



Northville
Umpires
Association



Umpire Manual

WHAT IS EXPECTED OF UMPIRES?

As umpires, we have to be aware of the needs and expectations of our primary clientele - the players and managers. We also should know that the title "umpire" means that we automatically put on a great many hats; that is, we assume a variety of roles when we become umpires. You cannot separate the expectations or the roles from the performance of the job.

Have you ever taken the time to consider how others perceive us as umpires? If you were a player, parent, coach, sponsor or any other person involved with the game, what would you expect of the umpires? Which of these would be on your list?

Umpires are expected to be:

- * **Neatly dressed**
- * **Prompt and on time**
- * **Approachable**
- * **Well educated in the rules**
- * **Clear in making calls**
- * **Poised, in control and in charge on the diamond**
- * **Consistent**
- * **Able to display good judgment and make accurate calls**
- * **Able to explain and clarify rules and rule interpretations**
- * **Confident**
- * **Prepared**
- * **Flexible**
- * **Hustling all the time**
- * **Decisive**
- * **Able to display rapport**
- * **Unbiased and objective**
- * **Able to make the tough call**
- * **Enforce the rules in an unbiased fashion**
- * **Respectful to the sport and its participants**

There may be others points that you may wish to add to the list.

Quite a list isn't it! How do you measure up?

10 SMART MOVES FOR THE BASEBALL UMPIRE

- 1) **Pay Attention to your Appearance** - You'd be surprised how coaches and players form an opinion of an umpire based on appearance. The first part of appearance is how you dress. By having black cleats, an umpire's hat, clean pants, and a regulation shirt, you at least give the impression you care. The second part of your appearance is how you look physically. Wearing a beard, earrings or having excessively long hair has nothing to do with your ability to umpire. But those items have a lot to do with the perception players, coaches, fans and even your partner may have toward you as an umpire. Unfortunately, most of those thoughts are going to be negative.
- 2) **Let Them Play the Game** - One of the best things an umpire can do is let the players play the game. Umpires shouldn't be looking for technical violations and other minor circumstances to show people how much they know the rules. Use common sense when applying the rules. Certainly, you should know the rules, but just as importantly, you should know how to apply them and under what circumstances. Let them play the game.
- 3) **Know How you are Going to Call the Game** - There are a number of times during a game when you must decide whether or not to make a call. A good example is when a batter hits a stand-up triple, cuts inside first base and misses the base by an inch or two. You must know in advance what you are going to do. If your philosophy is strictly by the book, you are going to uphold an appeal (or in high school baseball, call the runner out). If your philosophy on this type of play is more toward advantage/disadvantage, you are likely not to call the runner out or uphold the appeal.
- 4) **Have a Good Pre-game** - There are two good reasons to have a pre-game. First, you and your partner should be sure how you are going to work the game. The other is to get your mind on baseball. The one sure way to get focused on baseball is to have a good pre-game meeting.
- 5) **Know how to Handle Darkness, Rain and Lightning** - **Darkness** - get your partner together with both coaches before you start a new inning and tell them play will continue as long as you think it's safe. A good guideline is to watch for any player hesitating in seeing the ball. Don't make the mistake of telling everyone you will play one more inning. There have been times when the light conditions are brighter at the end of an inning than at the beginning. **Rain** - if the rain is only a drizzle, ask your partner to watch the footing of the pitcher and the infielders. **Lightning** - err on the side of safety and stop a game whenever you feel there's even the slightest possibility of danger to the participants or spectators.

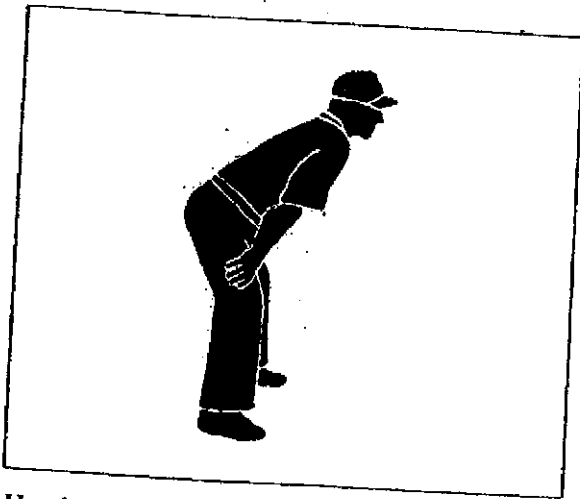
- 6) **Have a Realistic Strike Zone** - the lower the level of baseball the bigger the strike zone. Regardless of the level don't go to extremes. Your strike zone should be fairly consistent with the other umpires calling the same level baseball.
- 7) **Avoid Amateurish Behavior** - Some umpires do things on the field that peg them as inexperienced. Loudly verbalizing routine plays is unnecessary. Do not hold the indicator up to your face like you have never seen one before. Get in the habit of advancing your indicator when the ball is in the air back to the pitcher. Use proper mechanics to signal the plays. Lazy or sloppy mechanics give the impression you don't care, or worse, that you are unsure of your call.
- 8) **Take Care of Arguments** - When a coach comes out to argue, you should have a pretty good idea why he's out there. If he comes out yelling at you, remind him you aren't going anywhere and you can hear him in a normal tone of voice. If he wants to yell, let him have his say as long as he's not in your face. It is very important to let him finish without interruption. Your cue to cut him off is when he starts repeating himself. When he's finished it's your turn. If he interrupts you remind him that you listened to him and if he's not going to listen to you the discussion is over.
Sometimes you can tell a coach, "that was close enough to come out on, but I had a good look at it." One other item to remember is that a coach will often give you a parting shot as he leaves. If it's under his breath, it's best to ignore it. If it is loud, deal with it accordingly. Remember that if a coach is walking away, it's best to let him go. If you eject a coach at this point, you will usually appear to be the aggressor.
- 9) **Should you ever Admit you Missed a Call?** - For some reason, many coaches think it's a complete cop-out for an umpire to admit he missed a call. Why? Because there isn't much he can do with that argument. But there is plenty more he can do the rest of the game, like yell at you on every close call, "hey blue, did you miss that one, too?" So what can you say if you know you've kicked one? One good response is, "coach, right or wrong that's the call and it's not going to change."
- 10) **Realize you are in the People Business** - Whatever you do during a game; try to be approachable and reasonable. If you think about the successful people you know, chances are they are good at handling situations and people. That is a goal for which all umpires should strive. Be alert for any opportunity to thank a player or coach for helping to administer the game. A simple "please" or "thank you" goes a long way. The same goes for a coach who is taking care of a problem for you. Remember though, you are not trying to be their buddy you're just showing some simple courtesy.



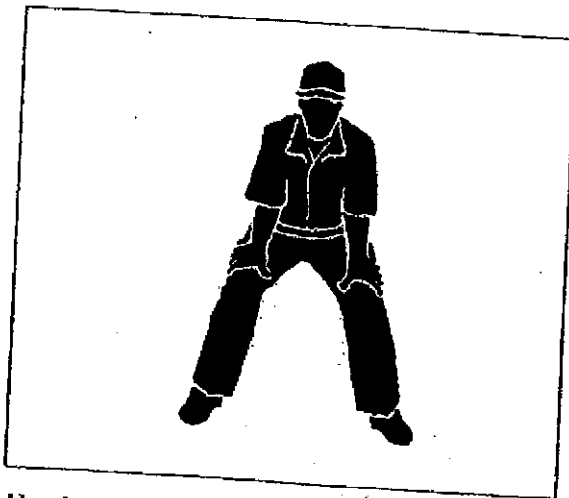
Square profile view



Square front view



Hands-on-knees set profile view



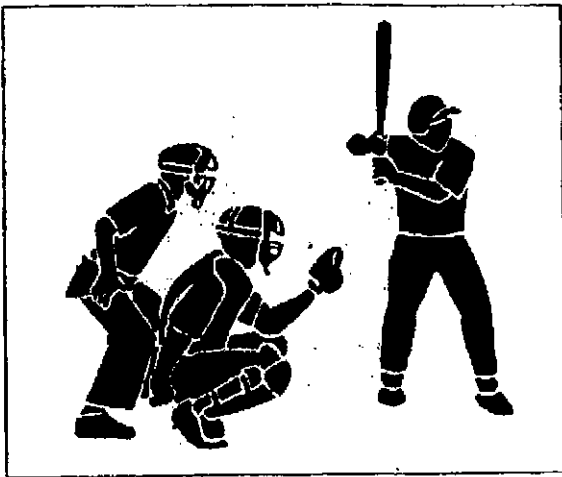
Hands-on-knees set front view



Standing set profile view



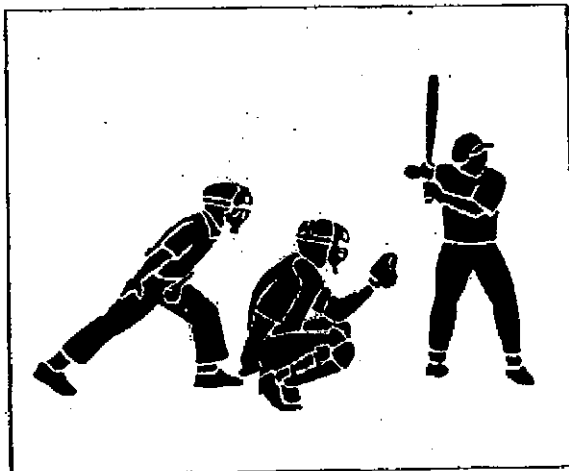
Standing set front view



Box profile view



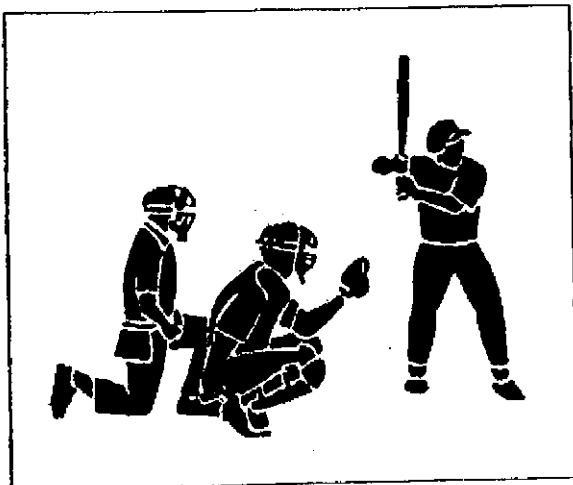
Box front view



Scissors profile view



Scissors front view



Knee profile view



Knee front view

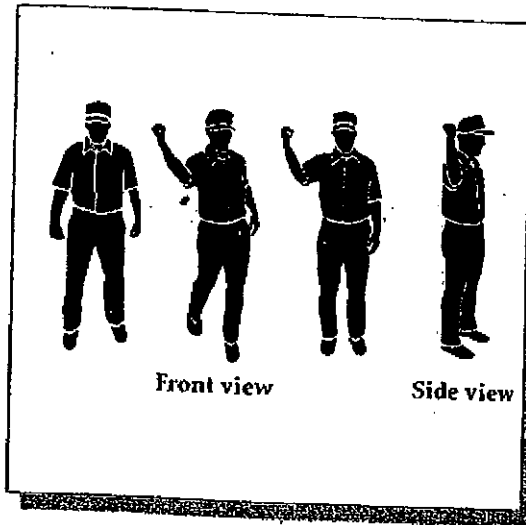


Basic signals and calls

Ball. On a pitch that is a ball, stay in your stance and verbalize, "Ball." There is no signal for a pitch that is a ball. Verbalize a ball so that your voice can be heard in both dugouts.



Catch. Begin from a set position. To signal a catch for an out, stand with your shoulders square to the play, keeping your head still. Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and hold the position momentarily, as if you have just hit a nail with a hammer. Declare, "Catch! That's a catch!"

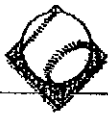


Front view

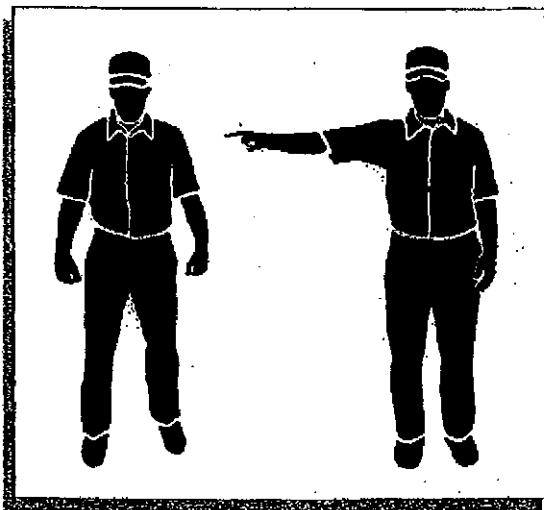
Side view

Count the run. When one runner scores just before a teammate is retired to end an inning, the plate umpire will "count" the run by pointing emphatically and repeatedly directly at home plate and announcing for all to hear, "Count the run! Count the run! That run scores!" As he makes the announcement, the umpire should look to the press box or the official scorer to insure that the run is credited in the score book.





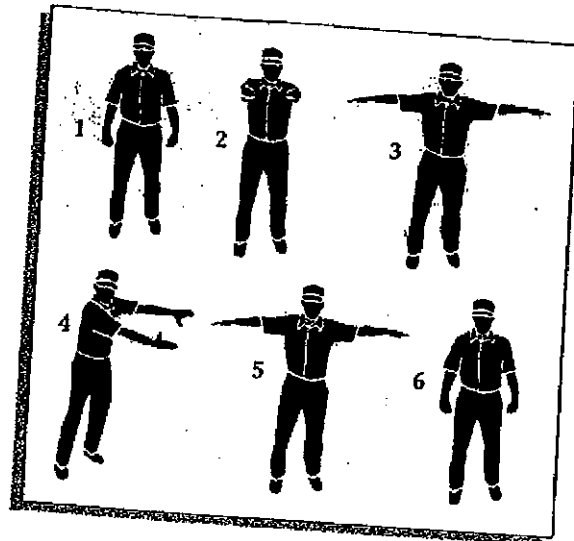
Dead ball. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.



