

Softball ontario Umpire Program



Junior Umpire Clinic Manual

Junior Umpire Clinic - (5 hours)

Open to individuals 11 – 16 years of age at the time of the clinic. Upon successful completion of a Softball Ontario Junior Clinic, you are now eligible to work for your local house league including exhibition games and local league tournaments. For your insurance coverage to be valid, a Junior Umpire must provide the name of the Local League/Association that you are officiating for, the contact name and contact information for the league/Association listed. There might be a limit to the age group one can umpire but that is totally dependent on the local association/league.

A Softball Ontario Junior Umpire Clinic (5 hours) participant receives the following:

- Accident and Liability Insurance Coverage
- Softball Ontario Affiliation
- Softball Ontario Junior Umpire Clinic Manual
- Softball Ontario Junior Umpire Clinic Certificate

Please remember that Junior umpires **are not considered "Carded"** officials and therefore are not eligible to officiate at ORSA, PWSA, OASA and SPOA provincial tournaments and play downs.

To become a carded umpire, you must attend a Softball Ontario Intermediate Umpire Clinic (7 hours) and then they can access Softball Ontario's "Stair Step" program. The "Stair Step" program allows an Intermediate Umpire the opportunity to become carded for a reduced fee. For more information, please contact the Softball Ontario office or the JD Co-Ordinator.

Table of Contents

<i>CODE OF ETHICS & RESPECT MY GAME</i>	4
<i>ROLE OF THE UMPIRE</i>	5
<i>UMPIRE DRESS CODE AND EQUIPMENT</i>	7
<i>UMPIRE SIGNALS</i>	8
<i>UMPIRE RESPONSIBILITIES</i>	12
<i>PLATE MECHANIC</i>	13
<i>PITCHING RULE</i>	16
<i>FAIR / FOUL</i>	17
<i>INTERFERENCE</i>	20
<i>OBSTRUCTION</i>	21
<i>INFIELD FLY RULE</i>	22
<i>APPEALS</i>	23
<i>UMPIRE TO UMPIRE SIGNALS</i>	25
<i>GAME MANAGEMENT TECHNIQUES</i>	27
<i>CONFRONTATIONS</i>	28
<i>COMMUNICATING WITH PLAYERS AND COACHES</i>	30
<i>EJECTIONS</i>	32
<i>TWO UMPIRE SYSTEM FAST PITCH</i>	33
<i>CHARACTERISTICS OF A GOOD UMPIRE</i>	40

CODE OF ETHICS & RESPECT MY GAME

FAIR PLAY CODE FOR OFFICIALS

1. I will make sure that every athlete has a reasonable opportunity to perform to the best of his or her ability, within the limits of the rules.
2. I will avoid or put an end to any situation that threatens the safety of the athletes.
3. I will maintain a healthy atmosphere and environment for competition.
4. I will not permit the intimidation of any athlete either by word or by action. I will not tolerate unacceptable conduct toward myself, other officials, athletes or spectators.
5. I will be consistent and objective in calling all infractions, regardless of my personal feelings towards a team or individual athletes.
6. I will handle all conflicts firmly and with dignity.
7. I accept my role as a teacher and role model for fair play, especially with younger participants.
8. I will be open to discussion with the athletes before and after the game.
9. I will remain open to feedback and show respect and consideration for different points of view.
10. I will obtain proper training and continue to upgrade my officiating skills.

ROLE OF THE UMPIRE

An umpire has the difficult task of seeing that the game of softball is played fairly. He/she must deal with players, coaches and spectators and remain calm while doing so. Sometimes this is not an easy task. As a young person you are in the position of authority dealing with adults.

As an umpire you have the responsibility to do the best job you can for every game.

This involves:

- Leaving your problems at home (outside the ball park).
- Looking and acting professional always.
- Helping the players and coaches understand the rules and calls (you do this with your actions and your words).
- Hustling into position to make your calls.
- Working as a team: supporting your partner on and off the field, whether you agree or not.
- Offer assistance only when asked; **NEVER OVERRULE YOUR PARTNER!**

DECISION MAKER

- Knowledge of the rules
- Fair decisions
- Being in good positions to allow for good judgment
- Being alert
- Always HUSTLE

COMMUNICATOR

- With player, coaches and spectators
- Clear, concise and decisive
- Good listener
- Words and actions

UMPIRES IMPACT

- Attitude: professional, confident, in control of yourself and the game
- Can make or break a ball game
- Must earn the respect of players, coaches and spectators

TEAM PLAYER

- Umpires share equal authority
- Must respect each other, on and off the field
- Should offer assistance when asked

UMPIRE DRESS CODE AND EQUIPMENT

SOFTBALL CANADA – UNIFORM CHECKLIST

- Softball Canada (SC) crested dark navy-blue cap
- SC crested dark navy wind shirt
- Navy blue or dark pants with SC crested powder blue shirt or your league provided umpire shirt
- Dark Navy blue or black socks
- Black shoes, always polished (hard toe for plate recommended)
- Mask with throat protector or extended frame
- Black belt
- Chest protector
- Dark navy-blue ball bag (if crested, Softball Canada)
- Balls and strikes Indicator (held in left hand)
- Small brush for sweeping plate or bases

Recommended Personal Equipment Bag

- Rule Book (in equipment bag only)
- Bat ring
- Pen or pencil and small note pad
- Clothes brush
- Shoe polish
- Extra shoe laces
- Equipment bag

Notes: Umpires should always strive to be dressed professionally. As an individual, you are representing all youth officials. You're likely to hear "Wow we have real umpires tonight," and the game hasn't even started.

UMPIRE SIGNALS

SAFE CALL

- Call in a loud clear and decisive voice
- From the set position, move your arms CRISPLY to shoulder level
- Palms down, knees slightly bent, head up and back straight
- KEEP YOUR EYES ON THE BALL
- Hesitate
- Take your time – don't anticipate

OUT CALL

- Once the play has occurred, hesitate...then make your call
- Call "OUT" in a loud, clear and decisive voice
- Raise your arm SHARPLY to the hammer position (elbow bent at 90 degrees, fist closed tightly)
- KEEP YOUR HEAD UP AND EYES ON PLAY
- Do not use a round house - this forces the head down and the eyes off the play, preventing you from seeing a dropped ball etc.

