in your instruction and may your playoffs be great and uneventful.
Remember to enter the field with a Good Attitude, Good Judgement and have a Good Game.

A special thanks to a friend and fellow umpire for the help I received in developing this instructional packet. Many of you know Pete Resendez and the diagrams in this packet were developed and shared with me by him.

Once again good luck; Play Ball.

3-man Umpire System

Sample Playoff letter

CIF PLAYOFF GUIDELINES

Congratulations, you have been selected and placed on the list to work CIF Southern Section Softball play-off games. Should you be assigned to a CIF play-off game, you are expected to wear the official uniform prescribed by the Southern Section. The uniform is:

1. **HAT:** Sized and clean, Navy blue felt hat with no logo or previous CIF Finals hats are acceptable, but all 3 officials **must** wear the same style.
2. **Shirt:** Powder blue pullover shirt as set forth by the Southern Section, with the Federation Softball patch on the **left** sleeve.
3. **SLACKS:** Heather gray double knit slacks with belt loops and a black belt (no gaudy buckles). No faded heather gray shall be worn. **No** pleaded and/or other shade of gray pants (however **pleaded college** pants are acceptable).
4. **SOCKS AND SHOES:** Black or dark navy blue socks and black shoes (shined and no white or racing stripes).
5. **ACCESSORIES:** The plate umpire will wear one heather gray ball bag, black mask with either black and/or tan pads. All other equipment is optional, but highly recommended for safety purposes and to be comfortable behind the plate. All umpires shall have a brush and indicator. Nothing visible should be in the shirt pocket. If a jacket and/or sweater is worn, it is to be dark navy blue, the only logo should be that of the Federation Softball Official patch.
6. **JEWELRY:** The only jewelry an official may wear on the field is their wedding ring. **No** watches, earrings, etc. **No** pagers, cell phones, etc.

There will be a mandatory 3-man mechanics clinic on _____, 2004. Failure to attend this clinic will eliminate you from the playoff list.

No use of intoxicants the day of you game. Use of tobacco in any form near or on the field is prohibited.

DO NOT offer an opinion of a decision, by a fellow umpire regardless of whether it is based on the rules of judgment. **DO NOT** become a clinician.

Prior to entering the field, crews should hold a pre-game meeting to cove the ground rules, positioning, coverage for unusual plays, rule questions, handling of disagreements between players and/or coaches and end of game procedure. Crew members should check the location of the score keeper(s), coordinate time and check to make sure everyone has brushes, indicators and other necessary equipment. If you wish to have water during the game, please bring your own drinking bottle or container.

- ☞ Be neat, in uniform and dignified in manner.
- ☞ Be alert, fair, prompt and accurate in all decisions. Try to be ahead of the play. If an error is made, correct it promptly.

- ☞ Display confidence, work with the teams and keep the game under control.
- ☞ Announce all decisions promptly in a clear, distinct voice and use proper hand signals.
- ☞ Avoid arguments, personal comments about the game or players and anything else that might interfere with judgment.
- ☞ Keep apart from players and coaches, as well as spectators. DO NOT socialize.
- ☞ Use signals to assist each other in calling plays if either umpire is blocked out of the play. (catcher obstruction, batted ball hitting the batter, runner interference, etc.)
- ☞ Call illegal pitches immediately in a loud enough voice to be heard but not loud enough to stop play and give the delayed dead ball signal.

Plate umpire: Announce strikes with a loud firm voice. Balls are to be announced also, but not as loudly. Also indicate strikes with a firm arm signal. Indicate ball and strike count at regular intervals.

Team equipment should be checked each game. Equipment becomes worn and damaged during regular season play. Don't assume that a team's equipment that was good during the season when you checked it, is good at the present time.

Your arrival at the game site shall be **no less than 30 minutes** prior to game time. This gives you time for your pre-game meeting and discuss the 3-man system. If you are unable to arrive at the game site 30 minutes early, do not accept the assignment.

Again, congratulations for making the list and for having a successful season. Best of luck with any assignments you may receive!