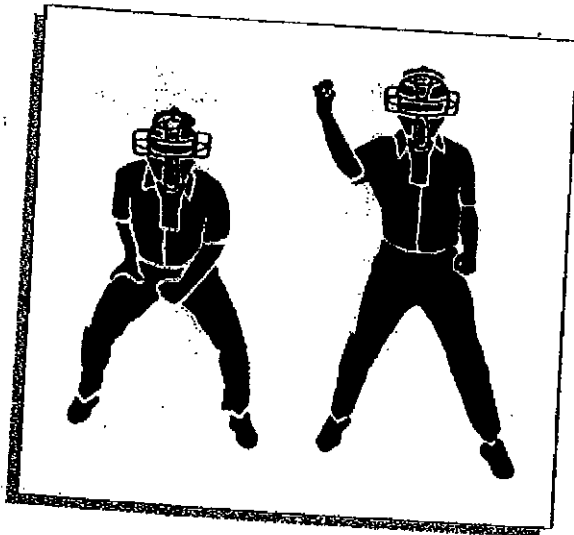
Fair ball. Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Point to fair territory with the hand and arm on that side of your body.



Foul ball. Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Foul!" Then, point to foul territory with the hand and arm on that side of your body.



Safe — Fielder off the base. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, "Safe!" (not "He's safe!") as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest. Next, with both arms chest high, "sweep" the arms together in a sideways motion indicating the direction in which a fielder lost contact with the base as you declare, "He's off the base!" Then, repeat the safe signal and again say, "Safe!" Finally, resume a set position.



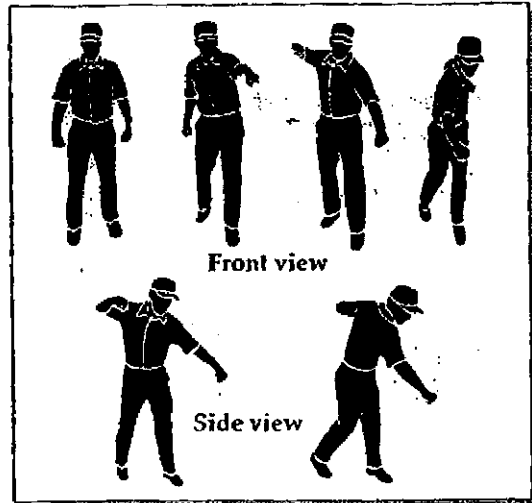
Strike. As UIC, stand up from your stance and step back away from the catcher. Continue watching the ball, normally in the catcher's possession; bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "Strike!" as you pound the nail. Then, relax as you prepare for the next pitch. Verbalize a strike so that your voice can be heard in the outfield. When BU responds to UIC's question about a check-swing, the strike signal is used to indicate that a batter did swing.



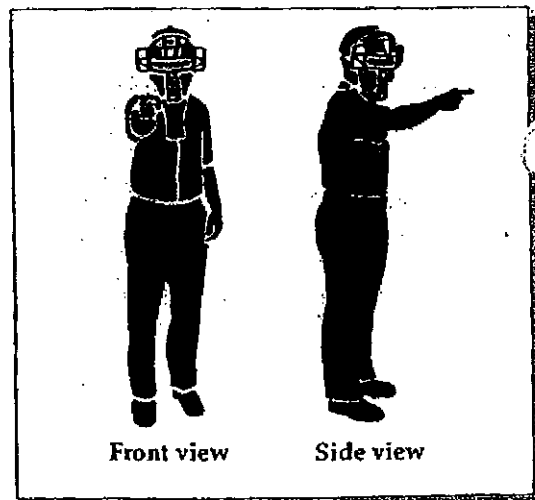
Time. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.



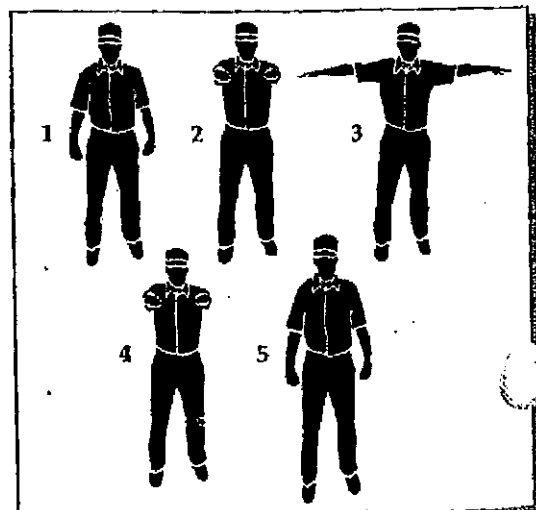
Out — Sell. To sell an out call on a difficult catch, simply extend your right arm fully and exaggerate the standard "pounding a nail" motion described above. To sell a close play on the bases, begin in a set position. Stand with your shoulders square to the play, keeping your head still. Instead of bringing your right arm up extended and parallel to the ground (as in a standard out signal), draw your right fist straight up toward your armpit (elbow fully bent). Simultaneously, extend your left arm toward the play, left fist clenched. Take one full step toward the play with your left foot and thrust your right fist toward the play as if throwing an overhand punch. Declare loudly, "He's out!" as you "throw" the "punch" signal. Finally, return to your set position.



Play or play ball. Point with either hand directly at the pitcher. Call forcefully, "Play ball!"

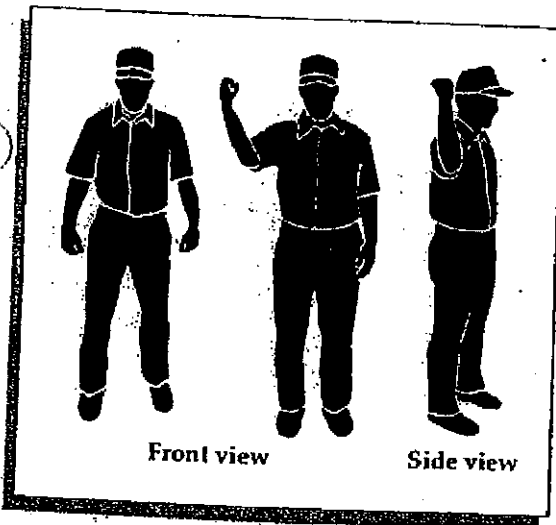


Safe. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, "Safe!" (not "He's safe!") as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest, drop your arms to your sides and resume a set position. When BU responds to UIC's question about a check-swing, the safe signal is used to indicate that a batter did not swing.





No run scores. When one runner approaches the plate but fails to score as a teammate is retired to end an inning, the plate umpire will "wipe off" the run by waving with both arms emphatically and repeatedly toward the press box or the official scorer and announcing for all to hear, "No run! No run! That runner does not score!" The physical signal resembles a basketball referee canceling a basket.



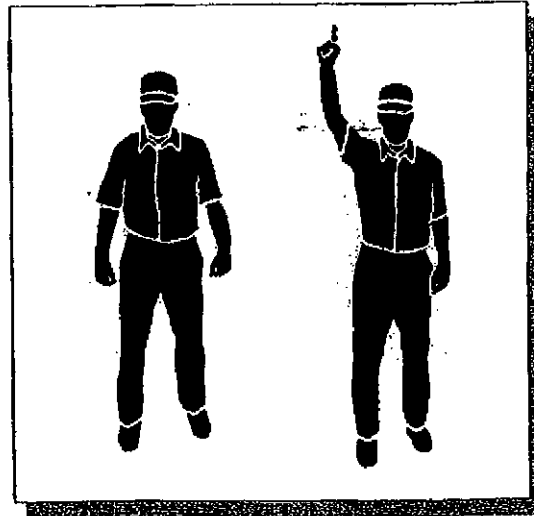
Out. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "He's out!" as you pound the nail. Return to a set position.



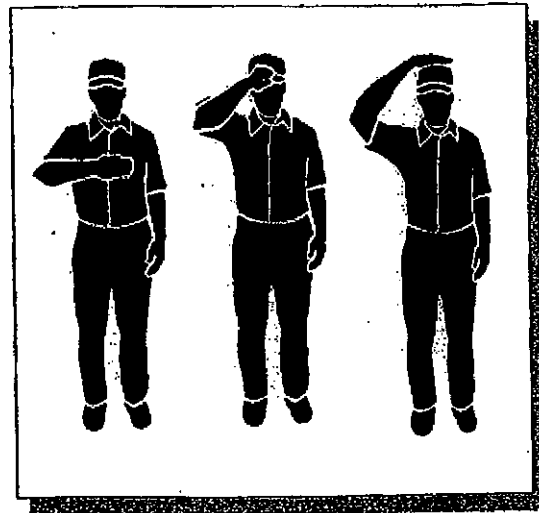
Out on a tag. Begin in a set position. Stand upright, take at least one step forward and point with your left hand at the location where the tag occurred. Declare, "On the tag..." Next, signal out: Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Complete your declaration with, "...he's out!"



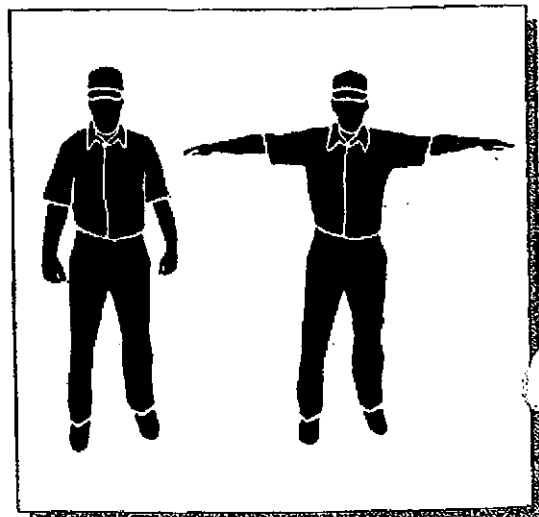
Infield fly. Begin in a set position; when the ball is hit, pause, read and react; step up, turn and face the fielder(s) and the play. When the ball is descending and you are convinced the batted ball is an infield fly, point straight up with your right hand and declare, "Infield fly! The batter is out." If the batted ball is near foul territory, the verbal call is, "Infield fly! The batter is out, if fair!" If the batted ball is fair but uncaught, signal an out and declare, "He's out! He's out! The batter is still out!" If the batted ball becomes an uncaught foul ball, signal and declare a foul ball.



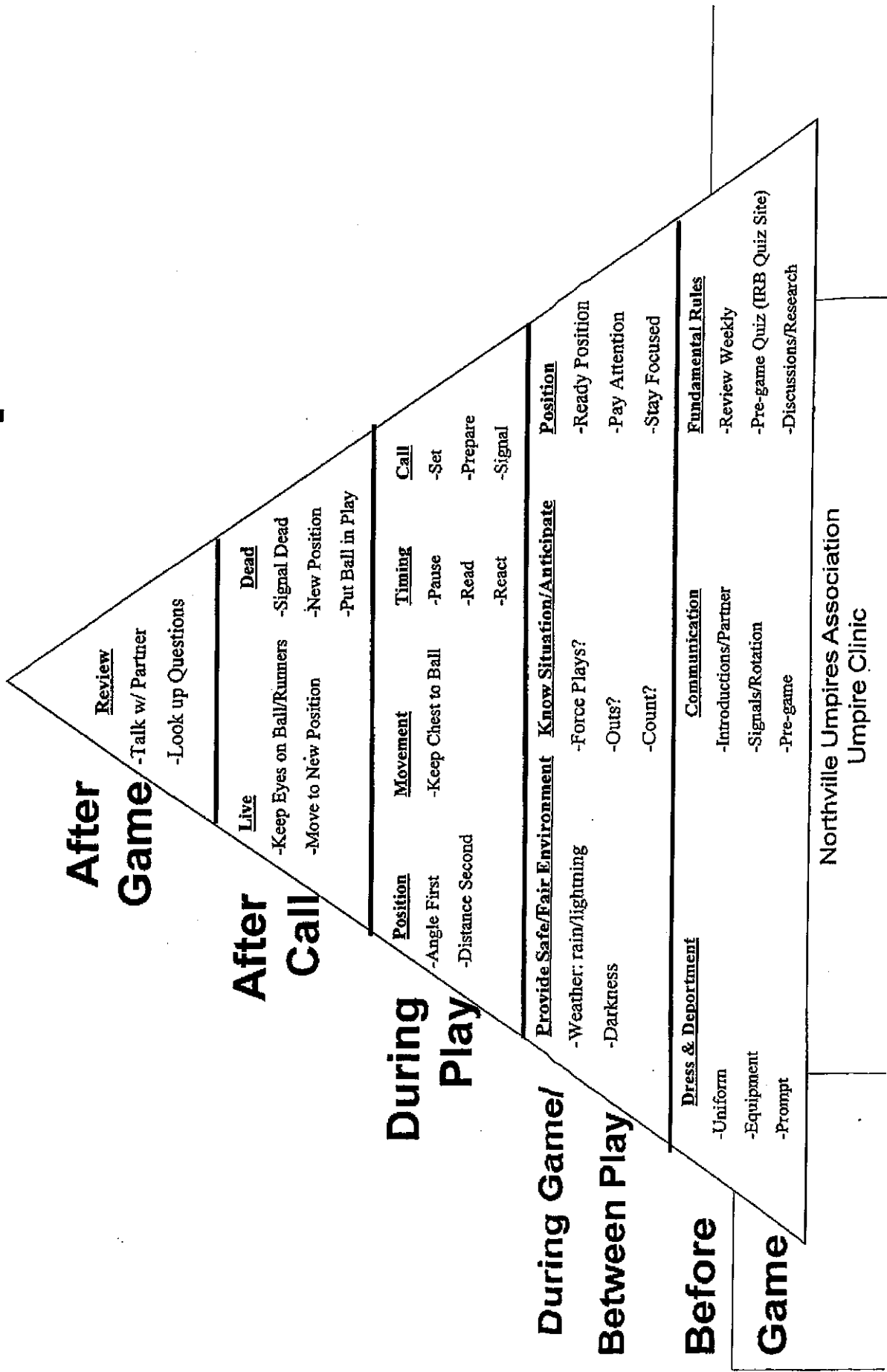
Infield fly possible. On a regional basis, there are a number of signals used by crews to remind partners that an infield fly situation exists. The most popular signal is still an open right hand placed across the chest; among professional baseball umpires, the most common is a simple touch of the bill of the cap, using a closed fist to simultaneously indicate no outs or an extended forefinger to indicate one out; a few areas still have umpires pat the top of their heads. Which "infield fly possible" signal is used is not important; the fact that one is used and recognized is very important.