PLAY BALL

Motion to the pitcher to start pitching by extending the arm opposite the batter and pointing with your whole hand, fingers and thumb together. Make a verbal call "PLAY BALL" at the same time.



NOT TO PITCH

- Arm opposite the batter at shoulder level in front of the body with the palm facing the pitcher. This is **NOT** a “Time Out” call.
- “No Pitch” to be called if the ball is pitched while your hand is in this position.



TIME



“**Time**” called loudly and signaled by either umpire. Both arms straight up, palms out. Partner acknowledges immediately by raising both arms but makes no verbal call. Player or coach may “REQUEST” time, only the umpire may “GRANT” time. Ensure that there is a **VALID REASON** to call time and that **ALL PLAY HAS STOPPED**. It is not used so umpires can stroll to next position.

FAIR BALL

Plate umpire - move down line – take mask off with left hand - no verbal call. Use right or left arm to point toward infield, depending which line your on. Take your time, have a look. It is okay to pump the call on the close ones.



FOUL BALL



Hit to infield or outfield. Plate umpire – take mask off with left hand – move to line – take your time, have a look, be sure. Extend both arms vertically above your head. Call “FOUL”. Always try to get as close to the ball as possible before you make your call. **Do not** make your call from behind the plate.

FOUL TIP

Call and signal a “STRIKE”.

Signal “foul tip” by brushing fingers of the right hand over the back of the left hand, high and in front of the body.



Foul tip: is a batted ball, not higher than the batter’s head that goes directly to the catcher’s hand(s) and is legally caught. It is not a catch unless the ball first touches one of the catcher’s hands.

It is not a foul tip unless it is caught, and any foul tip is a strike with the ball still live and in play.

GROUND RULE DOUBLE



Right arm extended above head, two fingers up. Verbally say “Ground Rule Double”. Same signal used by both umpires.

HOME RUN

Right arm is extended above the head, fist closed. A clockwise circling motion is used.



TRAPPED BALL

Same signal as the safe sign. May bend at knees to ground level where ball has been trapped. May call aloud “NO CATCH”.

DELAYED DEAD BALL

Raise left arm straight out at shoulder level with left arm bent at waist. A delayed dead ball signal is used for Obstruction, Catcher Obstruction, and Illegal Pitch. You allow the play to finish and then apply the rules to the situation.



ILLEGAL PITCH



Called either the plate or base umpire as soon as either one sees that any portion of the pitch is illegal. Left arm is raised to shoulder level, with the left arm bent at the waist, umpire will call “ILLEGAL PITCH”, loud enough for players in the immediate area to hear. Partner acknowledges the call by repeating “ILLEGAL PITCH” and raising arm as well. Lower arm, after making the call, for protection.

CAUGHT FLY BALL

The catch requires a firm hold on the ball in either hand **and** absolute control of the ball and player.

No catch if:

- The ball touches an offensive player, the ground, an umpire or a fence prior to the catch.
- The ball is dropped after a collision or fall.
- The ball is caught in any part of the uniform or equipment.

LEADOFF CALL

A base runner must stay in contact with the base until the pitcher releases the pitch. In some age groups the ball must cross the plate before runners can legally leave a base. If a base runner leaves the base early, then they are leading off. The umpire calls “DEAD BALL” raising both arms above head palms facing out, then points at the runner with open left hand and says, “Runner out for leadoff.”

