



1

AGENDA

- Expectations – decorum in class
- How to be successful at umpiring
 - Rules
 - Field Mechanics and techniques
 - Handling situations
- There will be a test – so pay attention

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How to be successful

• **Job One : Safety**

- Proper Equipment, worn during warm-ups
- Field – make sure it is clear (bats, balls, gloves, etc.)
- Cracked or broken equipment, don't allow it
- Safety equipment for players and yourself
- Be in position – HUSTLE
- Know the rules – training goes only so far – go back to handouts
- Don't go looking for trouble – don't be a wise guy

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How to be successful

- Be decisive – use consistent technique
- Move the game along, prevent delays
- The three C's
 - Courtesy
 - Courage
 - Common Sense!!!!
- In the end, need to get the call RIGHT!!!

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RULES

- Definitions:
 - Strike –Strike Zone - Foul-tip - Bunt
 - Ball – Base on balls
 - Fair / Foul
 - Catch
 - Tag

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Strike

- A STRIKE is a legal pitch which meets any of these conditions -
 - (a) Is struck at by the batter and missed;
 - (b) Is not struck at, if any part of the ball passes through any part of the strike zone;
 - (c) Is fouled by the batter when there is less than two strikes;
 - (d) Is bunted foul (the batter is out and ball is dead, if the batter bunts foul on the third strike);
 - (f) Touches the batter in flight in the strike zone; or
 - (g) Becomes a foul tip. (Ball is live and in play.)

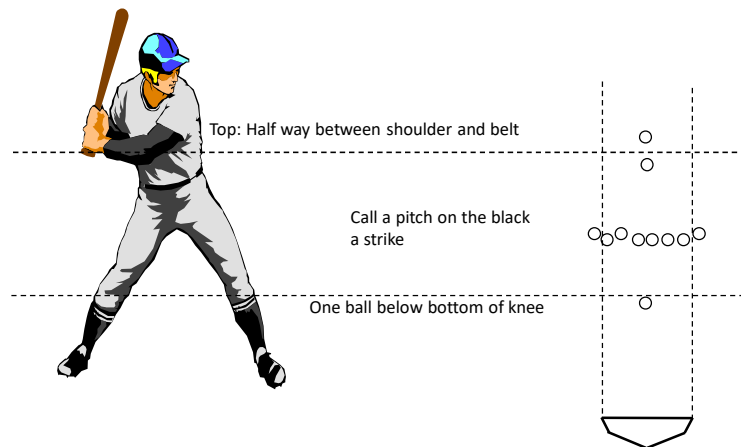
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Strike Zone

- The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch
- Beware of the batter who tries to give the impression of a small strike zone by squatting. As the umpire, you must decide his/her normal position when he/she swings. Once you determine his/her normal stance, call that strike zone.
- *THINK STRIKES!!! Borderline pitches should be called strikes. This encourages the offensive team to become more aggressive while at bat and provides for a more exciting game.*

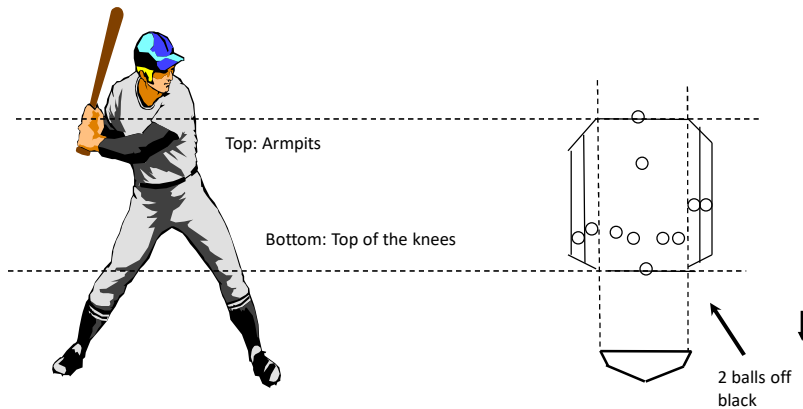
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MLB Strike Zone



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Little League Strike Zone



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Foul Tip

- A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by the catcher
- A rebound would be a ball batted sharply to the catcher that does not hit the mitt first but is finally held by the catcher. This would not be a catch, but simply a foul ball, dead ball.
- The ball is alive and in play on a foul tip. Runners may advance as well as being thrown out on a foul tip.

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Bunt

- A BUNT is a batted ball not swung at, but intentionally met with the bat and rapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt.

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Ball

- A BALL is a pitch which does not enter the strike zone in flight and is not struck at by the batter.
- If the pitch touches the ground and bounces through the strike zone it is a "ball."
- If a pitch touches the batter, the batter shall be awarded first base. Even if the pitch bounces before hitting the batter.
- If the batter swings at such a pitch and misses, it is a strike.

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Base on Balls

- A BASE ON BALLS is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone.
- Do not grant a request for time out until the batter-runner reaches first base and forward movement has stopped and no attempt is being made to proceed to second base.
- It is acceptable for a batter-runner to overrun first base on a base on balls. He/she cannot be tagged out when overrunning first base unless he/she makes an effort to advance to second base or fails to return to first immediately.

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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.

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Foul ball

- A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.
- Remember when you call "foul", you live with that call. You cannot change a foul call after it is made.

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Catch

- A CATCH is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground.
- It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball.
- If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught.

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Tag

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

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Time

- "TIME" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.
- Managers and players may ask for "Time" to be called, but only the umpire may call or grant "Time".
- Umpires should resist the urge to call "Time" whenever the batter wishes time to get set in the batter's box. Seldom will a pitcher begin his/her delivery while the batter is getting ready. If he/she does, then call "Time".

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•END of Session 1

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Other Definitions

- Appeal
- Infield Fly
- Interference
- Obstruction

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Force Play

- A FORCE PLAY is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.
- Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play.
Example: Runner on first, one out, ground ball hit sharply to first baseman, who touches the bag and the batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag-out at second, the run(s) would count.
- **IMPORTANT: When the 3rd out in an inning is the result of a force play, no runs can score.**

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APPEAL

- An APPEAL is an act of a fielder in claiming a violation of the rules by the offensive team.
 - Claim about a runner missing a base
 - Claim about a runner leaving too early on a tag-up.
 - Claim about a runner not getting back to a base after a caught line-drive.
- Appeals must be made properly.
- Appeals must be made when the ball is live.
- Some appeals are self-evident.

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Illegal Pitch

- An ILLEGAL PITCH is
 - (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate;
 - (2) or a quick return pitch.