No catch. Begin from a set position. To signal the absence of a catch, stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders and hold the position momentarily. Declare, "No catch! No catch!"



Pyramid of Personal Preparation



Northville Umpires Association
Umpire Clinic

Northville Umpires Association

Umpire Clinic



PRE-GAME

- Umpiring a successful game starts long before the first pitch is thrown. Talking with your partner and the coaches will set the tone for the game.
- We suggest arriving at the field 15-minutes before your game to talk with your partner.
- We suggest conducting the pre-game with the coaches 5-minutes before the game.
- The following **must** be addressed during the pre-game meeting:



- Introductions (of both umpires and coaches)
 - Ground rules (who should lead?)
 - Be sure everyone agrees on out-of-play
 - League specific rules (see grid)
 - Emphasis on sportsmanship—no bat throwing, swearing, etc.
 - Which coach is the spokesman?
-
- No game should ever start without a pre-game meeting.
 - Be sure that everyone knows and agrees on all of the ground rules and other league specific rules. *This will help prevent disputes!*

Northville Umpires Association

Teamwork / Communication

WHEN DOES THE PLATE UMPIRE COVER THIRD BASE?

Many associations have different suggestions/guidelines for the plate umpire's coverage of third base. In Northville, the only two times we want our plate umpires covering third are:

1. **A runner is on first (base umpire is in 'B') and moves from first to third on a hit.**

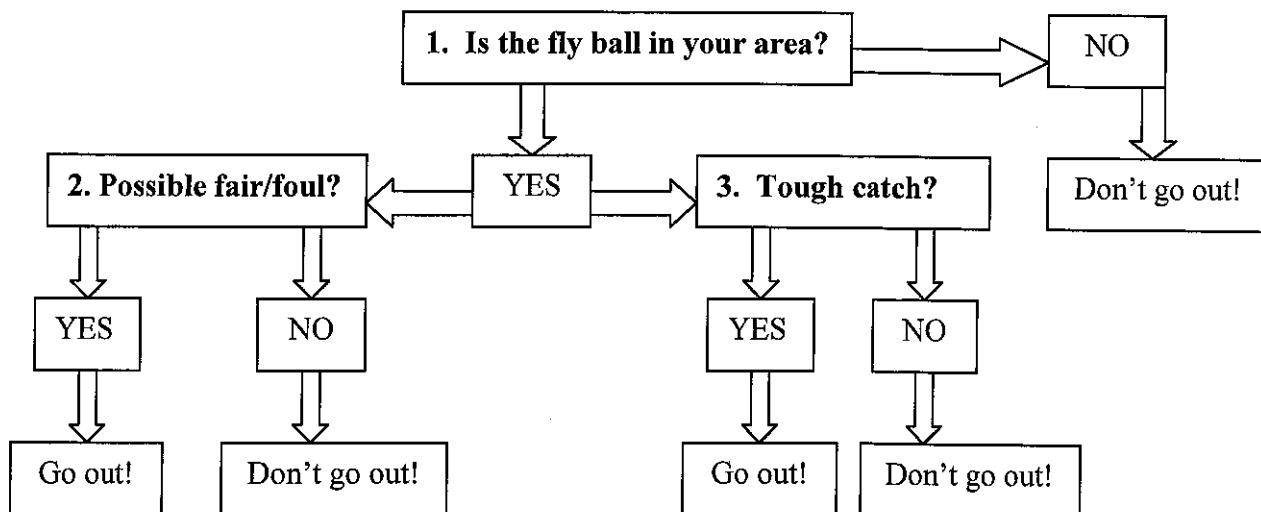
In this situation, the plate umpire must take a possible play at third because the base umpire has to watch for a possible play at second base. The plate umpire communicates that he has third to his partner by vocalization, "I have third if he comes." The base umpire must be hear this so that he can be confident you will be there and knows he does not have the play. As always, set, wait and make (sell if necessary) the call.

2. **There are runners on first and second (base umpire is in 'C') and a fly ball to the outfield.**

This is a play when you as the plate umpire watch for a possible play at third base because of the runner on second tagging up and trying to advance to third after the catch. Again, communicate that you have third to your partner, "I have third." The base umpire must be confident that you have the play. You must also watch to make sure the runner tags up legally. Set, wait and make (sell if necessary) the call.

WHEN SHOULD THE BASE UMPIRE "GO OUT" FROM POSITION 'A'?

The flowchart shown below can be used as a check to see when (and if) it is necessary to go out on a fly ball to the outfield as you are at Position 'A.'



NORTHVILLE BASEBALL-SOFTBALL ASSOCIATION

COACH/UMPIRE CODE OF CONDUCT

- PURPOSE:** The purpose of this code is to establish an agreement regarding expected on-field demeanor between coaches and umpires involved with Northville Baseball/Softball.
- RANGE:** This code will be in effect for both House and Travel games being umpired by a representative of Northville Umpires Association. Coaches are responsible for notifying both their assistants and parents of its existence. Coaches should control parents during contests.
- CODE:** Baseball/Softball are competitive sports. The umpires working each game realize this, and understand your desire to win each game. However, a strong desire to win is, under no circumstances, acceptable reason to behave in an inappropriate manner. The following offenses are unacceptable and will not be tolerated:
- Verbal abuse. This includes directly and indirectly. Indirectly refers to talking to other coaches/parents at a voice level audible to the umpire;
 - Physical contact of any kind;
 - "Carrying on"—i.e. talking about a call made some number of innings past;
 - Arguing of judgment calls (balls/strikes/out/safe);
 - Throwing/kicking equipment;
 - Trying to get parents to behave in an inappropriate manner;
 - Acting in any manner deemed inappropriate by the umpire(s).
- PENALTY:** The penalty for violating any of these offenses shall be immediate ejection from the playing field (Northville Umpires Association's definition of ejection is out of sight and sound i.e. leaving the premises).
- POINTS:** Please take the following into consideration:
- Most of your umpires will be 14-17 year olds. How would you treat your son/daughter at that age?
 - Umpires make 100+ decisions each game. These decisions must be made on a split-second basis. Could you have seen it that clearly?
 - Regardless of what you think, no umpire is out "to get" your team.
 - Coaches and umpires are both human. Coaches make coaching errors and umpires make umpiring errors.
 - Each head coach is expected to share this code with parents of his/her team members.
 - Each head coach is expected to make his/her assistants aware of this code. It applies to any coach, not just the one whose signature appears below.

Each umpire has seen this code and is; therefore, instructed to remove any coach violating it.

Printed name of coach: _____

Coach's Signature: _____

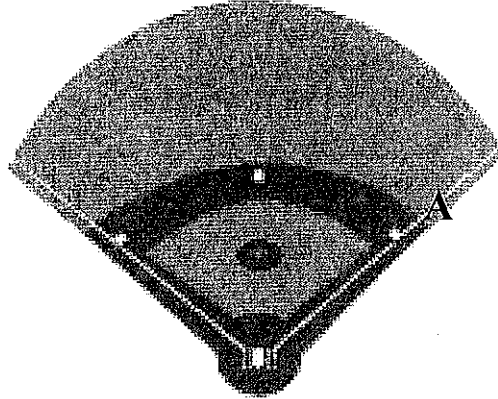
Date: _____

Umpire Clinic

THE BASE UMPIRE

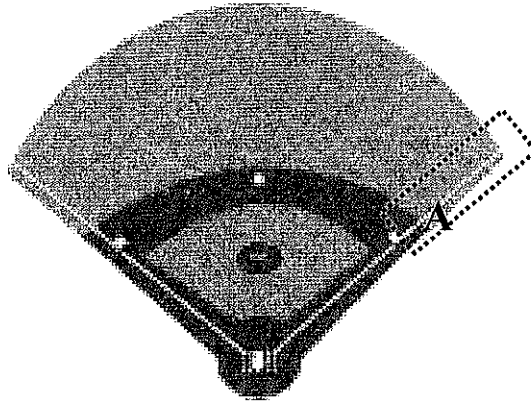
I) Position A

A) Stance & Location



B) Responsibilities

1) Fair / Foul



2) Plays at First

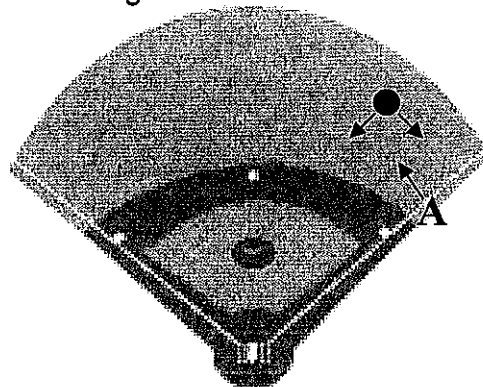
a) Angle & Distance

b) Time: Pause, Read, React

c) Making Calls: Set, Prepare, Call

3) Base Hit

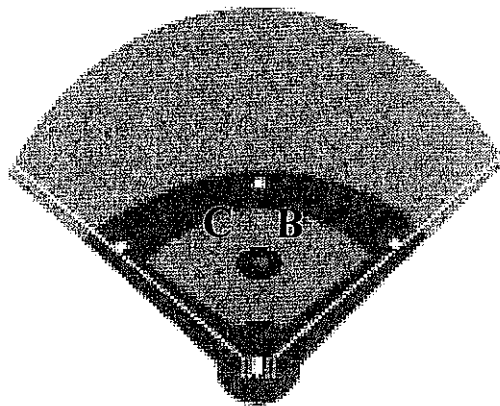
4) Flyball Coverage



5) Communication with Partner

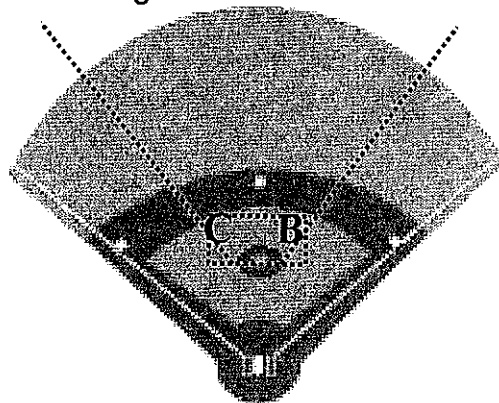
6) Stay Alert, Think Ahead and Look Focused

- II) Position B / C
A) Stance & Location



B) Responsibilities

- 1) Plays at First
 - a) Angle & Distance
 - b) Time: Pause, Read, React
 - c) Making Calls: Set, Prepare, Call
- 2) Plays at Second & Third
 - a) Angle & Distance
 - b) Time: Pause, Read, React
 - c) Making Calls: Set, Prepare, Call
- 3) Base Hit
- 4) Steals
 - a) Angle & Distance
 - b) Time: Pause, Read, React
 - c) Making Calls: Set, Prepare, Call
- 5) Balk
- 6) Flyball Coverage



- 7) Communication with Partner
- 8) Stay Alert, Think Ahead and Look Focused

The Essential Rules of Baseball


with annotations from the Beginning Umpire's Perspective

by Brent McLaren

This article is based from an introduction to baseball by Jim Booth, an umpire from California, and is used with his permission. Jim maintains a web site at <http://www.baseball-rules.com> and is the author of AEasy Schedule, an umpire scheduling software package. His original article has been expanded to include the umpire comments and changes needed to extend the game to the youth level. This article is not to take the place of your rule book or league's case studies. Nothing can replace a careful and ongoing study of the rules, their application and interpretation.

OBJECTIVES OF THE GAME.

Rule 1.01 : Baseball is a game between two teams of nine players each, played on an enclosed field, **under the jurisdiction of one or more umpires.**

 The term "umpire" comes from an early French word meaning "**not equal to**" or a "**non-peer.**" This accurately defines the role of the umpire in relation to the game. You are a skilled observer of the game, entering only when an impartial decision or interpretation of the rules must be made.

THE PLAYING FIELD. The field shall be laid out according to the instructions below with all measurements being taken from the back of home plate. The distances to the fence are recommended guidelines. In professional parks there are corners often as near as 260'.

	Base Paths	To Mound	To 2 nd Base	To Fence
Youth	60'	46'	84'-10"	200' min
Older Youth	80'	54'	113'-1 2"	250' min
Professional	90'	60'-6"	127'-3 3/8"	320 min

The **INFIELD** shall be the square defined by the basepaths. The infield shall be graded so that the base lines and home plate are level.

The **OUTFIELD** shall be the area between two foul lines formed by extending two sides of the square from home plate.

The **PITCHER'S PLATE** (or RUBBER) shall be 10 inches above the level of home plate (6" in youth leagues). The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

All **BASES** are positioned entirely in fair territory. The distance from home plate to first or third base is measured from the back tip of home plate to the farthest or back edge of the base. Distances to second base are measured to the centre of the base.

The **BALL** is a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It weighs 5 1/4 ounces avoirdupois and is 9 1/4 inches in circumference.

