

## SENIOR LEAGUE NOTES

90 % OF ALL SENIOR LEAGUE GAMES WILL BE PLAYED AT THE  
HIGHSCHOOL.

### EXCEPTIONS TO PIONEER LEAGUE

- 1) BALKS - SEE PITCHER HANDOUT
  - TURNING OF SHOULDER TOWARDS 1<sup>ST</sup> BASE
  - CAN TURN HEAD ONLY
  - DROPPING BALL WHILE ENGAGED WITH THE PLATE
  - NOT STEPPING TOWARDS 1<sup>ST</sup> BASE FIRST!!!!
  - CANNOT FAKE A THROW TO 1<sup>ST</sup> BASE
  - CAN FAKE TO 2<sup>ND</sup> OR 3<sup>RD</sup> BASE - NO BALK
  - FOR SENIOR LEAGUE, WE GIVE EACH PITCHER A WARNING OF THE BALK MOVE OBSERVED. BE INSTRUCTIONAL NOT PUNISHING. SOME OF THESE KIDS MAY BE PITCHING THE 90' DIAMOND FOR THE FIRST TIME.
- 2) MUST HAVE A HOME PLATE CONFERENCE WITH BOTH MANAGERS. BOTH THE BRESNEHAN AND HIGHSCHOOL FIELDS HAVE DEAD BALL AREAS/HOLES IN THE FENCING/GROUND RULE DOUBLES. THE BRESNEHAN HAS A VERY SHORT DEAD BALL AREA AT 1<sup>ST</sup> BASE. THEY USUALLY FOLLOW THE LINE WHERE THE TALL GRASS STARTS. IF THROWN INTO THIS AREA, THE BATTER WOULD GET 2<sup>ND</sup> BASE. ALSO, GO OVER THE BALK SITUATION AND TELL THEM YOU WILL BE GIVING BOTH A WARNING FOR THE FIRST OFFENSE AND SOME INSTRUCTION IF YOU FEEL IT WILL AVOID FUTURE PROBLEMS. IN THE PAST I HAVE ANNOUNCED THIS AT THE HOMEPLATE CONFERENCE, BUT HAVE ALSO STATED THAT THERE WOULD BE NO!!!!!! WARNING ON VERY FLAGARENT BALK VIOLATIONS ( STOPPING THE DELIVERY TO HOME TO THROW OUT THE RUNNER) YOUR DECISION TO CALL.
- 3) THE STEAL AT 2<sup>ND</sup> BASE IS THE MOST DIFFICULT TO CALL. YOU HAVE TO HANG IN THERE AND CALL THE PITCH, SLIDE OUT TOWARDS 1<sup>ST</sup> BASE AND WATCH WHAT HAPPENS AT 2<sup>ND</sup>. THE HIGHSCHOOL IS PROBABLY THE MOST DIFFICULT BECAUSE THE INFIELD DIRT BLENDS IN WITH THE BASE, AND SOMETIMES YOU CAN'T TELL WHERE THE BASE STARTS. GOOD IDEA TO HAVE ONE OF THE INFIELDRS BRUSH OFF 2ND BASE ON BOTH THE BRESNAHAN AND HIGHSCHOOL FIELDS.
- 4) LOOK FOR HOW THE KID SLIDS AND WHERE THE TAG WAS MADE. SOMEHOW YOU HAVE TO DETERMINE IF THE FOOT/HAND HIT THE BAG BEFORE THE TAG WAS APPLIED. WHETHER HAND OR FOOT FIRST, WATCH WHERE THE TAG WAS APPLIED. GENERALLY SPEAKING, IF THE BALL BEATS THE RUNNER TO THE BAG, HE IS OUT. BUT YOU STILL

WHETHER HAND OR FOOT FIRST, WATCH WHERE THE TAG WAS APPLIED. GENERALLY SPEAKING, IF THE BALL BEATS THE RUNNER TO THE BAG, HE IS OUT. BUT YOU STILL HAVE TO SEE WHERE THE TAG WAS MADE (REMEMBER THAT WHETHER A HAND OR FOOT SLIDE, THERE'S A FOOT OR TWO OF THE RUNNER THAT IS EXTENDING TOWARDS THE BASE. MAKE SURE THE FIELDER DOES NOT DROP THE BALL. DON'T BE TOO QUICK!!!!!!

- 5) STEAL AT 3<sup>RD</sup> BASE, SEE THE PITCH, STEP OUT TOWARDS 3<sup>RD</sup> BASE AND WATCH WHAT HAPPENS. MAKE SURE THE FIELDER HANGS ONTO THE BALL. DON'T BE TOO QUICK WITH YOUR CALL!!!!!!
- 6) THERE ARE NO LINES ON EITHER 1<sup>ST</sup> OR 3<sup>RD</sup> BASE TO THE FOUL POLES. MAKE SURE YOU STEP OUT AND SQUARE AWAY TO THE FOUL POLE/IMAGINARY LINE SO YOU CAN DETERMINE FAIR/FOUL. ON A LINE DRIVE SHOT, YOU MUST BE QUICK. YOU CAN'T STAY BEHIND THE PLATE AND MAKE THE CORRECT CALL. REMEMBER ADULT COACHES ARE ON BOTH BAGS AND THEY KNOW IF IT IS FAIR OR FOUL. BE ALERT.