DEAD BALL



OUT FOR LEADOFF



UMPIRE RESPONSIBILITIES

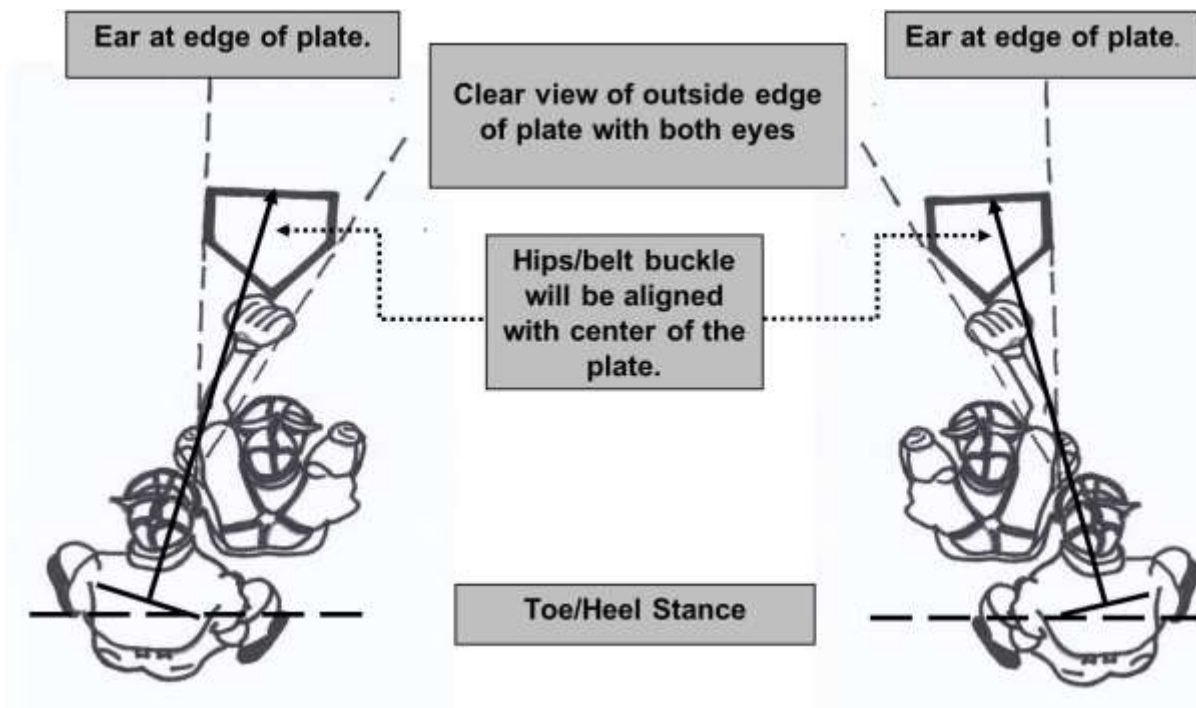
PLATE UMPIRE

- Pre-game Meeting with Coaches and Captains
- Ball Control
- Line-up Changes
- Clean Plate
- Balls & Strikes
- Fair & Foul Balls
- Tag Ups on Some Fly Balls
- Safe/Out at the Plate
- Safe/Out at Third in Some Cases
- Illegal Pitch (Pause)
- Batting Infractions
- Base Awards

BASE UMPIRE

- Clean Pitcher's Plate
- Safe/Out on Bases
- Tag Ups
- Touching Bases
- Check Swing Assistance (Request from Plate Umpire ONLY)
- Illegal Pitch
- Lead-offs

PLATE MECHANICS



STANCE

- Use a slightly staggered stance (Heel/Toe)
- Do not interfere with catcher (close but not touching)
- Knees bent, back straight
- Weight equally distributed
- Shoulders square to catcher and batter
- Position allows the large leg muscles to do the work rather than the smaller and injury prone back muscles
- This makes movement quick and easy. One pivoting step in either direction away from the ball gets you out of the catcher's way with your eyes still on the play.

HEAD

- Square to the pitcher
- Positioned to see the whole strike zone. You must be able to see the opposite side of the plate with both eyes.
- Front of the face should be even with the back of the catcher's head
- Eyes at the top of the strike zone

ARMS

- Individually, you will have to find where your arms are comfortable
- Make sure that your hands and elbows are not exposed, tuck in elbows

STRIKE CALLS

- First vocal then mechanic
- Vocals must be loud and clear
- Actions must be crisp
- Wait for pitch to cross plate. Pause...then make your call
- Head should never turn away from the play
- Be louder on close calls
- ***3rd STRIKE, SELL YOUR CALL!!!!***
- Swinging strikes called in a lower voice and signaled. This allows the catcher and batter to hear and the signal confirms to your partner, players and fans what happened.

BALLS

- Vocals only, no action!
- Call is loud and clear but at a lower level than a strike
- CALL ball; ball; ball; ball 4 (never say take your base)
- No signal or movement of hands to indicate location of pitch. Do not use ball high!
- Stay down when making call, then raise up and step back

REMEMBER: When giving count, strikes are on your right hand and balls on your left hand! Always say balls first then strikes. (2 balls, 2 strikes)

REMOVAL OF MASK

Your mask should come off on all hits, fair or foul, or whenever you are making a call on a base runner.

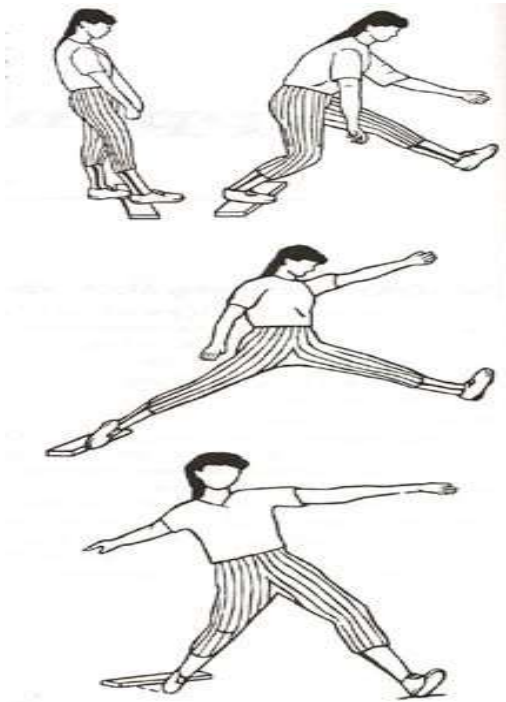
- * ALWAYS take mask off with LEFT HAND
- * Grab on to the middle of your mask first, pull away from your face and then lift. This insures that your cap will stay on and not be over your eyes. This will take practice. Caps are always worn with peak to front, not backwards.

USE OF COUNTER

- Hold counter in your LEFT hand
- When you first start, look at the counter to change the count. Practice until you can change the count without looking. Do not put counter in front of your face - glance down to look at the counter by your side.

PITCHING RULE (U14 and below)

- Pitcher must have both feet in contact with the pitching plate and hold the ball in one hand (bare or glove).
- Pitcher must bring his/her hands together and pause for 1 to 10 seconds.
- After the pause all motion must be forward.
- In delivering the ball the pitcher may only take one step towards the batter and at the same time release the ball.
- The pitcher must drag his/her pivot foot after the motion forward starts. **NO LEAPING!**
- The pitcher may not have any tape or foreign substance on his/her pitching hand or fingers.



FAIR / FOUL

FAIR BALL

A fair ball is a batted ball that meets any of the following conditions:

- settles in fair territory between home and first base, or home and third base
- is on or over fair territory including any part of first or third base when bounding to the outfield
- touches first, second, or third base
- while on or over fair territory, touches a player or an umpire
- first falls on fair ground beyond first or third base
- while over fair territory, passes out of the playing field beyond the outfield fence
- hits the foul pole while in flight

FOUL BALL

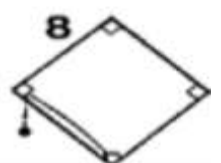
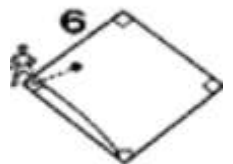
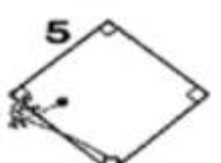
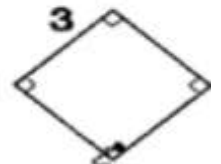
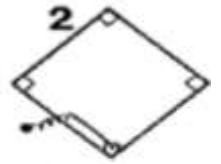
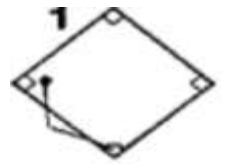
A foul ball is a batted ball that meets any of the following conditions:

- settles in foul territory between home and first base, or home and third base
- bounds past first or third base on or over foul territory
- first touches on foul territory beyond first or third base
- while on or over foul territory, touches a player or an umpire, or any object foreign to the natural ground
- touches the batter or batter's hands while within the batter's box

Note: a fair or foul fly ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not the positioning of the fielder's feet at the time he/she touches the ball.