The **BAT** is a smooth, round stick not more than 2 3/4 inches in diameter at the thickest part and not more than 42 inches in length. The most common length used is 35 inches. In youth leagues there can be many more specifications. Among the most common are bats with diameter of not more than 2 1/4" and lengths under 33".



No bat has ever been offered for sale which includes hands. The hands are never part of the bat, despite what coaches will attempt to tell you.

A **FIELDER** is any defensive player. Each fielder, may use or wear a leather glove. Only the catcher may use a catcher's mitt and at first base the player may use a first base glove.



At the start of each inning count the number of players on the field. If there are not nine defensive players and a coach at first and third base do not allow the inning to start.

An **INFIELDER** is a fielder who occupies a position in the infield. (Pitcher, Catcher, 1st, 2nd, 3rd base and Shortstop) Similarly an **OUTFIELDER** occupies a position in the outfield. (Left, Centre and Right Field)

The objective of each team is to **WIN** by scoring more runs than the opponent.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order. The order of the bases is in a counter-clockwise direction around the square from home to first, etc.

A **BATTER** is an offensive player who takes his position in the batter's box and attempts to hit a ball thrown to him by the pitcher.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The pitcher pitches the ball to the batter and the batter attempts to hit the pitch and become a runner. The defence attempts to catch the ball after it is hit and put the batter and/or runners out.

A **PITCH** is a ball delivered to the batter by the pitcher.

The **CATCHER** is the fielder who takes his position back of the home base and catches the pitcher's pitch when the batter does not hit the pitch.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

A regulation game consists of a set number of **INNINGS**, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the final inning or only a fraction of it.



In youth leagues the game usually consists of **SIX** or **SEVEN** innings. Adult leagues the number of innings is **NINE**.



Games are often played with **TIME LIMITS**. A typical limit may be that no inning may start after 90 minutes of play. As the umpire you are responsible for tracking the start and end time of the game and notifying the coaches of this rule. These games can end in a tie if the time limit has been reached.

If the score is tied after the regulation number of completed **INNINGS** play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

An **INNING** is that portion of a game within which the teams alternate on offense and defence and in which there are three **OUTS** for each team. Each team's time at bat is a half-inning. A new inning or half-inning begins the moment the third out is made.

Once underway games may be **CALLED** or **SUSPENDED**. A **SUSPENDED** game is resumed at a future time from the exact point at which the game was suspended. If a game is **CALLED** it means sufficient innings have been played to make the game an official game, usually half of the total innings + one half inning, and the score is not tied. Play is terminated.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team. There can be four or even more outs in an inning.



You have heard the old expression tie goes to the runner.... **Don't believe it!** In baseball there are no ties. The runner must beat the ball to the base. If the runner and the ball arrive at exactly the same moment then the runner did not beat the ball. The runner is **OUT**.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

HOW A TEAM SCORES

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases.



It is important for the umpire to be especially vigilant anytime a run is in scoring position and to know if and when the run can score. For example, with runners on first and second the batter hits a fly ball that is caught for the second out. Both runners tag up and try to advance. A run-down takes place on the runner going from first to second, meanwhile the runner from second scores then the runner in the rundown is tagged out for the third out. You would score this run, because the runner going to second is not a force play and the runner from second scored before the out was made. This is what umpires call a **TIME PLAY**.

HOW THE GAME IS PLAYED

The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "**PLAY**" and the game shall start. The ball is now **LIVE** or in play.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.



Make a special point of signalling and saying **PLAY** every time the ball is put back into play. This is a very important signal to the teams and to every member of the umpire crew. Nothing can happen on a **DEAD** ball except for the ordered results of the previous play that happened when the ball was **LIVE**.

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

After the ball is **DEAD**, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "**PLAY**." The plate umpire shall call "**PLAY**" as soon as the pitcher takes his place on his plate with the ball in his possession.

The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

Each player of the offensive team shall bat in the order that his name appears in his team's batting order.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

A batter has legally completed his time at bat when he is put out or becomes a runner.

A batter may be put out in any of the following ways -

- His fair or foul **FLY BALL** is legally caught by a fielder (catch);
A **FLY BALL** is a batted ball that goes high in the air in-flight straight from the bat without first touching the ground.

A **CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.



In signalling a **CATCH** the umpire will clearly say "that's a catch" but will only give the **OUT** signal if the catch was difficult (usually diving or made below the knee)

- After he hits a fair ball, he or first base is tagged before he touches first base;

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

- A third strike is legally caught by the catcher;



In most youth leagues this **DROPPED THIRD STRIKE** rule does not apply. The batter would be called out regardless of the catch being made by the catcher.

A **STRIKE** is a legal pitch when so called by the umpire, which

- Is struck at by the batter and is missed;
- Is not struck at, but any part of the ball passes through any part of the **STRIKE ZONE**

The **STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the top of the knees. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.



Every PITCH is a STRIKE until you are convinced otherwise. In the youngest leagues your personal strike zone may be defined by something as simple as "could the batter have hit the ball." As you progress to higher quality of play you begin to refine your strike zone to the expectations and balance of the game.

- An **INFIELD FLY** is declared.



The **INFIELD FLY** is a game situation whose purpose is to prevent the defence from making more than one out when a fair fly ball could be caught by an infielder. There **must** be runners on first and second, or first, second and third base. Once called the **BATTER** is **OUT** regardless of whether or not the ball is caught and all runners are no longer forced to leave their bases, but may elect to do so at their own peril. The runners must tag up as they would on a normal fly ball. This is a **JUDGEMENT** call.



Umpires must be careful to always signal **OUT** when required. A quick relay throw over to first to easily retire the runner will not be signed with as much enthusiasm as a bang-bang tight double play but a crisp **OUT** signal must be given nonetheless.


The batter becomes a runner and is entitled to first base without liability to be put out when

1. Four "balls" have been called by the umpire;

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

A **BASE ON BALLS** is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

2. He is touched by a pitched ball which he is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball;



A good umpire clearly says **STRIKE** or **BALL** after each pitch whenever appropriate. It is appropriate to say **BALL** on every pitch that is being so called. It is important to say **STRIKE** only on pitches that are not swung at. The appropriate **STRIKE** motion should be used on every **STRIKE** whether called or swinging.

The batter becomes a runner and is liable to be put out when -


- He hits a **FAIR BALL**;

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A **FAIR FLY** shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.



A good umpire gives the count after every pitch. The count is given as "# Balls, # Strikes" with the fingers used to reinforce the signal. **On a full count the umpire would say "3 Balls, Two Strikes"**. On the fourth ball clearly say "Ball Four".

THE RUNNER

A runner acquires the right to an unoccupied base when he touches it before he is put out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base.

In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.

Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.



Therefore, if you somehow had three runners stack up at third base and the fielder tagged all three the runner who should have been at first and the one who should have been at second would be called out. The order of the tag is irrelevant.

Each runner including the batter-runner may, without liability to be put out, advance -

To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; This is called a **HOMERUN**

Any runner is out when

1. He is tagged, when the ball is alive, while off his base.

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base;

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

2. He fails to retouch his base after a fair or foul fly ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play;
3. He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defence tags the base to which he is forced;

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

EXAMPLE of when a runner is forced to run:

When the batter hits a fair ball he must run to first base. If a runner is on first base, that runner is forced to run to second. If a runner is on second and no runner is on first, the runner at second is NOT forced to run when the batter hits a fair ball, because first base is vacant.

4. He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.
5. He passes a preceding runner before such runner is out;
6. He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged;
7. In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.



First base and home may be overrun, second and third may not. A runner can overrun first base on a BASE ON BALLS without being in jeopardy.

INTERFERENCE is an act made by an **offensive** (runner or batter) player that hinders or impedes a defensive player from making a play.

OBSTRUCTION is the act of a **defensive** (fielder) player who impedes the base running of an offensive player.



What really separates the call is one of *intent*. It is possible for a fielder to obstruct a runner without intending to: with R1 the batter hits a ball long out into the right field. As R1 rounds second the shortstop is standing watching the ball come in. R1's attempt to go to third is now in jeopardy since he has had to slow up considerably, change his stride, even stop to avoid collision. This must be called obstruction and the runner awarded third base even though the fielder did not intend to obstruct the runner.

To call interference the umpire must always consider the intent of the offense. The player must make a calculated effort to impede, hinder or outrightly prevent the fielder from making a play. Examples: the runner who slows down then leaps over a batted ball, the runner who having been thrown out at second sets out to slide wide or wave his arms in an effort to break up the double play.

THE PITCHER

There are two legal pitching positions, the **WINDUP POSITION** and the **SET POSITION**, and either position may be used at any time.

THE WINDUP POSITION. The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot.


THE SET POSITION. Set Position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

Once on the **PITCHERS PLATE** from either position the pitcher may:

- (1) deliver the ball to the batter, or
- (2) step and throw to a base in an attempt to pick-off a runner
- (3) disengage the rubber (if he does he must drop his hand to his sides).
In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first.

The pitcher may not go from one position to the other without disengaging the rubber. If he does it with runners on the bases it is a **BALK**.

Only when there are runners on base can a pitcher commit a **BALK**. The **BALK** is the delicate line between what a pitcher can do to hold the runner close to a base, the moves by which a pitcher may legally attempt to pick the runner off, and the proper delivery of the ball to the batter.



The **BALK** is an advanced rule study beyond the scope of this article and it is often written out of many youth rule books. If your league requires you to call **BALKS** then you should devote a considerable amount of study to this rule section and its interpretation. One thing remains clear ... if you do call **BALK** call it loud and then the moment the play ends you must also call, with equal force, **TIME**

THE UMPIRE

The role of the umpire requires **JUDGEMENT**. Anything that requires you to apply your judgement to a situation should not normally be questioned: **OUT, SAFE, FAIR, FOUL, STRIKE, BALL** are examples of things of this.



As a result you want to strive to make one call and only one call in every situation you encounter. The keys to achieving this are **CONCENTRATION, TIMING** and **COMMUNICATION**.

Umpires have the power to **DISQUALIFY** and then **EJECT** any player, manager, coach or substitute who displays unsportsmanlike conduct or language. This also applies to any person whose duties place him at the park or to spectators.

If an umpire makes a mistake in applying or interpreting the rules a team may **APPEAL** your decision and ultimately **PROTEST** the game to league authorities.



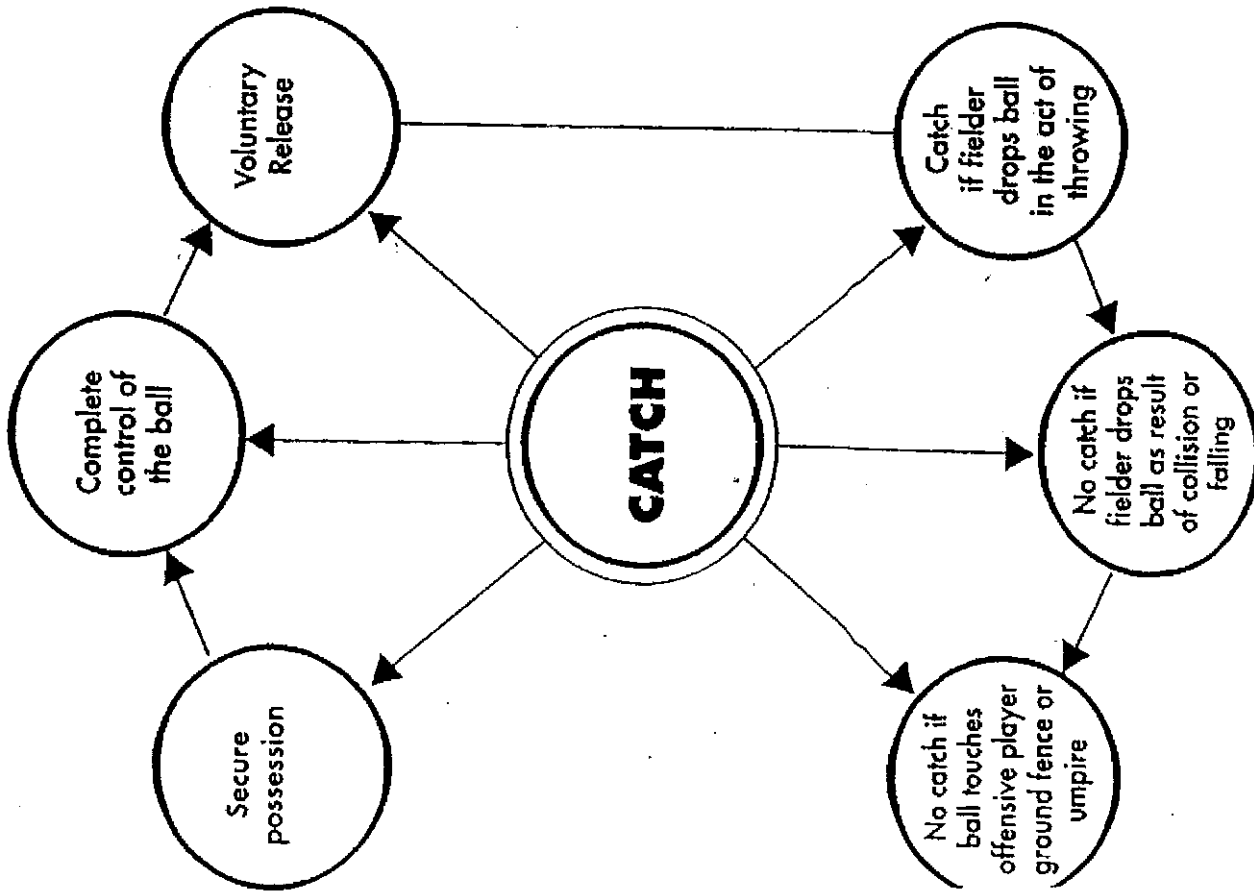
The simplest **APPEAL** occurs when you have said **BALL** and the catcher believes the batter has attempted to hit the ball. This is the **CHECKED SWING APPEAL**. The catcher will ask you to Get help on the Blue or Check to see if he swung or any other similar phrase. If anyone is asking for this appeal go for assistance to your field umpire immediately.

