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## HOME PLATE CONFERENCE

### ITEMS TO GO OVER WITH MANAGERS

- 1) SPORTSMANSHIP OF ALL
- 2) NO CURVE BALLS ALLOWED  
NATURAL CURVE ON FASTBALL ALLOWED
- 3) SLIDE OR AVOID (RUNNER GIVES UP)
- 4) VISITS TO PITCHER (NO LIMIT IN "B" LEAGUE")  
2 PER INNING OR 3 PER GAME B4  
PITCHER MUST BE REMOVED
- 5) GROUND RULE DOUBLE  
OUTFIELDER RAISES HAND  
RUNNERS ON BASE MAY ADVANCE, ONLY 2 BASES
- 6) THROWING OF EQUIPMENT GETS A TEAM WARNING. SECOND OFFENSE GETS AN EJECTION.
- 7) ONLY FEET FIRST SLIDE GOING INTO A BASE
- 8) ONCE SQUARED TO BUNT, MUST BUNT OR PULL BACK. CANNOT HIT AWAY.
- 9) MUST HAVE 8 (BASEBALL) OR 9 (SOFTBALL) PLAYERS TO START GAME.
- 10) REMIND THEM OF "OBSTRUCTION" AND "INTERFERENCE"  
"HOGGING THE BAG", RUNNERS INTERFERENCE"  
PLAYERS MUST HAVE THE BALL OR CATCHING THE BALL BEFORE  
"COVERING" THE BAG OR PLATE.
- 11) REMIND THEM OF THE "STRIKE TWO" OFFICIAL PROGRAM
- 12) REMIND THEM OF THE "ARMS LENGTH RULE"  
COACHES SHOULD REMAIN WITHIN AN ARMS LENGTH OF THE DUGOUT  
(NOT DURING PRACTICE GAMES BECAUSE OF INSTRUCTION)
- 13) INFIELD FLY RULE ONLY IN "A" BALL ( SOFTBALL & BASEBALL )
- 14) TRIPS TO THE PITCHER - ONCE THE MANAGER/COACH CROSSES FOUL LINE  
BETWEEN INNINGS ALLOWED ONLY IF DOING MOUND MAINTENANCE.  
WATCH OUT FOR CONTINUED INSTRUCTION FROM THE DUGOUT.



# NEWBURYPORT UMPIRES ASSOC.

[www.thenewburyportpioneerleague.com](http://www.thenewburyportpioneerleague.com)

The Newburyport Pioneer League is a 501(c)(3) non-profit organization

## Working the Bases

1. Position 'A'
2. TIMING
3. Fair/Foul responsibility calls
4. Going out on trouble balls
5. Keeping Chest to the Ball
6. Making a call from Foul territory
7. Pulled foot Mechanic
8. Calls at the plate; from the field
9. Asking the plate umpire on calls
10. Missed base, missed tag
11. The Pivot
12. Position 'B'
  - a. The pick off at first
  - b. Balks
  - c. The steel of second
  - d. Double play call
  - e. The 'V': Catch, No-catch
  - f. The Work Zone
13. Position 'C'



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## Working the Plate

1. Home Plate Conference
2. Working the slot –TIMING, head height, locking in, etc.
3. Announcing the count –when asked/Balls left hand/Strikes right hand
4. Checked swing appeal – “Yes he did!” or appealing to partner using left hand
5. Obvious fouls – no need for anything
6. Putting the Ball in Play – Always!
7. The Strike call
8. Swinging Strike – no verbal
9. Third strike call – signature mechanic
10. Calling balls – so the infield can here
11. Do not point the batter to first on a ball 4-they know where first base is
12. Clearing the catcher on hits – usually to the left
13. Following the runner to first with no runners on and what to look for
14. The foul-tip mechanic
15. Reminder- do not catch or throw any baseballs
16. Foul ball – hands over head plus verbal
17. Fair ball – no voice just point to fair territory
18. Between innings resting spot- up the foul line
19. Using the indicator-keeping it inconspicuous
20. Home plate conference and ground rules
21. Use of LEFT hand for mask and indicator
22. Brushing off the plate - back toward pitcher
23. Catchable foul balls. Follow the catcher, not the ball, and keep an eye on the catcher’s mask.
24. Calls at home – First base line extended for close calls
25. Calls at home- Third base line extended when ball beats the runner
26. The Balk call from the plate
27. Inspect incoming baseballs- for tears, scratches, etc.
28. Never use closed fists to show full count.

## CATCHER BLOCKING HOME PLATE

The most important job of the catcher, second only to receiving the pitch, is to protect home plate. While some leagues have specific rules regarding plays at the dish, there are universal principles that work well in any league, from eight year olds on up to the pros.