3-man Umpire System

Pre-Game

The following are points to be considered at the pre-game with your partners

- Equipment inspection, 3U has 3rd base & 1U has 1st base. Check equipment every game.
- Plate meeting, PU to do most of the talking. Set-up a comment from each of your partners to build validity for them. (i.e., sportsmanship, jewelry inspection by the captains, proper wearing of the uniform, etc.)
- Half-swing help, go to the umpire with the best angle.
- Go over umpire to umpire communications and be sure that each umpire looks at his/her two partners.
- Positions between innings. The field umpires should meet behind 2nd base where the dirt meets the grass. Allows for discussion and keeps you out of the way of the players.
- Fair/foul signal of the ball bounding over the bag. Base umpire to make the call. Plate umpire should mimic the signal because all eyes are on him/her.
- Inside umpire of 3U cleans the pitcher's plate if needed.
- Glance to see if the umpire is going out or moving to their next position. PU has ultimate observation.
- Fly ball coverage. Normal – Rotated – Counter rotated.
- Fly ball coverage. One of the umpires goes out on ALL fly balls.
- Fly ball coverage. Inside umpire takes fly balls inside the “cone”.
- Fly ball coverage. If you go out, stay out but turn and watch the play develop and be aware that you might be in the best position for a play, especially at 2nd base. Communication is important if you do come back in.
- 1U helps with the pitcher warming up. Call for balls in when the PU is ready.
- PU is not to release till the base umpires are in position.
- Appeal play. The proper umpire should be ready to make the call. If the wrong umpire is asked, point to the correct umpire.
- 1U should be ready to cover home plate.
- Double call, don't let it happen. If it does happen, all umpires need to get together and decide. PU to state the result.
- Observe all positions before calling “time” and after each out.
- TALK...TALK...HUSTLE... TALK...TALK...HUSTLE

3-man Umpire System

Pre-Game Conference with the Coaches

The conference with the coaches and captains should take 3-5 minutes. Here are some points to consider:

- The PU is behind the plate and both base umpires are on the outfield side facing the PU.
- The PU introduces himself/herself and his/her partners.
- Have the home team coach review the ground rules.
- Review the lineup cards and then allow the coaches to review the lineup one more time before they become official.
- Ask the coach if their players are legally attired.
- Ask your partners for their input. (already set up at your pre-game)
- Direct to the captains their responsibilities.
- Wish both teams good luck.
- After the conference, the PU should establish the position of the official scorer.

3-man Umpire System

Game Control and Management

To be a successful umpire, you will have to be proficient in appearance, rule knowledge, mechanics and game control. Your ability to control the game and to handle the situations as they arise is one subject that is most difficult to teach. There are guidelines an umpire should or should not follow, but what works for one umpire may or may not work for another.

There are no rules etched in stone that will make your umpiring problem-free, for that matter, will work in every game situation. Below are guidelines that have proven to help many umpires control their games while developing character and stature as a respected umpire. Respect must be earned and this can only come from hard work and dedication

DO:

- ◆ Hold your position until the pitcher has the ball in the circle, then hustle to your position. One umpire keeps and eye on the players at all times.
- ◆ Start no deeper than 21 feet down the line.
- ◆ Write down all conferences so you know. Announce the defensive conference total to the coach after the conference.
- ◆ PU initiates the “infield fly” wipe off. Do it for every new batter.
- ◆ Sweep the base/plate/pitcher’s plate only if it is needed.
- ◆ Work as a crew. Tell your partners what you are doing, NOT what they should be doing.
- ◆ Be aware and ready for the next play.
- ◆ Adjust to the play, as they do change.
- ◆ Hustle.
- ◆ Use strong distinct signals.
- ◆ Be alert and be professional.
- ◆ Be ready to play before the players are.
- ◆ Know and do your job, not your partner’s or the coaches.
- ◆ Be in the proper positions in between innings.
- ◆ Signal foul balls from the bases.
- ◆ Walk on and off the field together.

DON’T:

- ◇ Call time out unless you need it.
- ◇ Allow team personnel to swarm around your partner(s). One coach and one umpire.
- ◇ Have “rabbit ears”. Hear everything but react to little.
- ◇ Get into a shouting match on the field. Be professional in your reply when the coach comes to talk to you.
- ◇ Ask a player what she called you. If you didn’t hear it, then ignore it.
- ◇ Stay on top of a close play after you have made the call.
- ◇ PUT YOUR HANDS OR ARMS AROUND A PLAYER OR A COACH. Don’t let them do this to you.
- ◇ Use unnecessary signals.
- ◇ Ask outfielders if you are in their way. Look and if you are move a couple of steps.
- ◇ Stop the runners on a foul ball, just signal so they can see you.
- ◇ Go for “help” to pacify a coach. If you need help, ask before you make the call. If a conference is needed, all partners get together and make the decision. The PU will state the decision.
- ◇ Allow the questioning of balls and strikes.

3-man Umpire System

Fundamentals * Good Ideas * Trouble Spots * Considerations

Three starting positions

- ⊗ 1st (1U) and 3rd (3U) base umpires approximately 15-20 feet down the line from 1st and 3rd base when no one is on or when there is a runner on 3rd base only.
- ⊗ With a runner on 1st base only, 1U is still on the line and 3U is straight out from 2nd base towards right centerfield. (This is the rotated position)
- ⊗ With a runner on 2nd base and All other situations, 3U is on the 3rd base line and 1U is off the right or left shoulder of the 2nd baseman. (This is the counter-rotated position).