Above all **ERROR ON THE SIDE OF SAFETY**. This is the prime directive for umpires at the recreational level. Nothing should be permitted to take place which compromises the safety and enjoyment of the game by everyone.

"The Ten Commandments of Umpiring"

by Ford Frick, NL President

1. Keep your eye on the ball.
2. Keep all personalities out of your work. Forget and forgive.
3. Avoid sarcasm. Don't insist on the last word.
4. Never charge a player and above all no pointing your finger and yelling.
5. Hear only the things you should hear - be deaf to others.
6. Keep your temper. A decision made in anger is never sound.
7. Watch your language.
8. Take pride in your work at all times. Remember, respect for an umpire is created off the field as well as on.
9. Review your work. You will find, if you are honest, that 90% of the trouble is traceable to loafing.
10. No matter what your opinion of another umpire never make an adverse comment regarding him. To do so is despicable and ungentlemanly.



CATCH

By rule, to have a catch in baseball you must:

Have SECURE POSSESSION.

- Fly ball caught.
- 1st baseman pins it against his chest.
- 1st baseman picks it up with bare hand.

You must have COMPLETE CONTROL OF THE BALL.

The 1st baseman bobbles the ball.

Most important to ruling a catch you must have VOLUNTARY RELEASE.

Voluntary release is determined by seeing the player either taking the ball out of the glove with the bare hand or by obviously releasing the ball from the glove only.

IT IS A CATCH IF THE FIELDER DROPS THE BALL IN THE ACT OF THROWING.

The one call that is questioned the most is when this happens around 2nd base on a pivot or double play. One key that might help is that if the ball drops straight down, it is probably a drop, but if the ball flies backward, this might indicate the ball was being taken out of the glove during an attempt to get the quick throw to first, or in other words, "in the act of throwing."

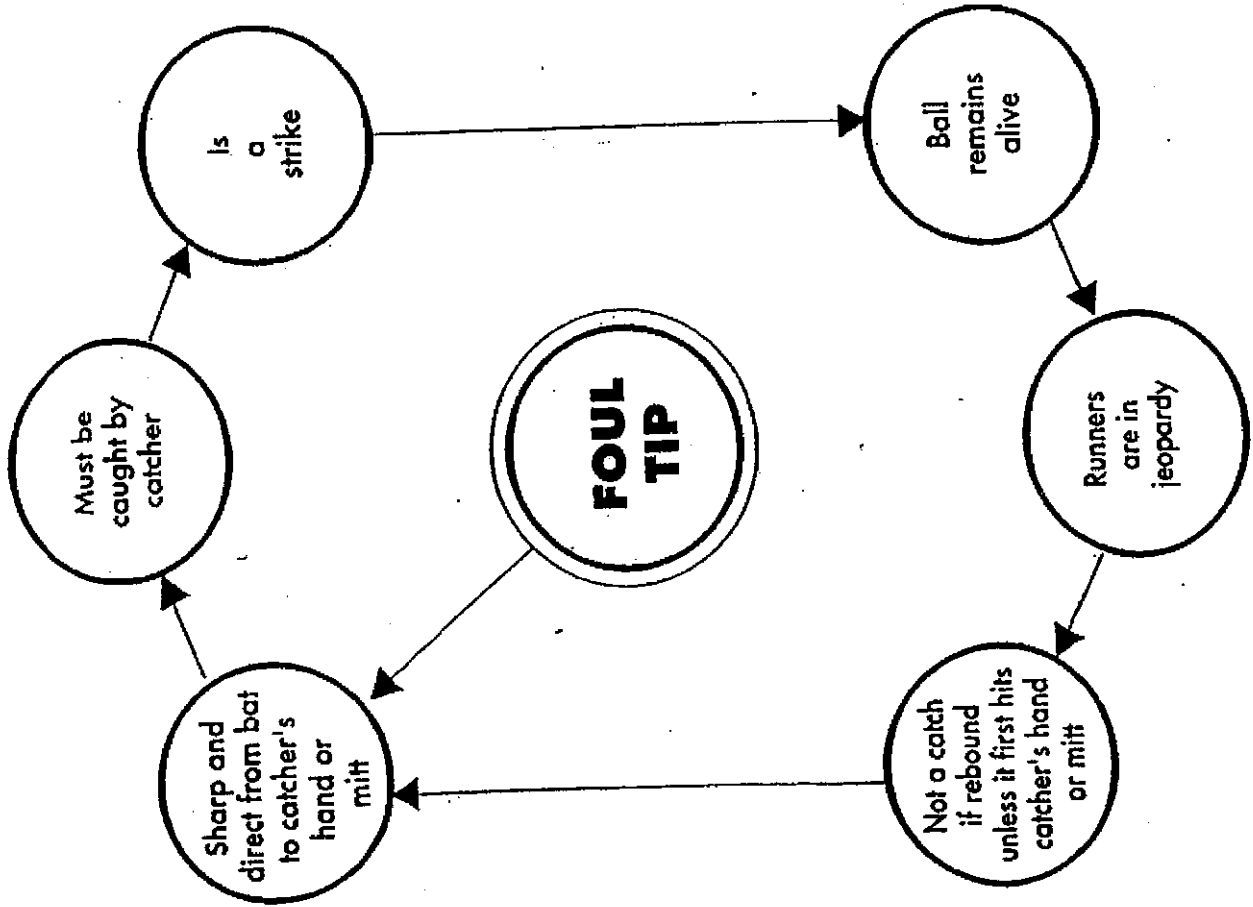
A couple of things to remember here. IT'S NO CATCH IF THE FIELDER DROPS THE BALL AS A RESULT OF A COLLISION OR FALLING.

The best key phrase here to remember is "they must survive the crash!"

- If the fielder makes a shoe string catch, then drops ball after falling, it's not a catch.
- If the fielder catches the ball, then runs a few steps, hits the wall, then drops the ball after hitting the ground... "No Catch"

And it's NO CATCH IF THE BALL TOUCHES AN OFFENSIVE PLAYER, THE GROUND, A FENCE OR AN UMPIRE!

- If the ball hits the fielder's glove, then hits the runner, before being caught... "No Catch"
- If the ball is trapped... "No Catch"
- If the fly ball hits the wall, then is caught... "No Catch"



FOUL TIP

A foul tip is determined if the ball is **SHARP AND DIRECT FROM THE BAT TO THE CATCHERS HAND OR MITT.**

- if the ball goes straight back on a full swing into the catchers mitt... foul tip, ball is alive.
- if the ball has any arc, it is not sharp and direct therefore ruled a foul ball.

And it **MUST BE CAUGHT BY THE CATCHER.**

- On a bunt with 3rd baseman playing really close, the ricochet goes off the catchers glove and is caught by the 3rd baseman...no catch at PRO or NCAA level

Note some rules differ on some levels, the catcher does not have to catch the ball.

And a foul tip **IS A STRIKE.**

- The umpire gives the tip signal, then strike mechanic (no voice).

When these factors happen, **THE BALL REMAINS ALIVE...**

- A runner can steal on a foul tip.

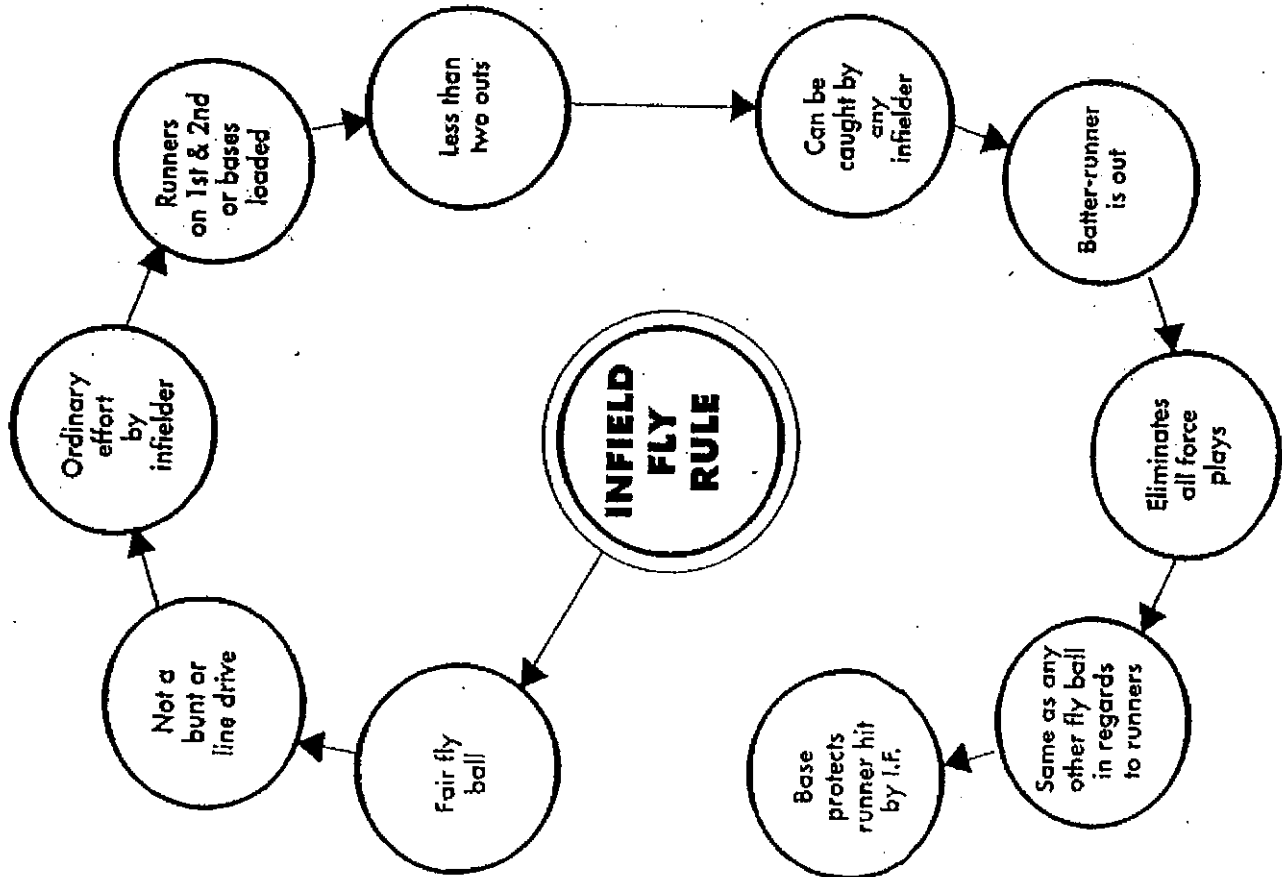
RUNNERS ARE IN JEOPARDY, or can be logged out

- if the Runner is called out on a steal play, he's out.

And one **CAN NOT CATCH A REBOUND UNLESS IT FIRST HITS THE CATCHERS HAND OR MITT. REPEAT IT IS NOT A CATCH UNLESS IT FIRST HITS THE CATCHER'S HAND OR MITT.**

- If the ball hits catcher's mitt first, then trapped against chest protector, it's a catch.
- if the ball hits the catcher's mask first, then is trapped against his chest protector, it is not catch.

YOU MUST PAY ATTENTION BECAUSE THIS HAPPENS QUICKLY!



Let's use the circles to break it down...

THE INFIELD FLY RULE. 7:08 F

IT MUST BE A FAIR BALL...

NOT A BUNT OR LINE DRIVE...

And must be **ORDINARY EFFORT BY THE FIELDER.**

One guideline used here is whether the fielder was able to get under the ball and was able to face the infield before catching the ball. If the fielder is still running away as they catch it, it probably was not an ordinary effort. Ordinary effort is also determined by the fielder's usual position, not if they get caught on a shift or any other reason for not getting to that usual position on the diamond.

There must be **RUNNERS ON 1st & 2nd OR BASES LOADED.**

There must be **LESS THAN TWO OUTS...**

And... **IT CAN BE CAUGHT BY ANY FIELDER.**

The results of the infield fly rule includes: **THE BATTER IS OUT...** it, **ELIMINATES ALL FORCE PLAYS,** which is why there is an infield fly rule to protect the runners (keep this in mind when calling the tough ones).

SAME AS ANY OTHER FLY BALLS IN REGARDS TO RUNNERS. EXCEPT

- When the infield fly hits a runner in contact with the base... Runner is not out.

THE BASE PROTECTS THE RUNNER IF THEY ARE HIT BY THE BALL (ANY OTHER TIME IT IS INTERFERENCE)

DEAD BALL; RUNNERS ADVANCE ONE BASE

These are situations when time is called at the moment of infraction and you award runners one base.

It is a dead ball and all runners advance one base when...

A BALK IS CALLED NOT FOLLOWED BY PITCH OR PLAY 5.09C 7.04A.

- Runner on first, pitcher fails to stop. Umpire calls balk and pitcher stops his delivery without delivering the ball.

RUNNER ATTEMPTING TO STEAL ON PITCH WHICH CATCHER'S INTERFERENCE OCCURS 7.04D.

- Runner on second stealing, batter swings and hits catcher's glove, knocking ball out of glove. Umpire calls catcher's interference, then time, then awards bases. (The runner gets third only if stealing on pitch.)