On any play where the ball is hit fairly, the catcher should immediately come up out of his crouch and move in from of home plate. The mask should stay on; discourage the "macho" impulse to rip it off on every play, reserving this instead for popups and pitches that are not cleanly caught. Leaving the mask on gives protection in the event that you have a "bang-bang" play at the plate and a ball gets away.

The catcher should position himself relative to the location of the hit, using home plate as a reference. If the ball is hit to the left field side, he should line up using the third base corner of home plate as a guide. Likewise, if the ball is hit to the right field side, he should use the first base corner of the plate as a guide. The catcher should be no more than a foot or so in front of the plate in order to give himself the best position on a potential tag. **In most leagues, it is illegal for the catcher to block the plate unless he actually has the ball in his possession, though unwritten rules allow him to do so if the ball is actually in the air.**

When blocking the plate, give the runner the back half of the plate. This gives the runner a clear target (which will reduce the number of collisions), and also the illusion of a safe path to home.

Once the ball is caught, the catcher should take a quick step onto the third base line, making sure to square his knees toward third base. The knee is very resistant to damage from head on collisions, but likewise very susceptible to injury if struck from the side. **It is imperative that the catcher stay low** - the runner will have the advantage of momentum and the only way to counter this is for the catcher to have a low center of gravity.

The ball should be gripped tightly in the throwing hand, then placed inside of the mitt. If the ball is held in the mitt alone, the shock of an impact can very easily dislodge it. The tag should only be applied with the back of the mitt. Keep the tag low. Only apply a sweeping tag if the throw was off target, preventing the catcher from getting into the correct position.

Once the tag is applied, the catcher should spin away toward the infield, ready to make a throw to another base if the situation calls for it.

Follow these steps to realize a greater percentage of outs at the plate, and to protect your catcher from injury.

## CATCHER BLOCKING PLATE\_2

The Answer Guy: When can a catcher block the plate?

By JOHN MARSHALL

P-I BOOK CRITIC

**Q: Greg Adams asks: "I need some help with a baseball question. Base runner is heading home and the ball is thrown from right field. The catcher blocks the plate but does not have the ball. The runner slides but cannot reach home plate. The pitcher then catches the ball and tags the runner out. What is the correct call?"**

**AG:** The runner is safe because he was interfered with in his attempt to reach home. The catcher can only block the plate when he is fielding the ball or has the ball already. Since that did not occur in the scenario you describe, the runner is awarded the base -- in this case, scoring a run.