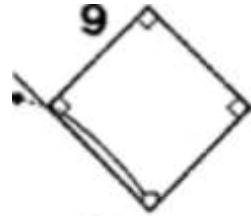
Fair or Foul Ball Quiz?

1. The ball first bounces in foul territory at point A, hits a pebble, bounces into fair territory at point B and is fielded there. Suppose it isn't fielded at point B, but comes to rest there?
2. The ball hits at point A in fair territory but spins into foul territory and comes to rest, or is touched, at point B.
3. The ball hits at point A in foul territory, spins forward and comes to rest directly on home plate.
4. A batted ball hits the batter's leg while he is in the batter's box, bounces into fair territory and is fielded there.
5. A runner takes his lead off third base in foul territory. A line drive hits him and then bounces fair where it is fielded.
6. A runner is standing on third, one leg on the base and the other in foul territory. Ground ball hits the leg that is on the base.

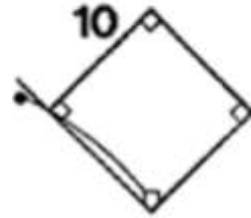


8. The ball rolls directly along the foul line, touches a corner of the base and then rolls foul, never passing the base.

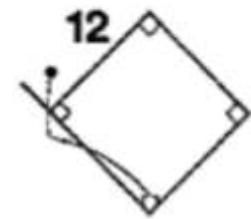
9. The ball bounces in front of the base at point A, crosses directly over the base and lands in foul territory beyond the base.



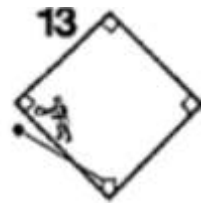
10. A line drive zooms over third base in fair territory but lands in foul territory beyond the base.



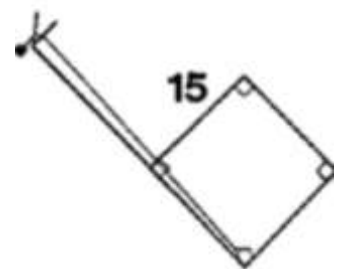
12. The ball rolls inside the foul line, then at point A dips into foul territory before reaching the base, but after it passes behind the base, it hits a pebble at point B and goes fair again, settling at point C.



13. The third baseman, standing in fair territory, reaches out into foul territory and touches a line drive which is on the foul side of the line.



15. The ball hits left field foul pole and bounces into the stands in foul territory.



Answers to Fair/Foul Quiz

1. Fair, **2.** Foul, **3.** Fair, **4.** Foul, **5.** Foul, **6.** Fair, **7.** Fair, **8.** Fair, **9.** Fair, **10.** Foul, **12.** Foul, **13.** Foul, **15.** Fair

INTERFERENCE

Interference is the act of an offensive player or team member, who prevents or tries to prevent a defensive player from making a play on the ball. There will be an OUT.



DEAD BALL



OUT FOR INTERFERENCE

The umpire calls **DEAD BALL** as soon as the interference happens. The player who interfered with the defense will be called **OUT** and any other runners will go back to the last base touched when **DEAD BALL** was called.

If the on-deck batter, coach or any other offensive team member interferes with a defensive player attempting to execute a play, **DEAD BALL** is called, and the batter-runner is **OUT**. **ALL OTHER BASE RUNNERS** “**MUST**” return to the last base touched at the time of the interference. If the fielder reaches into the stands (over the fence) and is interfered with by a spectator, then this is **NOT** interference.

OBSTRUCTION

Obstruction is the act of:

A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.

Also, the act of a fielder who, while not in possession of the ball or in the act of fielding a batted ball, gets in the way of a base runner who is legally running the bases.



When obstruction happens, the umpire calls **OBSTRUCTION** and signals **DELAYED DEAD BALL**. The umpire allows the play to continue until a play is made on the runner that was obstructed, and then he/she calls **DEAD BALL** and enforces the rule and penalty. An obstructed runner can not be called out between the bases that he/she was obstructed. Watch for obstruction when you have a rundown. It happens a lot in this situation. Obstruction also happens a lot when a ball is hit to the outfield and the batter is rounding 1st base and watching the ball. The runner accidentally comes into contact with the 1st base player while they are also watching the ball in the outfield. Remember that contact does not have to occur.

CATCHER OBSTRUCTION

If a catcher prevents or tries to prevent a batter from hitting the ball:

- Give the delayed dead ball signal, call “obstruction”. Let the play happen.
- If the batter hits the ball, reaches 1st base safely, and all other runners advance at least one base, obstruction is nullified with no option given.
- If the batter does not reach 1st base or all runners do not advance at least one base, call “DEAD BALL” and approach the batting team’s coach and give the option of taking the result of the play or the penalty.

INFIELD FLY RULE

An Infield Fly situation occurs when all the following are met:

- Must have less than two out
- Must have runners at 1st and 2nd or 1st, 2nd and 3rd
- Must be able to catch ball with ordinary effort
- Must be a fair ball
- Cannot be a line drive or bunt
- Can be caught by any infielder

In this situation the ball is still live even though the batter is called out regardless of whether the ball is caught. The fly ball rule still applies to runners who must “tag up” (if caught), before advancing.