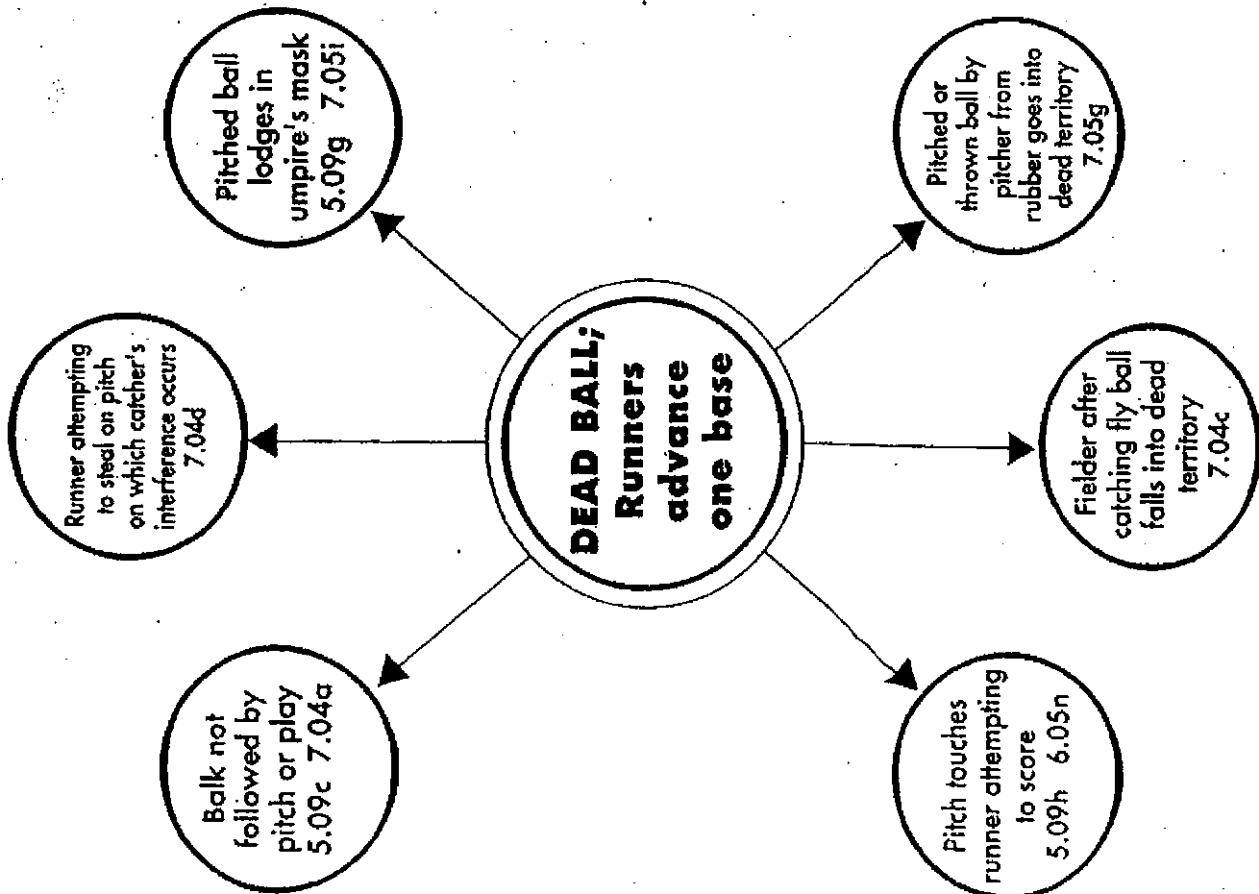
And if, A PITCHED BALL LODGES IN THE UMPIRE'S MASK 5.09G 7.05I the ball is dead and all runners advance one base.

- The runner is on first and the ball hits dirt, bounces up and lodges in umpire's mask. Umpire calls time and awards runners 2nd base.

It is also a dead ball and all runners advance one base if a...

PITCHED OR THROWN BALL BY THE PITCHER (from the rubber) GOES INTO DEAD TERRITORY 7.05G

- Runner on 1st, pitcher attempts pick-off and the throw goes wild and into dead territory.
- Runner on first, pitcher delivers a wild pitch that lodges in the backstop.



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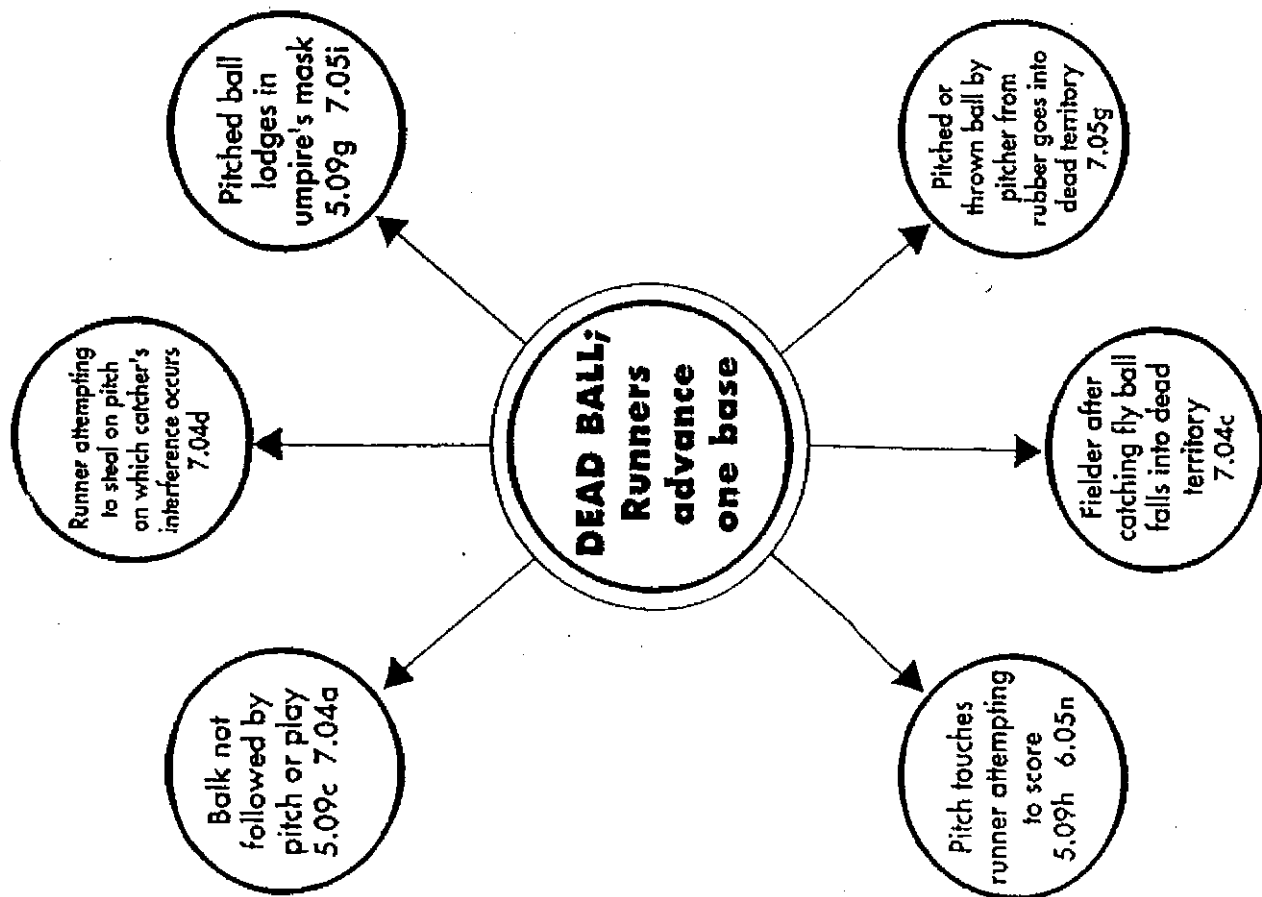
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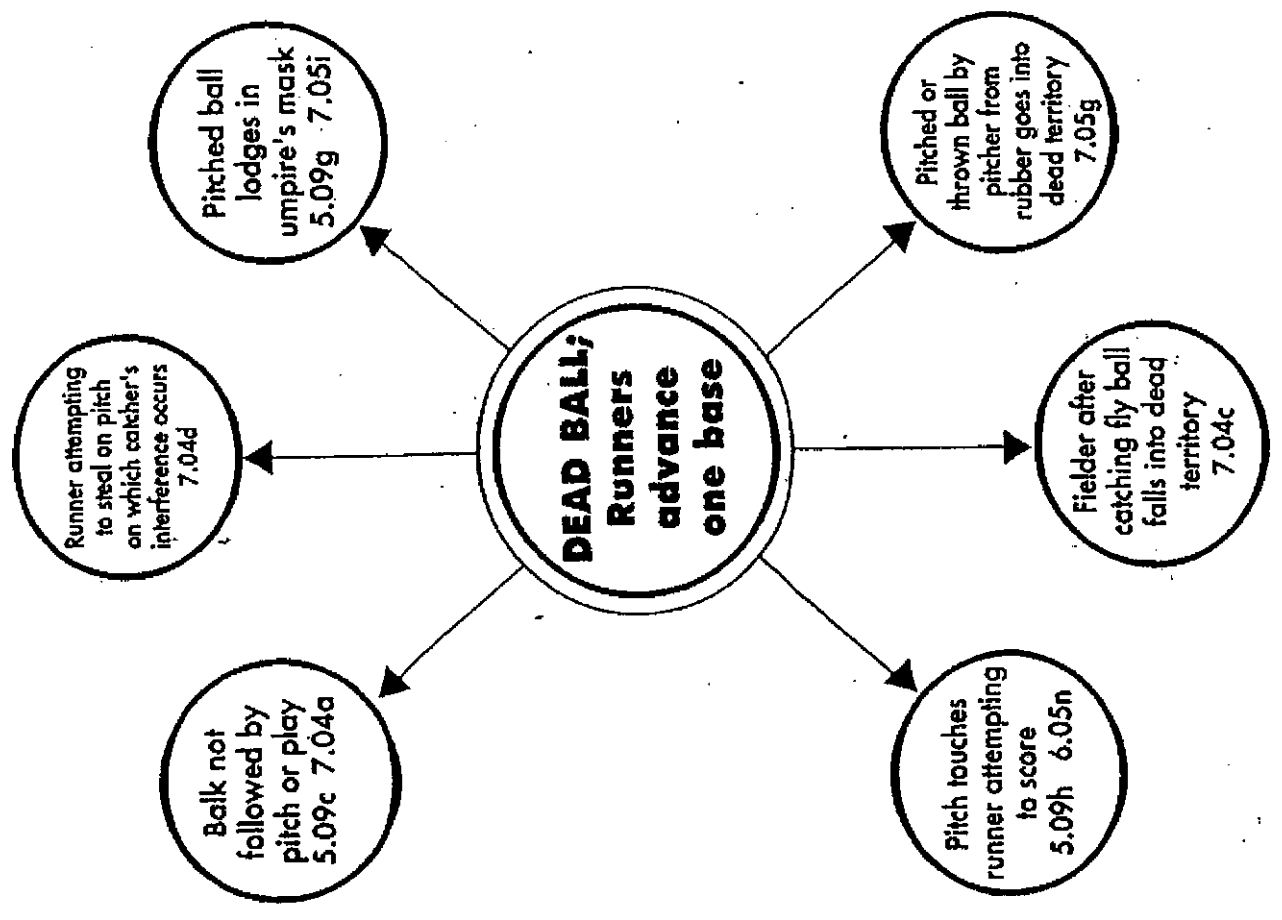


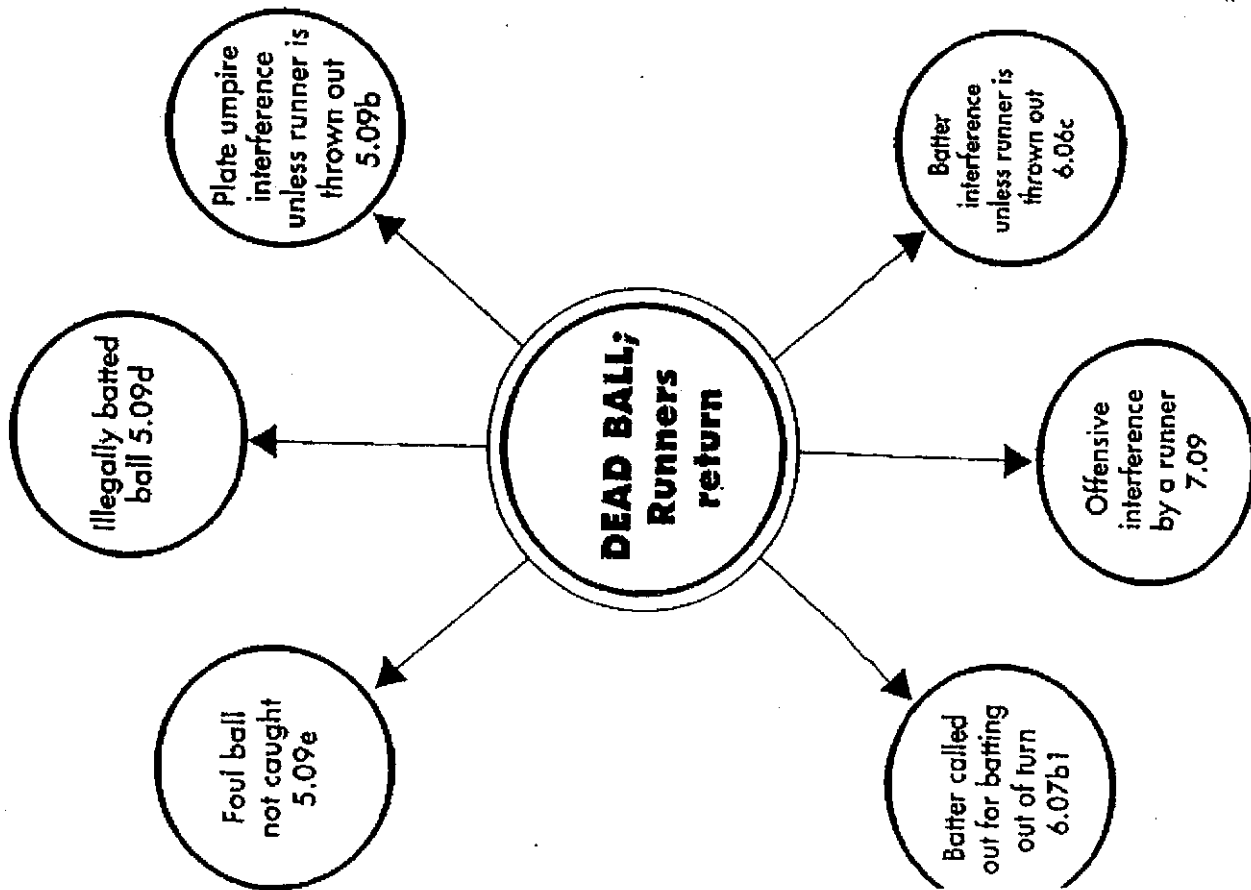
FIELDER AFTER CATCHING FLY BALL FALLS INTO DEAD TERRITORY 7.04c

- Runner on first, zero outs, fly ball down left field line, caught by left fielder. His momentum carries him across line and he falls down in dead territory.