## HOME PLATE CONFERENCE

### ITEMS TO GO OVER WITH MANAGERS

- 1) SPORTSMANSHIP OF ALL (PLAYERS, COACHES, MANAGERS, PARENTS).
- 2) ALL PLAYERS IN FULL UNIFORM AND SHIRTS ARE TUCKED IN.
- 3) NO CURVE BALLS ARE ALLOWED (BREAKING OF THROWING WRIST)  
NATURAL CURVE ON FASTBALL/SLOWBALL SLOWED
- 4) SLIDE OR AVOID (RUNNER MUST GIVE UP). NO LEAPING OVER!!!!
- 5) VISITS TO PITCHER (NO LIMIT IN "B" LEAGUE)  
ONCE THERE IS 2 VISITS PER INNING OR 3 PER GAME, PITCHER MUST BE REMOVED. A VISIT CONSTITUTES CROSSING EITHER FOUL LINE. IF THERE IS MOUND MAINTENANCE, THIS IS NOT A TRIP. (YOUR JUDGEMENT)
- 6) GROUND RULE DOUBLE - STUCK IN OR ROLLS UNDER FAIR TERRITORY FENCE.  
OUTFIELDERS MUST RAISE ARM. RUNNERS ADVANCE TWO (2) BASES.
- 7) THROWING OF EQUIPMENT GETS A TEAM WARNING. 2<sup>ND</sup> OFFENSE GETS EJECTED
- 8) MAKE SURE ALL EQUIPMENT IS STORED IN THE DUGOUT. AVOID INTERFERENCE!!!
- 9) ONLY FEET FIRST SLIDE GOING INTO A BASE. HEAD FIRST OK IF RETURNING TO BAG.
- 10) ONCE SQUARED TO BUNT, MUST BUNT OR PULL BACK. CANNOT HIT AWAY.
- 11) MUST HAVE 8 PLAYERS TO START OR CONTINUE WITH A GAME. ONCE DURING THE GAME A TEAM FALLS TO 7 OR LESS, THAT TEAM IS ASSESSED A FORFEIT.
- 12) REMIND THEM OF "OBSTRUCTION" AND "INTERFERENCE".  
"HOGGING THE BAG" = RUNNERS OBSTRUCTION - CAN BE IMMEDIATE OR DELAYED,  
ALSO MUST HAVE POSSESSION OF BALL OR IN THE ACT OF CATCHING THE BALL AND RECEIVE THE BALL BOTH BEFORE THE RUNNER REACHES HOME AND BEFORE "COVERING THE BAG OR PLATE."  
"INTERFERENCE - RUNNER PREVENTING DEFENSE FROM MAKING THE PLAY ON THE BALL.
- 13) REMINDER OF THE "STRIKE TWO" PROGRAM - WILL BE ENFORCED IF NECESSARY!!!
- 14) REMIND THEM OF THE "ARM'S LENGTH RULE." - COACHES/MANAGERS SHOULD REMAIN WITHIN AN ARMS LENGTH OF THE DUGOUT. (NOT DURING PRACTICE GAMES BECAUSE OF INSTRUCTION TO THE PLAYERS)
- 15) INFIELD FLY RULE - ONLY IN "A" BASEBALL AND "A" SOFTBALL.
- 16) ASA - "LOOK BACK RULE" ALSO CALLED THE "CIRCLE RULE" - PLAYERS ON BASE MUST RETURN TO BAG(S) ONCE PITCHER HAS SOFTBALL AND WITHIN THE 8 FOOT CIRCLE AROUND THE PITCHER'S PLATE. "A" SOFTBALL PENALTY IS RUNNER DECLARED OUT. "B" SOFTBALL RUNNER RECEIVES A WARNING AND RETURNED TO LAST BAG OCCUPIED.
- 17) ASA - NO LEAPING OF PITCHER. ONE FOOT MUST REMAIN ON GROUND WHEN DELIVERING THE BALL, PREFERABLY DRAGGING THE PIVOT FOOT (ONE IN CONTACT WITH THE PITCHER'S PLATE)
- 18) ASA - MAXIMUM OF 1 AND ½ ARM REVOLUTIONS PRIOR TO DELIVERING THE BALL.
- 19) ASA - RUNNERS CAN LEAVE WHEN SOFTBALL IS RELEASED BY THE PITCHER.
- 20) BOTH "B" SOFTBALL AND BASEBALL NO LONGER HAVE THE FROZEN "3<sup>RD</sup> BASE RULE."
- 21) ASA - ALL TEE SHIRTS MUST BE OF THE SAME COLOR. PITCHER CANNOT WEAR A TEE SHIRT THAT IS THE SAME COLOR OF THE GAME BALL BEING USED.
- 22) ASA - THE PITCHER'S GLOVE MAY NOT CONTAIN ANY PORTION OF THE COLOR OF THE GAME BALL. I.E WHITE BALL - NO WHITE ON THE GLOVE. I.E YELLOW BALL - NO YELLOW ON THE GLOVE.
- 23) ALL JEWELRY, THAT IN THE ESTIMATION OF THE UMPIRE IS DANGEROUS, MUST BE REMOVED.
- 24) IF BATTER HAS ONE FOOT COMPLETELY OUT OF THE BATTER'S BOX AND MAKES CONTACT WITH THE PITCHED BALL, WHETHER FAIR OR FOUL, THAT BATTER IS AUTOMATICALLY OUT WITH IMMEDIATE DEAD BALL AND NO RUNNERS ON BASE MAY ADVANCE.

# INFIELD FLY SUMMARY

ALL SITUATIONS LEAVE THE CALLED "INFIELD FLY" WITH THE BALL ALIVE:

BALL DROPPED BY ACCIDENT - BATTER IS OUT AND RUNNERS MAY ADVANCE AT THEIR OWN RISK.

BALL NOT TOUCHED AT ALL- BATTER IS OUT AND RUNNERS MAY ADVANCE AT THEIR OWN RISK.

BALL DROPPED INTENTIONALLY - BATTER IS OUT AND RUNNERS MAY ADVANCE AT THEIR OWN RISK.

PREVIOUSLY "INTENTIONALLY" WAS CALLED DEAD BALL UNDER RULE 6.05(L) FURTHER INVESTIGATION REVEALED THAT THE "INFIELD FLY" TAKES PRECEDENCE OVER RULE 6.05(L). REMEMBER IT IS IMPERITIVE THAT THE INFIELD FLY IS CALLED LOUDLY FOR THE PROTECTION OF BASERUNNERS.

AS A FINAL COMMENT TO RULE 6.05(L). IF THE INTENTIONALLY DROPPED BALL "WAS NOT A VALID INFIELD FLY" (LINE DRIVE, ETC.), THEN THE BALL IS DEAD IMMEDIATELY AND ALL RUNNERS RETURN TO LAST BASE OCCUPIED WITH JEOPARDY OF BEING PUT OUT.