The ball, if not caught, must be touched in fair territory for the batter to be out. If it rolls foul without being touched and then is picked up - it is a foul ball and not an Infield Fly.

Either the Plate or Base Umpire can call the infield fly by saying “**INFIELD FLY, BATTER IS OUT, IF FAIR**”. (Base umpire should signal as in the past to assist his partner and the PU should be given the opportunity to call it. However, if it is obvious and is not being called, the base umpire should make the call).

APPEALS

An appeal is a play that the umpire cannot act on until asked by a coach, manager or player of the defensive or offensive team. The appeal must be made *before* the next pitch (legal or illegal) and must be made by someone in the infield except for #5 and #6, which can be made by a coach. Appeals may be made by words (verbal appeals under dead ball situation) or by action (touching the affected runner with the ball or touching the base while in possession of the ball) but be sure that the action is deliberate.

There are eleven types of appeals:

1. Missing a base.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second after making a turn at first.
5. Illegal pitcher returning to the game as a pitcher.
6. Illegal substitutions.
7. Illegal re-entry.
8. Making a play with an illegal glove.
9. Replacement player or returning withdrawn player not reporting to the umpire.
10. Runners switching bases (new in 2011)

LIVE BALL APPEAL

If a player (player must be on the infield) asks for an appeal, call “TIME” (once all play has ceased) and ask them to repeat the request for an appeal. Then handle the appeal as a “DEAD BALL APPEAL”.

DEAD BALL APPEAL

Once an umpire has called time and the ball is DEAD, any fielder (including the pitcher, catcher or an outfielder who has come into the infield) may make the verbal appeal...WITH OR WITHOUT THE BALL and ON OR OFF THE BASE.

NOTE: The proper mechanics for handling the above situation are:

1. The proper umpire shall make the call. No advance of the runners can take place when the ball is dead, and pitchers cannot commit illegal pitches.
2. Once the ball is dead, the player who is making the verbal appeal, would simply say to the umpire for example, that the runner on second base missed first base. The umpire would then give his/her decision. There would be no concern during a DEAD BALL appeal because the runners are not allowed to advance.
3. When the ball is DEAD, any fielder may also make an appeal by either touching a player, or the base missed or left early, and appealing to the umpire who is responsible for the call.
4. A defensive player may put a runner out on appeal by tagging the base he missed or left too soon on a caught fly ball, or by tagging the runner while off said base, even if he/she is touching another base.

On a play at the plate where the catcher attempts a tag and misses, and the base runner also misses the base, the umpire shall make a call of SAFE. If the catcher then tags the runner or the plate, the umpire would rule the runner OUT. The SAFE call means the runner is SAFE on the tag (he beat the throw). It does NOT mean that he touched the plate. The OUT call is made because the catcher made an appeal. If the umpire did not make an initial SAFE call or made no call at all, he/she would be tipping off the catcher and the runner.

Base runners may not return to a missed base or a base they left illegally after they have entered their team area or after a following runner has scored.

UMPIRE TO UMPIRE SIGNALS

When given, umpire to umpire signals should be done very quickly and efficiently. It is important that the umpires communicate with each other during the game.

CHECK SWING ASSISTANCE

- Will only be made when a “Ball” is called.
- If the plate umpire needs help, or is requested to appeal on a check swing, step back and out into the open, take off your mask then point to the base umpire with an open hand.
- At the same time, the plate umpire shall also verbally ask “Bob (your partners name) SWING?”.



Swinging Strike:

If there was a swing, the base umpire responds by giving a definite strike signal, and a verbal “YES”. If it is Strike Three, sell the call.

Check Swing:

If there was no swing, the base umpire responds by giving the safe signal and a verbal “NO”.



“OUT” REQUEST BASE and PLATE UMPIRE

If at any time you need confirmation of the number of outs, clench your right fist and tap it on your right thigh.



“OUT” REPLY

The responding umpire will show the number of outs by placing the appropriate fingers on the right thigh.

“COUNT” REQUEST

To request the count from your partner, place both hands in an open position on your chest.

“COUNT” REPLY

Indicate the count on your chest and, if necessary due to poor lighting conditions, down on your pants.



INFIELD FLY SIGNALS

- When an infield fly rule is in effect and before play begins, both umpires will face each other and place their right hand on their left shoulder. At the same time the left hand should be on your left thigh giving the number of outs.
- After the ball is hit, the plate umpire should point to the ball and call “INFIELD FLY, BATTER IS OUT IF FAIR”
- When the infield fly situation is no longer in effect, the umpires will face each other and with their right hand, brush down their left arm.



This is the umpire making the call!



Not in Effect

GAME MANAGEMENT TECHNIQUES

Softball can be an emotional game and sometimes these emotions will not be “kept in check” by players and coaches. It is in these situations that you, as an umpire, must be in complete control of your own emotions.

Good umpires try to keep participants in the game. But do not do it at the expense of your integrity, or that of the game. As an umpire, you can expect some of your decisions to be challenged by players and coaches. It is how those challenges are presented which determines whether an ejection will happen.

One of the umpire’s roles is to protect the players from dangerous acts, such as:

- actions that are outside of the rules
- actions which jeopardize the safety of any participant, including the umpire

The following acts all warrant an “automatic” ejection

- A pitcher intentionally throwing at a batter
- A batter “charging” a pitcher
- Fighting
- Intentional contact with an umpire by a coach or player
- Profanity (loud enough that others hear it)
- Violently throwing equipment
- Continued disregard of an umpire’s warning or directions
- Continued disputing of any judgment call

The use of “preventative umpiring” (talking calmly to the individual and making sure they know the result of improper behaviour) is often successful in handling these situations.

CONFRONTATIONS

This section will give you hints to help you deal with possible conflicts as well as tips on HOW TO STAY OUT OF TROUBLE.

1. Know the rules

- Knowledge gives you self-confidence
- Study the rule book
- Become a student of the game
- Learn by watching good umpires and asking questions
- Understand the intent of the rules and how to apply them
- Read the Softball Canada Umpire Casebook
- Do not be a nitpicker. Be a realistic umpire.