And in the rare occasion and unlikely case that...
A PITCH (and it has to be from the rubber, it's not the same if the pitcher steps off) **TOUCHES A RUNNER ATTEMPTING TO STEAL HOME. 5:09 6:05n** the ball is dead and runners advance one base. This does not include the batter, just the runners on base. The pitch would be called a strike or a ball depending on if it was in the strike zone or not. Good luck with that one...

Again, it wouldn't be in the rule book unless it has happened before. So be ware.





DEAD BALL; RUNNERS RETURN

Here are your dead ball situations in which the runners return. First the obvious one. FOUL BALL NOT CAUGHT 5.09E.

The runners will return on an ILLEGALLY BATTED BALL 5.09D.

An illegally batted ball would be hitting the ball with the entire foot on the ground out of the batter box at the point of contact.

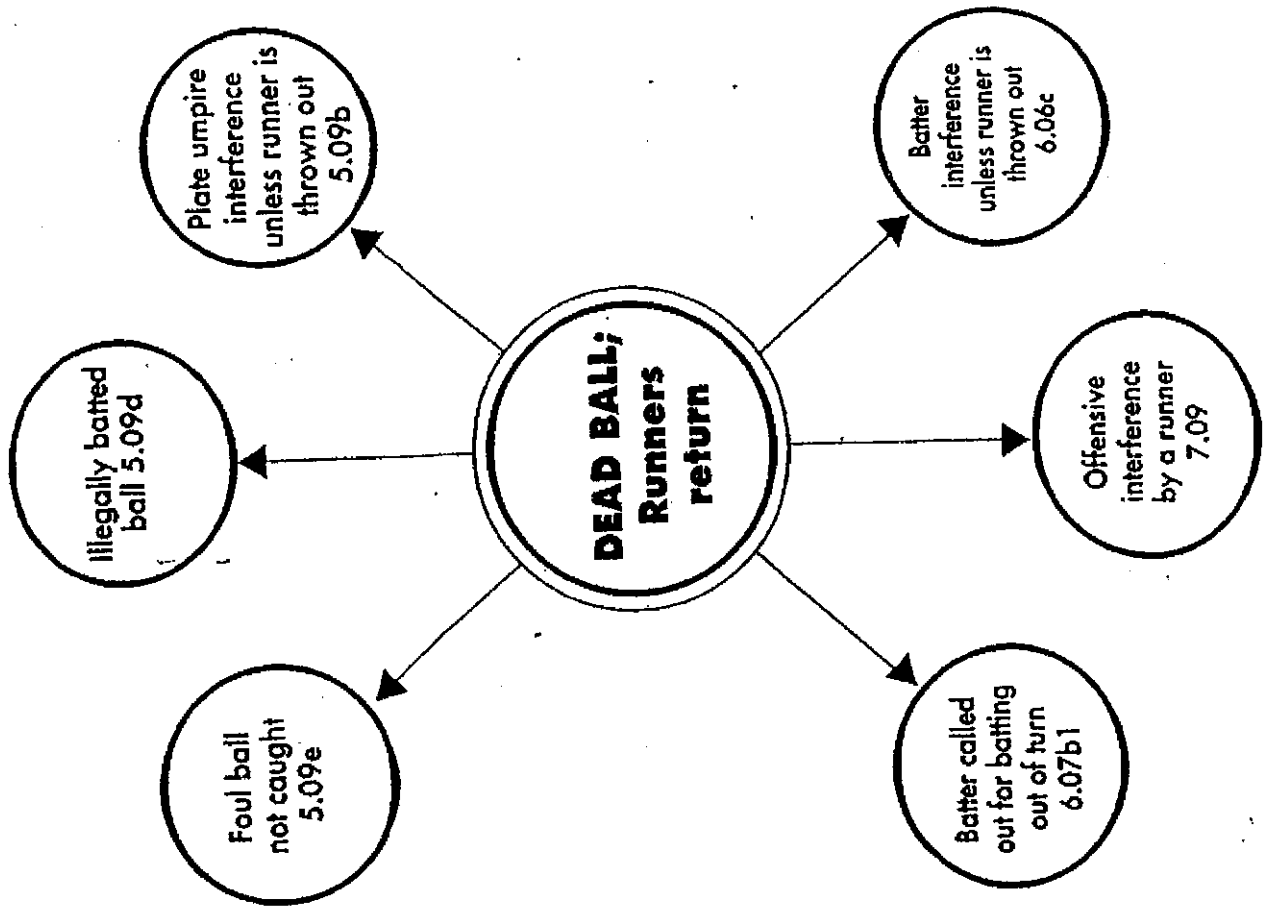
- There are runners on 1st and 2nd, batter steps on the plate as he hits the ball.

PLATE UMPIRE INTERFERENCE would also have the runners return. UNLESS RUNNER IS THROWN OUT 5.09 B.

- Runner on 1st is stealing and catcher hits umpire in mask as he is throwing; the umpire calls interference and orders the runner to return to 1st; if the runner is out, the play stands.

BATTER INTERFERENCE would be the same, UNLESS RUNNER IS THROWN OUT 6.06C.

- Runner on 1st is stealing and batter comes across home plate as catcher is throwing to 2nd. Catcher makes contact with batter for interference.

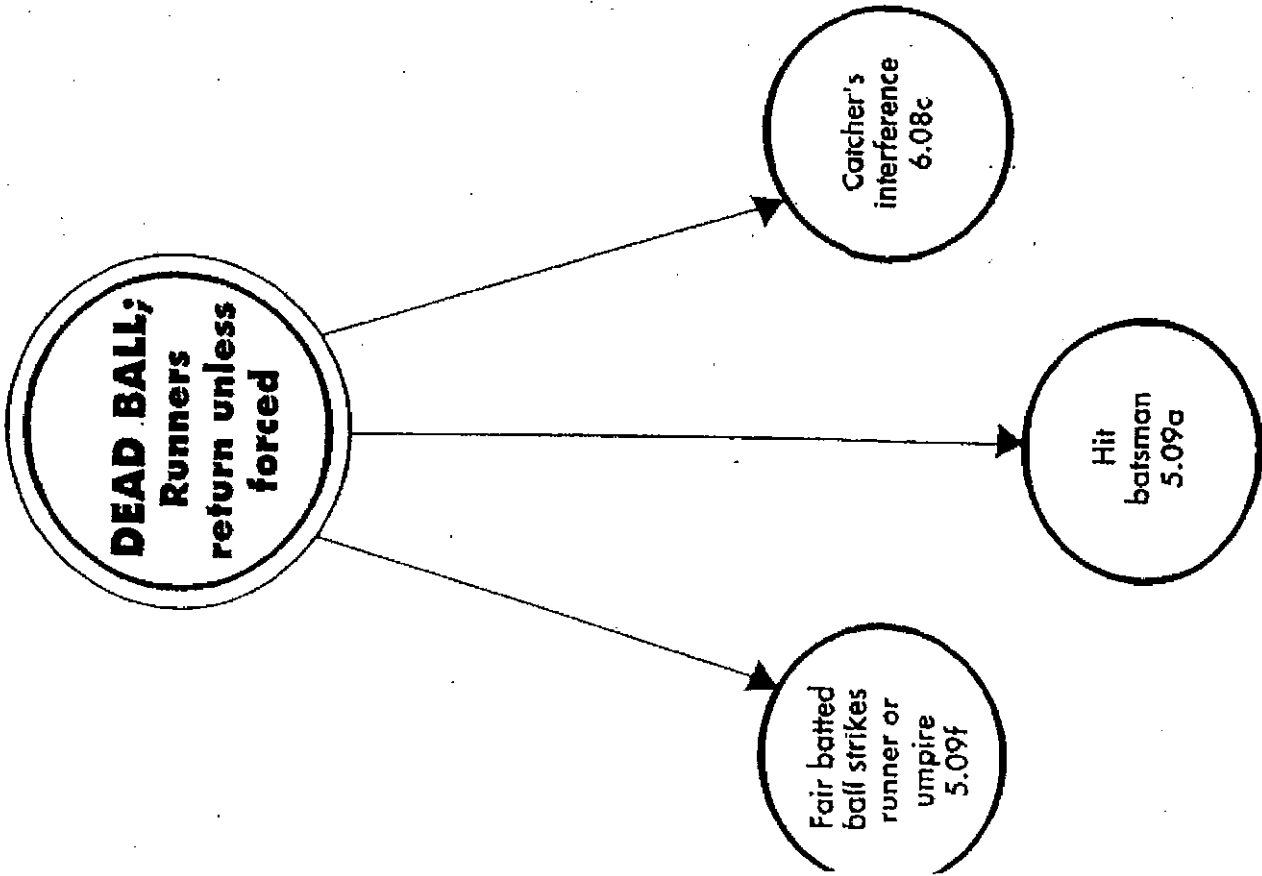


Anytime you have OFFENSIVE INTERFERENCE BY A RUNNER 7.09, the runners would return.

- Runner on 1st; batter bunts the ball up the 1st base line and runs the whole distance to 1st outside the 3 ft lane and is hit in the back by the catchers throw. Umpire calls interference and the runners return.
- Runner on 2nd and 3rd; batter hits a slow ground ball to the shortstop, who is fielding the ball in the base line and as he is fielding the ball, the runner from 2nd crashes into the shortstop. Interference, runner is out, runner returns to 3rd.

And, finally, if a BATTER IS CALLED OUT FOR BATTING OUT OF TURN 6.07B1, the runners would return.

- Runners on 2nd and 3rd and batter gets a base hit scoring both runners; manager appeals that batter was batting out of turn; umpire concurs and batting out of turn is called and runners return.



DEAD BALL; RUNNERS RETURN UNLESS FORCED

The circles now tell us of the situations that have the runners return unless forced to advance, such as...

FAIR-BATTED BALL STRIKES RUNNER OR UMPIRE. 5.09F...

- Runners on 1st and 2nd, a hard hit ground ball hits the base umpire in the middle of the infield. Umpire calls time and awards the batter 1st, and other runners 2nd and 3rd.

HIT BATS MAN 5.09A... (Pitch hits the batter.)

- Runner on 1st is stealing on the pitch and batter is hit by pitch; the runner on 1st is forced to advance to 2nd and the batter awarded 1st base.

and CATCHERS INTERFERENCE 6.08C

- Runner on 1st is stealing and the batter hits the catcher's glove on swing, but misses the ball. Umpire calls time; runner on 1st is forced to advance to 2nd and batter is awarded 1st base. If that runner started at 2nd, he would only get 3rd base because he was stealing at the time of pitch and the batter still gets 1st.

Only the runners that are forced to advance do, not all runners!

RULES FOR IDIOTS

The circles now take us into awarding of bases. Let's clear up a myth before we get started on this. There is no such thing as one plus one in the basic rules of baseball, it is either a one base award or a two base award enforced either from the time of the pitch or the time of the throw.

Now we can start!

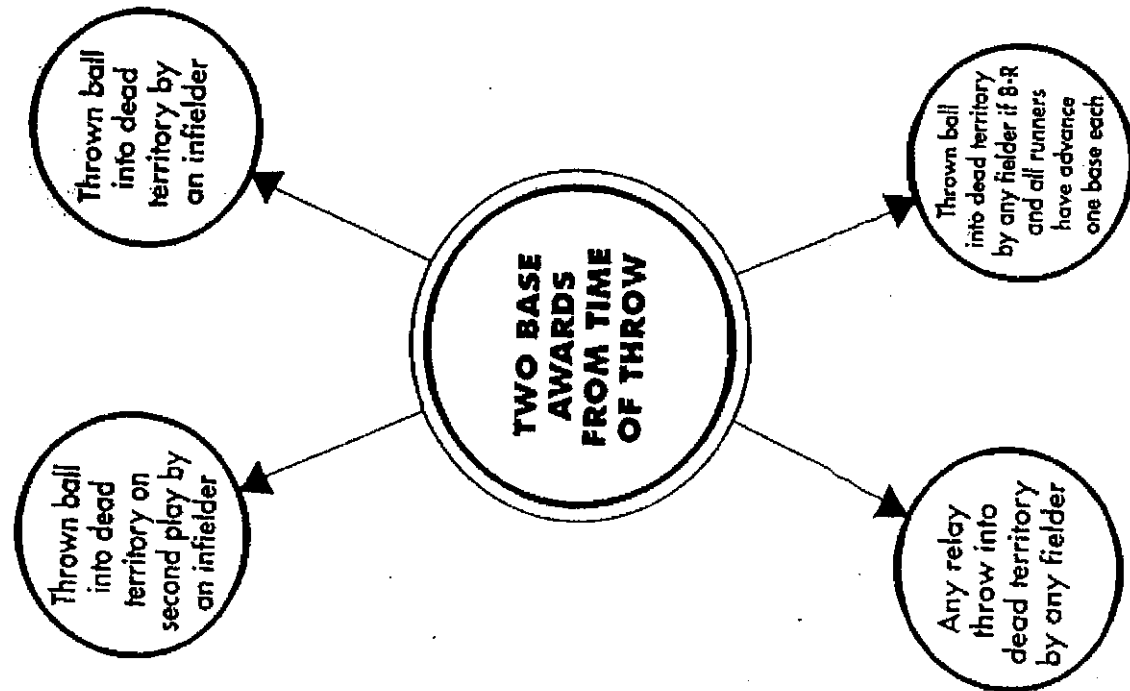
TWO BASE AWARDS FROM TIME OF THROW 7.05G.