SAME THINGS AS AT THE PIONEER LEAGUE.

- 1) OFFENSIVE INTERFERENCE, DEFENSIVE OBSTRUCTION (IMMEDIATE AND DELAYED), BATTER INTERFERENCE, AND CATCHER INTERFERENCE ARE THINGS TO BE AWARE OF.
- 2) HIT BATSMAN IS THE SAME. WAS THERE AN ATTEMPT TO GET OUT OF THE WAY? DID THE BATTER INITIATE CONTACT? DID THE BATTER GET HIT INTENTIONALLY?
- 3) BASE AWARDS FOR INFRACTIONS ARE THE SAME. INTERFERENCE WITH A THROWN/BATTED BALL (2 BASES/3BASES)
- 4) INFIELD FLY IS ALWAYS IN EFFECT. REMEMBER THAT AN INFIELDER CAN MAKE A INFIELD FLY CATCH EVEN IF A LITTLE IN THE OUTFIELD. MUST BE SQUARED/FACING HOME PLATE TO QUALIFY. REMEMBER THE 3 INFIELD FLY SITUATIONS:  
CAUGHT - BALL ALIVE AND RUNNERS MAY ADVANCE  
MISPLAYED - BALL ALIVE AND RUNNERS MAY ADVANCE  
LEFT UNTOUCHED - BALL IS ALIVE, RUNNERS ADVANCE AT THEIR OWN RISK.

## SENIOR LEAGUE BALK HINTS

WHEN UMPIRING THE SENIOR KIWANIS GAMES AT THE HIGH SCHOOL OR BRESNAHAN USE THE FOLLOWING IN DISTINGUISHING BETWEEN FLAGRANT AND WARNING TYPES OF PITCHER'S BALK MOTIONS:

ONE WARNING BALK SITUATIONS:

- A- PITCHER TURNS BOTH HEAD AND SHOULDER. IMMEDIATELY CALL BALK, GIVE THE PITCHER A WARNING AND TELL HIM WHAT HE DID WRONG.
- B- PITCHER DROPPES THE BALL BY ACCIDENT.
- C- OTHER SMALL NORMAL PITCHING MOVEMENTS. USUALLY WATCH THE PITCHER DURING WARM-UPS TO GET A FEEL.
- D- PITCHER STEPS TOWARDS 1<sup>ST</sup> BASE BUT DOES NOT THROW WHILE ENGAGED WITH THE PLATE. CAN FAKE A THROW IF NOT IN CONTACT WITH THE PITCHER'S PLATE (USUALLY WILL STRADDLE)

FLAGRANT BALK VIOLATIONS – NO WARNING.  
AWARD 1 BASE PER BASERUNNER:

- 1) PITCHER STARTS THE DELIVERY TO THE PLATE. TEAMMATES START SCREAMING THAT RUNNER(S) ARE STEALING. PITCHER STOPS AND THROWS TO 2<sup>ND</sup> OR 3<sup>RD</sup> BASE TO GET THE RUNNER.
- 2) PITCHER DOES NOT STEP TO ANY BASE PRIOR TO MAKING A THROW WHILE IN CONTACT WITH THE PITCHER'S PLATE.

- 3) PITCHER GETS TO THE SET POSITION, REMOVES THE BALL THEN RESETS.
- 4) PITCHER DOES NOT COME TO A COMPLETE STOP WHILE GETTING INTO THE SET POSITION. CONSIDERED TO BE A QUICK PITCH.
- 5) PITCHER FAKES A THROW TO 3<sup>RD</sup> BASE (LEGAL) AND IMMEDIATELY AND WITHOUT POINTING HIS FOOT, THROWS TO 1<sup>ST</sup> BASE.
- 6) LIFTING THE NON PIVOT FOOT AND PLACING IT BACK DOWN WITHOUT DELIVERING THE BALL TO THE PLATE. THE LIFTING OF THE NON PIVOT FOOT TELLS THE BASERUNNERS THAT THE PITCHER HAS COMMITTED TO PITCHING TO THE BATTER. THEY USE THIS AS A KEY TO START TO STEAL.
- 7) REMEMBER WHEN A PITCHER DISENGAGES FROM HIS PLATE AND THROWS TO AN OCCUPIED BASE WHICH THEN GOES INTO DEAD BALL TERRITORY, THE AWARD TO EXISTING BASE RUNNERS IS TWO BASES. THIS IS BECAUSE THE PITCHER HAS MADE HIMSELF A FIELDER.
- 8) GENERAL RULE OF THUMB: THERE IS NO BALK IF PITCHER IS NOT IN CONTACT WITH THE PITCHING RUBBER.