2. Be in position

- Move only 2-3 steps into the diamond when making base calls
- Always try to keep the four elements of the game in front of you:
 - Ball
 - Base
 - Offence (runner)
 - Defence (fielder)
- Follow the play – most players look and step in the direction they throw

3. Stay focused

- Block out irrelevant thoughts
- Concentrate on each play
- Relax when you can
- Make every game your best
- Anticipate...but expect the unexpected
- Consistently practice mechanics
- Always let the play finish before making your call

The more experience you have, the easier it will be.

EMOTION - learn to make it work for you.

4. Set the tone

- Come to the ball park with a good attitude
- Ensure that your uniform is impeccable
 - shirts and pants pressed
 - uniform fits properly
 - shoes shined
- Establish positive control during the pre-game meeting with the coach and/or managers
- Let your presence (style, body language, facial expressions) show you are in control of the game
- Demonstrate your interest in the game
- Use common sense when making decisions
- Always HUSTLE

5. Spectators

- Never respond to their comments
- Always use positive body language
- After the game, leave the park quickly
- Never sit in the stands wearing your uniform
- While in the stands do not discuss plays with anyone

COMMUNICATING WITH PLAYERS AND COACHES

1. Four tools used to communicate

- Mind: think before you speak
- Face: make eye contact show interest
- Body: don't be confrontational
- Voice: use to establish control or defuse a situation

2. Dealing with insults and criticism

- They are upset with what you represent - the authority or the uniform – it is not personal
- Expect a little “heat” on the close ones
- Don't be thin skinned
- Use controlled deafness and humor when appropriate
- Don't have rabbit ears

3. How to handle confrontations

- Enlighten - Don't debate
- Explain - Don't argue
- Converse - Don't make a speech
- Talk - Don't lecture
- Speak calmly - Don't shout back
- Be positive - Don't be negative
- Be friendly - Don't be arrogant
- Be confident - Don't be meek

4. Other key elements to know

- When dealing with people, make eye contact but don't stare
- Listening, understanding, and responding calmly will result in fewer confrontations
- Defuse situations early to avoid bigger confrontations
- Go one on one - your partners can direct others away
- Maintain a physical comfort zone when talking to a coach

- Let the coach have his say first
- Don't interrupt the coach
- Make sure you are both talking about the same play
- Don't let the discussion drag on
- After the argument is over, forget about it

DO NOT:

- cross your arms
- put your hands on your hips
- make sudden movements
- wave your arms and hands



DO:

- keep arms at sides
- stand comfortably
- keep hands open and relaxed
- be calm and attentive, listen



EJECTIONS

1. Responsibilities

Each umpire has the authority to

- Eject team personnel
- Eject personnel authorized to be on the field by the umpire

2. When an ejection occurs

- During live ball action, ejection is enforced when action has ended and time is called
- During dead call situation, eject the offender right away

3. Grounds for ejection

Approaching an umpire to dispute balls and strikes should be met by a strong and immediate warning

- Continually disputing the strike zone
- When a participant continues to argue or dispute a ball or strike decision after being warned against doing so by the umpire.
- Uses insulting, abusive or profane language toward or about an umpire or opponent
- Tries to embarrass or humiliate an umpire
- Intentionally strikes, bumps or assaults an umpire
- Obviously and intentionally defies an umpire's request
- Displays blatant unsportsmanlike behaviour
- Fights or assaults opposing player or coach
- Incites or assaults a spectator

4. These are automatic ejections:

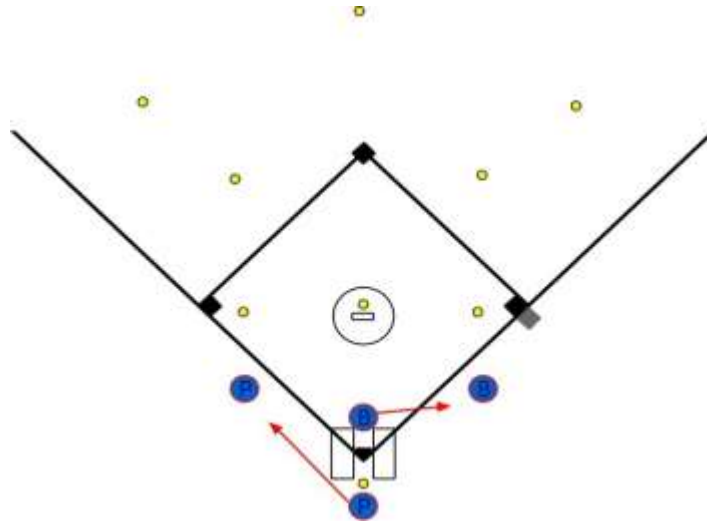
- Illegal re-entry
- Second charged offensive conference
- Fake tag with injury, or 2nd fake tag
- Use of an altered bat

TWO UMPIRE SYSTEM FAST PITCH

In this system you now have a partner to help you call the game. Don't be afraid to ask for help from your partner. This is part of being a team! The ball players rely on each other to get through the game and umpires do as well. Remember to communicate as often as possible. Try and keep each other focused on doing the best job you possibly can.



Starting Position



Start of Game (Plate Conference)

- Plate Umpire behind home plate and Base Umpire in front of home plate facing his partner. At the end of the conference, move to 'between innings' position.

Between Innings

Plate Umpire

- Hustle the teams on and off the field and move to a position on the 3rd baseline about 20 feet from home plate.
- Face the diamond with your hands relaxed at your sides with your mask under your left arm.
- After the warm-up pitches sweep the plate and take your position behind the catcher.

Base Umpire

- Hustle the teams on and off the field and take a position on the 1st baseline about 20 feet from home plate.
- After the warm-up pitches at the start of the game, hustle in to sweep the pitcher's plate and then hustle to your opening position behind 1st base. (15-18 feet beyond 1st base and 1-foot foul). In subsequent half innings, sweep the pitcher's plate at the end of the inning before taking your position.
- Take a position facing home plate with your hands relaxed at your sides.