Rotation on a batter ball (when no umpire goes out)

- ⊗ Plate umpire (PU) moves to 3rd base..
- ⊗ 1U takes the initial play at 1st base then moves (when the lead runner has advanced past 2nd base) to the plate for a possible play there.
- ⊗ 3U moves across the field for a possible play at 2nd base. When 1U rotates to the plate, 3U is responsible for 1st and 2nd base.

All three umpires rotate clockwise on a batted ball (when no umpire goes out)

- ⊗ When no one is on base.
- ⊗ When there is a runner on 3rd base only who will score on a base hit

Only the PU and 1U rotate clockwise on a batted ball (when no umpire goes out)

- ⊗ When there is a runner on 1st base only. (the umpires have already started in the rotated position)

**Never rotate when you have started as either the 1U or 3U
in a rotated or counter rotated position**

**As the 1U, do not leave 1st base to cover home until the lead runner has rounded 2nd base,
Possible rundown between 2nd and 1st base**

Fly ball coverage

- ⊗ Go out on ALL fly balls.
- ⊗ It is acceptable to stay in on an obvious base hit.
- ⊗ With no one on or a runner at 3rd base only.
 - 1U has the call from centerfield to the right field dead ball line.
 - 3U has the call from centerfield to the left field dead ball line.
 - 1U has the “right of refusal” to go out on a ball to centerfield since he/she has the probable play coming at him/her.
- ⊗ With runners on base anywhere except 3rd base only:
 - The rotated or counter-rotated umpire has the fly ball from the left fielder to the right fielder. (called the “cone”)
 - The other field umpire has from the nearest outfielder to the dead ball line.
 - The PU has all fly balls from the other outfielder to the dead ball line.
- ⊗ When you go out on a fly ball, stay with the ball incase it goes out of play. Stay out of the way of the fielders. Run at an angle to the play. Do not return to the infield but stay alert in case you are needed and communicate your return.
- ⊗ Do not signal “TIME” with your partners if you have gone out on a fly ball.

All base umpires are in a set position anytime runners are on base.

- ⊗ Even on an intentional walk.
 - Even 1U with a runner on 3rd base only.

Umpires are responsible for the interference or obstruction on the runners coming at them

The PU should go to his/her partner on a checked swing when asked by the catcher or coach

- ⊗ Go to the open umpire – even if he/she is rotated or counter-rotated.
- ⊗ EXCEPTION: with a runner on 1st base that is stealing, go to 1U.
- ⊗ If the PU goes to the wrong partner, that partner should simply point to the other partner who will give the response.

Between innings

- ⊗ PU should be within 15 feet of either side of the plate. Stand on the side where the defense has left the field.
- ⊗ Base umpires should meet behind 2nd base where the dirt meets the grass.
 - Keeps them out of the way of the players warming up.
 - Allows them to discuss without being obvious.

3U or the umpire left in the diamond when the inning ends, will sweep the pitcher's plate immediately after the 3rd out, if it is needed

Before every pitch, prep yourself on what you will do on all possible situations

- ⊗ The batted ball is a fly ball that you should go out on.
- ⊗ The batted ball is a fly ball that your partner should go out on.
- ⊗ The batted ball is a ground ball to the infield.
- ⊗ The batted ball is a ground ball to the outfield.
- ⊗ If necessary, communicate with signals to your partner

When an umpire goes out, we are working with 2 umpires but not necessarily the standard 2-man umpiring system. Most problems occur when the fly ball is not caught. Read the play. Adjust. Communicate

When 1U (from the starting position on the line, with no one on or a runner on 1st base only and less than 2 outs) goes out on a fly ball, the plate umpire takes the play or tag-up at 1st base. 3U pivots inside for a possible play at 2nd base.

If there is a runner on 1st base with two outs, the PU must move towards 3rd base for a possible play while 3U must cover possible plays at 1st and 2nd base.

A rotated or counter-rotated umpire (starting position off the line) will always take the tag at 2nd base on fly balls to the outfield if he/she does not go out on the ball. The PU picks up the corner tags. EXCEPTION: Pop fouls in the infield area. The rotated or counter-rotated umpire might have to take the tag at 1st or 3rd base if the PU and line umpire bracket the ball

Trouble situations

- ⊗ Multiple runner on. Umpires are counter-rotated. 1U goes out. 3U MUST run away from the runner coming at him/her for possible plays at 2nd or 1st base. Remind yourself of this before the pitch..
- ⊗ Runner on 1st base only with 2 outs. 3U goes out on a fly ball. 1U MUST be ready to “shoot” inside the diamond to 2nd base for a possible play if the ball is dropped.
- ⊗ Umpires wanting to move or run somewhere when there is no need to. There are times, especially as the 3U and often the PU, that you may only need to take one to two steps in your chosen direction. Bounce to that position but discipline your movement. Know why you are moving.