## DROPPED 3<sup>RD</sup> STRIKE GUIDELINE

PLEASE BE AWARE OF THE FOLLOWING GAME SITUATIONS THAT PERTAIN TO A DROPPED 3<sup>RD</sup> STRIKE. LEAGUES INVOLVED INCLUDE ASA, 50/70 DIAMOND AND THE 90 FOOT DIAMOND:

- 1) LESS THAN 2 OUTS AND 1<sup>ST</sup> BASE UNOCCUPIED, BATTER **MAY ADVANCE** TO 1<sup>ST</sup> BASE.
- 2) LESS THAN 2 OUTS AND 1<sup>ST</sup> BASE OCCUPIED, BATTER **MAY NOT ADVANCE** TO 1<sup>ST</sup> BASE, EVEN IF THE RUNNER ON 1<sup>ST</sup> IS STEALING BECAUSE LAST BASE OCCUPIED WAS 1<sup>ST</sup> BASE.
- 3) 2 OUTS AND 1<sup>ST</sup> BASE OCCUPIED, BATTER **MAY ADVANCE** TO 1<sup>ST</sup> BASE.

TRY TO REMEMBER NOT TO CALL THE BATTER OUT IF A CALLED OR SWINGING DROPPED 3<sup>RD</sup> STRIKE OCCURS. IF BATTER MAKES NO ADVANCE TO 1<sup>ST</sup> BASE, WAIT UNTIL BATTER APPROACHES THE DUGOUT, THEN ANNOUNCE "BATTER OUT."



**PICK OFF ATTEMPT**  
**BOTH 50/70 AND 90 FOOT DIAMOND**

BABE RUTH RULE BOOK – RULE 7.05(h) –  
RUNNER IS AWARDED **ONE (1) BAG** WHEN  
PITCHER HAS HIS PIVOT FOOT STILL IN  
CONTACT WITH THE RUBBER AND  
THROWS THE BALL INTO DEAD BALL  
TERRITORY.

BABE RUTH RULE BOOK – RULE 8.01(e) –  
RUNNER IS AWARDED **TWO (2) BAGS**  
WHEN PITCHER HAS DISENGAGED THE  
RUBBER. (PITCHER IS NOW CONSIDERED  
AN INFIELDER) – RULE 7.5(g)

## BATTING OUT OF TURN

THERE ARE 3 DIFFERENT RESULTS OF BATTING OUT OF TURN:

### **ILLEGAL BATTER REPLACED**

- 1) WHILE AT BAT, THE IMPROPER BATTER IS REPLACED BEFORE COMPLETING HIS TURN AT BAT. CORRECT BATTER ASSUMES THE SAME COUNT. NOTE: ANY ADVANCE BY RUNNERS ON BASE WHILE THE ILLEGAL BATTER IS AT BAT IS LEGAL AND MUST NOT BE REVERSED AFTER ILLEGAL BATTER IS REPLACED.

### **ILLEGAL BATTER OUT ON APPEAL**

- 2) ILLEGAL BATTER GETS TO AT LEAST FIRST BASE AND IS PROPERLY APPEALED. APPEAL MUST TAKE PLACE **BEFORE** A PITCH OR PLAY TO THE NEXT BATTER. (BALL SHOULD BE IN PLAY IS PREFERRED) IF UPHeld, THE BATTING POSITION SKIPPED IS CALLED OUT AND ANY ADVANCE BY RUNNERS ON BASE **INCLUDING** RUNS SCORED ARE CANCELLED (RUNNERS RETURNED TO WHERE THEY WERE PRIOR TO IMPROPER BATTER GETTING ON BASE) NOTE: THE NEXT BATTER COMING TO THE PLATE SHOULD BE THE NEXT BATTING POSITION FOLLOWING THE "JUST CALLED OUT" BATTING POSITION.

### **ILLEGAL BATTER IS LEGALIZED**

- 3) ILLEGAL BATTER GETS TO AT LEAST FIRST BASE. NEXT BATTER TAKES AT LEAST ONE PITCH OR THERE IS SOME PLAY MADE BEFORE THE PITCH. IF BATTING OUT OF ORDER IS THEN APPEALED, THE APPEAL MUST **NOT** BE ALLOWED. NO APPEAL CAN BE GRANTED AFTER A PLAY OR A PITCH TO A NEW BATTER ONCE THE ILLEGAL BATTER HAS REACHED A BASE. NOW THE FUN STARTS. ONCE THE APPEAL IS DENIED, THE ILLEGAL BATTER IS **NOW LEGAL** AND THE CORRECT BATTER WHO SHOULD BE AT THE PLATE IS THE BATTER/BATTING ORDER NUMBER **FOLLOWING** THE NOW LEGALIZED BATTER ON BASE. EXAMPLE: NUMBER 8 BATTER BATS, GETS ON BASE AND IS PROPERLY APPEALED. NUMBER 7 BATTER IS CALLED OUT. AS #8 BATTER IS ON BASE, DUE TO BEING LEGALIZED, THE NEXT PROPER BATTER IS THE #9 BATTER.