No Runners on Base

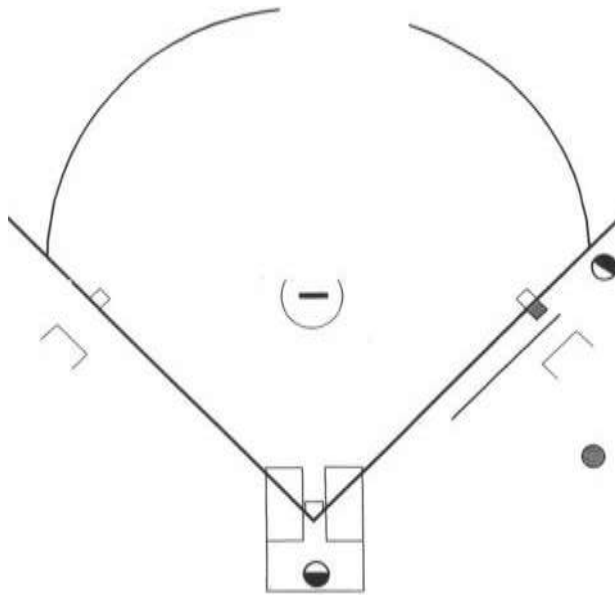


Plate Umpire

- Calls balls/strikes, fair/foul.
- When the ball is hit, move out from the **left** side of the plate.
- On ground balls, trail the batter up the first base line stopping just before the play is made.
- You will be watching the chute, possible obstruction/interference, and the play in case your partner needs help.
- On a fly ball, get as close to the play as possible to obtain a good view. Most of the time, you will be heading for the center of the diamond.

Base Umpire

- From your position 15 to 18 feet behind 1st and 1-foot foul, in the ready position.
- Watch for illegal pitches.
- On a ground ball in the infield, move to a position in fair territory about 15 feet from 1st and outside the base path.
- Watch the ball and let the ball turn you into the play (tracking).
- Hesitate before making your call.
- On balls hit to the outfield, move inside the base line between 1st and 2nd and then turn and as best you can, visually pick up the ball, the base, the runner, and the defensive player.
- If it is a hit, make sure you watch the runner touch the base.
- If the runner continues to the next base, then you will follow making sure you are in a good position to make a call.

Runner on 1st

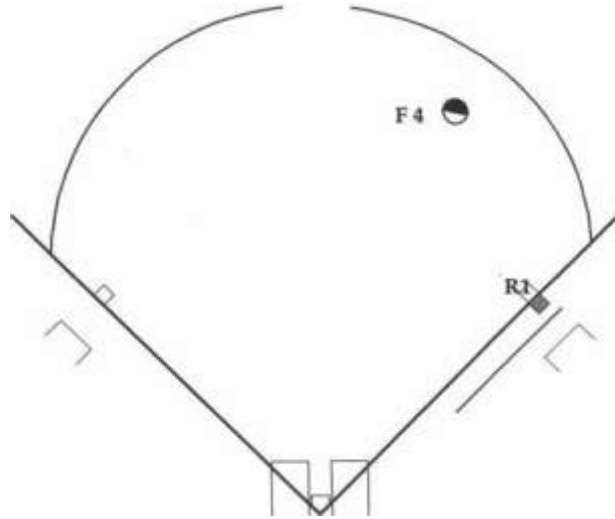


Plate Umpire

- Same starting position and responsibilities.
- On ground ball hit to infield, move out from left of plate and watch batter/runner going to 1st base.
- Be ready to go to 3rd base for a possible call on R1.
- On balls hit to the outfield, go towards 3rd base watching the ball.

Base Umpire

- Position yourself 2 or 3 steps behind the second baseman and 1 step to the left (closer to 1st) outside the base line.
- Make sure your shoulders are square to the plate.
- Be ready for a check swing assistance.
- If the runner attempts to steal 2nd base, move parallel to the base line towards 2nd. Just before the play happens, STOP and set yourself to watch the play.
- On ground balls in the infield, hold your position and let the ball take you to the play.
- You may only have to take a couple of steps to get closer to make your call.
- On double play possibilities, make the first call and then pivot your body so you are facing the second call.
- On balls hit to the outfield, come inside the diamond in between the pitcher's plate and the baseline, and watch for tag-ups and runners touching bases.
- Always keep your eye on the ball.

Runner on 2nd

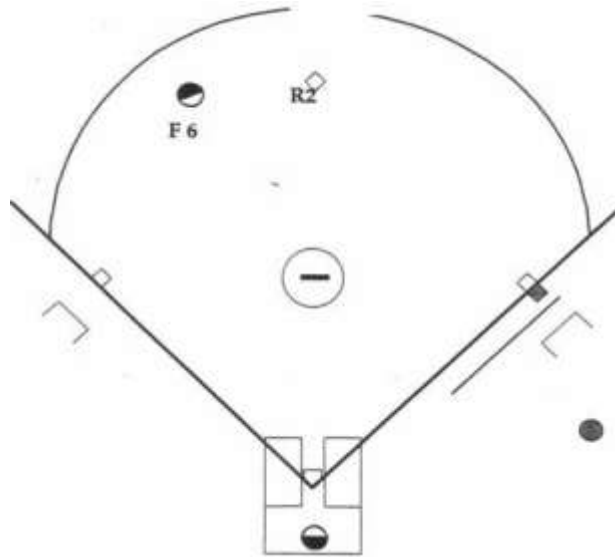


Plate Umpire

- Same starting position and responsibilities.
- On all hits, move from the plate on the left side.
- On ground balls to the infield, watch the ball and the play.
- Be ready to make the second call at 3rd base.
- On hits to the outfield, watch the runners touch bases and be ready to make a call at the plate or 3rd base if needed.