THROWN BALL INTO DEAD TERRITORY ON SECOND PLAY BY ANY INFIELDER.

- There's a runner on 2nd and a ground ball deep in the hole is hit to the shortstop who throws to first to make the play on the batter. As he throws to 1st, the runner on 2nd goes to 3rd. The 1st baseman throws the ball into the stands while attempting to retire runner at 3rd.

THROWN BALL INTO DEAD BALL TERRITORY BY AN OUTFIELDER.

- Runner on 1st, base is hit by the batter to right field. The runner on 1st is going to 3rd and the throw from the right fielder goes into the dugout. The runner on 1st is awarded home plate and the batter is awarded 2nd base because the batter had not reached 1st yet and usually doesn't on this play at time time of the throw.

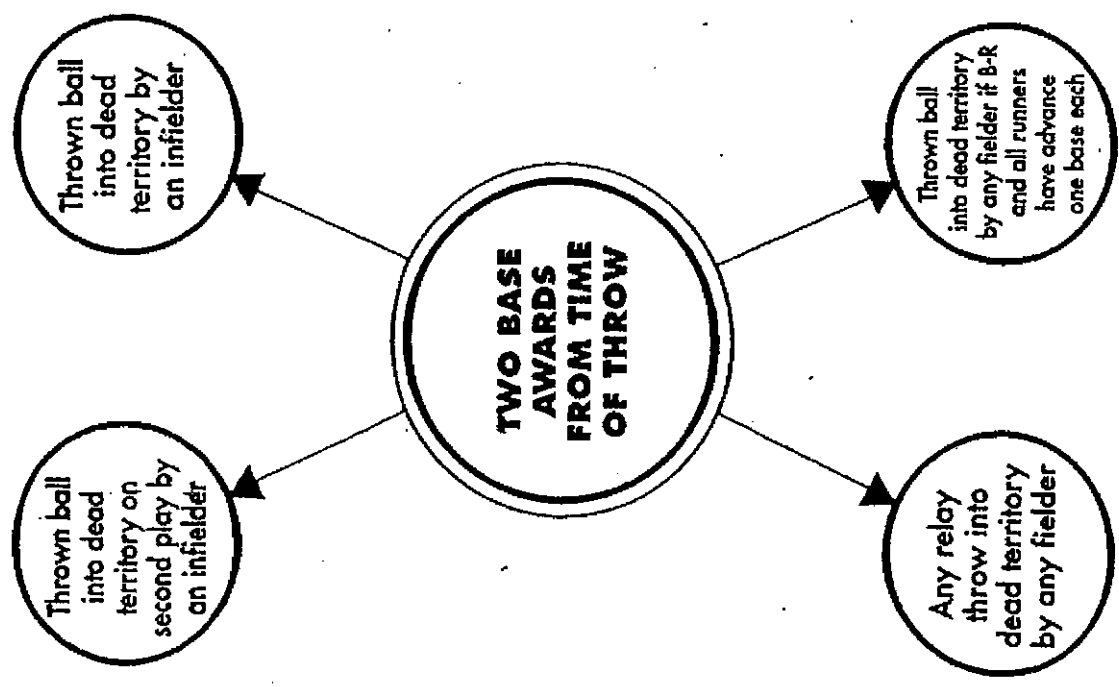


THROWN BALL INTO DEAD TERRITORY BY ANY FIELDER IF BATTER AND ALL RUNNERS HAVE ADVANCED ONE BASE EACH

- Runner on 1st. Base hit to right field. The runner on 1st is going to 3rd and the throw from the right fielder is cut off and thrown back to first in an attempt to get the batter going back to 1st base after rounding it, and the ball goes into the dugout. The runner from 1st is awarded home plate and the batter is awarded 3rd.

ANY RELAY THROW INTO DEAD TERRITORY BY ANY FIELDER

- Runner on 1st. Base hit to right field. The runner on 1st is going to 3rd and the throw from the right fielder goes to the 2nd baseman (relay man) and he throws to 3rd and his throw goes into the dugout. The runner on 1st scores and the batter is awarded 3rd, if the batter had already reached 1st base by the time of the relay throw, (they usually have) batter runner would go to 3rd base.



TWO BASE AWARDS FROM TIME OF PITCH

Remember, if the pitcher makes the play, he is now an infielder.

THROWN BALL INTO DEAD TERRITORY ON FIRST PLAY BY AN INFIELDER 7.05g.

This is the rule that pertains to the routine play, and, of course, much more....

- Zero runners on base and the batter hits a ground ball to the shortstop who throws the ball to the 1st baseman. If the throw goes over his head and into the dugout, the umpire awards batter 2nd base.

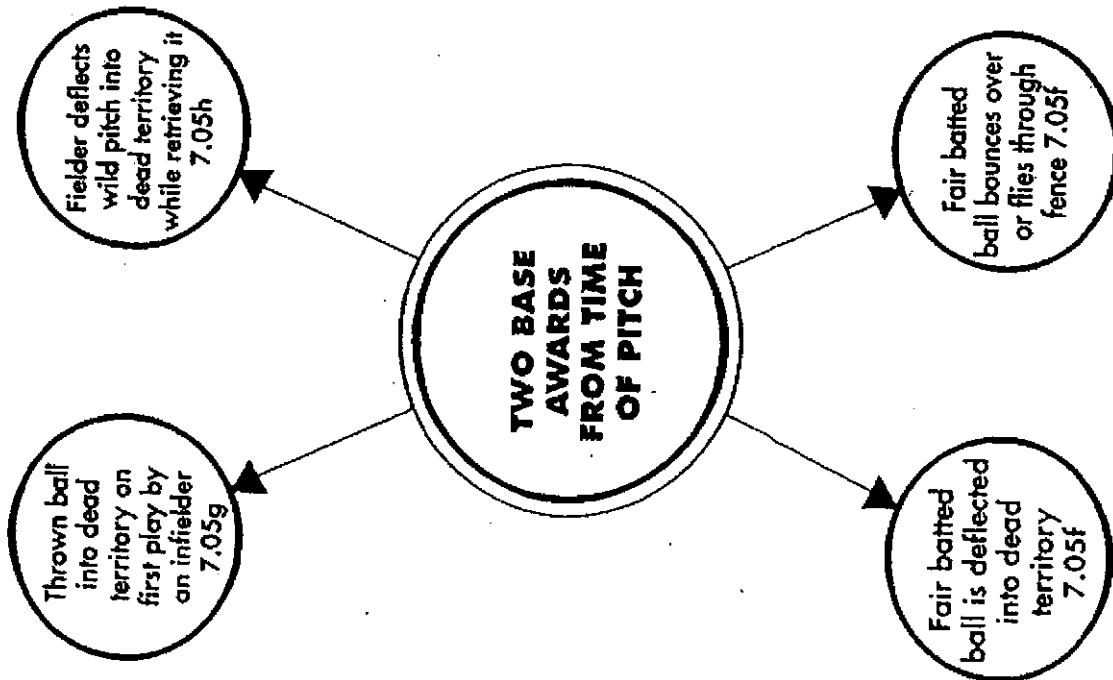
FIELDER DEFLECTS WILD PITCH INTO DEAD TERRITORY WHILE RETRIEVING IT 7.05h.

This happens most often when the catcher is retrieving that wild pitch or pass ball and in doing so deflects it into the dugout or dead territory.

- There's a runner on 1st; a wild pitch gets by the catcher and is rolling towards the dugout. As it nears the dugout, the catcher accidentally kicks the ball into the dugout as he reaches to pickup the ball. The runner is awarded 3rd. (Catcher must create a new force.)

Sorry defense: This means a two base award from the time of the pitch and now puts the batter on 2nd base. If it is ball four, all other runners move up two bases as well.

If the catcher did not create a new force, it would be one base from the time of the pitch and any other runners would move up one base also.



A FAIR BATTED BALL BOUNCES OVER OR FLIES THROUGH A FENCE 7.05

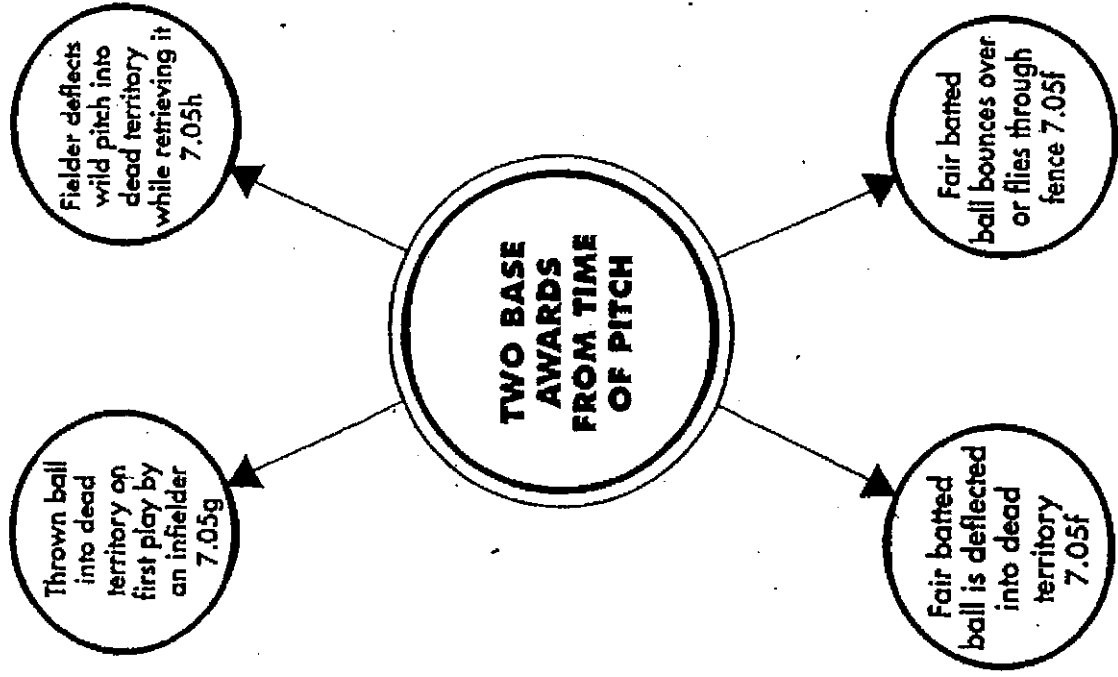
This is the rule circle known as a ground rule double, but really it's just two bases from the time of the pitch. And one play that comes up from time to time is when the runner is almost at third when the fair ball finally rolls into dead territory. This is only a two base award.

- Zero runners on base and the batter hits a ball deep in the left center field gap; the ball hits on the warning track and bounces over the fence. The batter is awarded 2nd base.

FAIR BATTED BALL IS DEFLECTED INTO DEAD BALL TERRITORY (7.05f)

- There's a runner on 1st and a hard hit ground ball passes over the 1st base bag and the ball is deflected into the bullpen and under the bullpen bench in dead ball territory. The runners are awarded 2nd and 3rd.

- Zero runners on base and batter hits a deep drive to the left center field gap. The ball bounces near the warning track and, in the air, the left fielder jumps to field the ball, but it goes off his glove and over the fence into the stands. The batter is awarded 2nd base.





Northville Umpires Association

USEFUL BASEBALL LINKS

- Interactive Baseball Rules Quiz Generator:
 - <http://www.macroweb.com/ibrules/bqpg0105.htm>
 - Variety of rules, interpretation and discussion
- eteamz Baseball Rules:
 - <http://www.eteamz.com/baseball/rules/obr/index.cfm?m=1,2,3,4,5>
 - FAQ, library, discussion board
- 40 Baseball Rules Myths:
 - <http://www.eteamz.com/baseball/rules/obr/myths/>
 - Think you know all the rules...check out the myths!
- Amateur Baseball Umpires Association
 - <http://www.umpire.org/>
 - Articles, discussion, message boards on rules and baseball in general
- National Association of Sports Officials
 - <http://www.naso.org/>
 - Information and discussion for officials of all sports
- National Federation of State High School Associations
 - <http://www.nfhs.org/>
 - Many rules in all sports differ at the high school level
 - Interpretations, articles, ordering info., rule changes
- Amateur Umpire
 - <http://www.amateurumpire.com>
 - Many articles, discussion pieces and equipment reviews
- Official Major League Rules
 - http://www.mlb.com/NASApp/mlb/mlb/official_info/official_rules/foreword.jsp



Northville Umpires Association

USEFUL BASEBALL BOOKS & VIDEOS

BOOKS

- Baseball Umpires Guidebook, Volume I, Mechanics for a Crew of Two Umpires
- Baseball Umpires' Guidebook, Volume II: Communications & Mechanics
- Smart Baseball Umpiring
- Baseball Rules in Plain English
- N.A.P.B.L. Umpire Manual
- Rules for Idiots
- PBUC Manual for Two-Umpire System

VIDEOS

- Handle It: Dealing with Situations
- See a Balk, Call a Balk
- Behind the Plate
- Rules Made Easy
- Basic Umpiring: 90' Diamond
- Gerry Davis Umpiring Video Series