Base Umpire

- Position yourself 2 or 3 steps behind and 1 step to the left (closer to 2nd base) of the shortstop and outside the base line.
- Make sure your shoulders are square to the plate.
- Be ready for checked swing assistance.
- If the runner tries to steal 3rd base, move parallel with the base line toward 3rd base. Stop before the play is made and watch the play happen before you make your call.
- On ground balls to the infield, hold your position and watch the ball. The ball will take you to the play. You may move sideways to find an unobstructed view of the play.
- On balls hit to the outfield, move inside the diamond half way between the pitcher's plate and 2nd base. From here you can move easily to the play and make your call.
- Watch for tag-ups on fly balls and runners touching bases.

Runner on 3rd

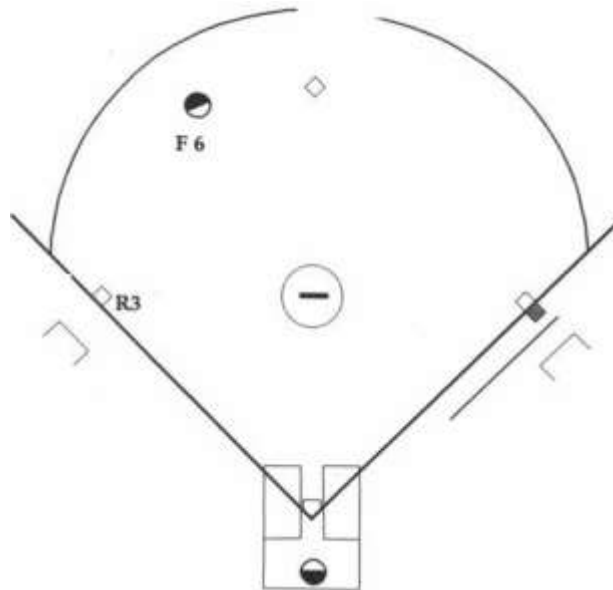


Plate Umpire

- Same starting position and responsibilities.
- On all hit balls, move out from left side and stay in foul territory.
- For infield ground balls, watch the ball and the play and be prepared for a play at the plate.
- On balls hit to the outfield, watch the tag-up at 3rd and make the call at the plate.

Base Umpire

- Same starting position and responsibilities as with a runner at 2nd.
- On ground balls, hold your position and let the ball take you to the play. You may move sideways to find an unobstructed view of the play.
- On balls hit to the outfield, move inside the diamond half way between the pitcher's plate and the base line. Turn and watch the ball, runners tagging up, and runners touching the bases.

Runners at 2nd and 3rd or 1st and 3rd

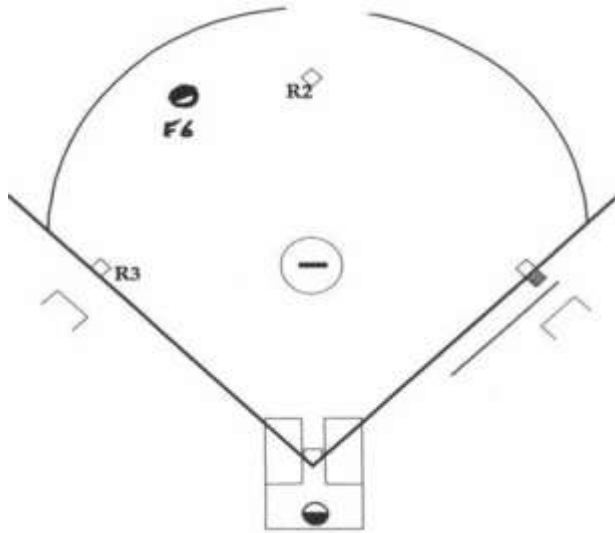


Plate Umpire

- Same starting position and responsibilities.
- On all hits move out the left side but stay in foul territory.
- On fly balls, line up the runner at 3rd and watch the tag-up after the catch.

Base Umpire

- Same starting position as with a runner at 2nd.
- You are responsible for the first play on the infield.
- On fly balls, line up the runner at 2nd and watch for tag-ups after the catch.
- Watch runners touch the bases.

Bases Loaded

The most exciting play in the game is when a hit is made. The umpire's responsibilities remain the same as with runners at 2nd and 3rd. Any time a runner is scoring, it is very important to watch them touch the plate. The base umpire will have to watch the tag up at 1st and 2nd during a fly ball.

CHARACTERISTICS OF A GOOD UMPIRE

FAIR

DECISIVE

CONSISTENT

CALM

CONFIDENT

GOOD RULE KNOWLEDGE

WILLING TO WORK AS A TEAM

GOOD COMMUNICATOR

LOOKS THE PART

Answer all questions by filling in the appropriate box.

No.	Question	True	False
1	The strike zone is based on home plate and not the batter's position in the batter's box.		
2	With runners on first and second, the base umpire should position him/herself between the 2nd baseperson and 2nd base.		
3	Infield fly is in effect with less than two out and runners on 1st and 2nd or 1st, 2nd and 3rd.		
4	The pitcher must bring his/her hands together and pause for 1-10 seconds before pitching.		
5	It is proper to wear your hat with the peak facing backwards beneath your face mask which you always take off with your right hand.		
6	Always take your face mask off with your right hand and hold your indicator in your left hand.		
7	An umpire should always be fair, courteous, and decisive.		
8	A foul tip is a batted ball, not higher than 6 feet, that goes directly to the catcher's hand(s) and is caught legally.		
9	An infield fly can be a bunt or a line-drive.		
10	The full count signal is given from the plate umpire by indicating and verbalizing 3 balls on the right hand and 2 strikes on the left hand.		
11	When using a double base, a batted ball that hits either the white or orange portion of the base is a fair ball.		
12	A ball that first falls in fair ground territory, beyond 1st and 3rd base, then rolls foul. is a fair ball.		
13	When calling strikes and outs, use your right arm, the elbow should be bent and at a 90 degree angle at shoulder level.		
14	A runner may advance when a legally caught fly ball is first touched.		
15	The most senior umpire is the spokesperson at the pre-game meeting held at home plate.		