

Umpire hat

UMPIRE MECHANICS OBSERVATION SHEET

BASE NAME _____ DATE _____ GAME _____

BASE STANCE MECHANICS

PROPER BASE POSITION

- FIRST BASE - POSITION A
- MAN ON FIRST - POSITION B BETWEEN 1ST & 2ND
- MAN ON SECOND - POSITION C BETWEEN SHORTSTOP & 3ND
- MAN ON THIRD - POSITION C BETWEEN SHORTSTOP & 3ND
- "B" BALL - FROZEN AT 3RD, STAY BETWEEN 1ST AND 2ND

LOUDINESS

CALLING OUTS

RIGHT HAND SNAPS WITH VOCAL

CALLING SAFE

- BOTH ARMS EXTENDED TO SIDE
- OFF THE BAG - SWING BOTH ARMS OUTWARD TO THE LEFT
- HANDS IN MOTION UP AND DOWN IN FRONT OF YOU

CALLING FOUL BALLS - RESPONSIBILITY OF THE PLATE UMPIRE

BOTH HANDS UP, CALL FOUL, POINT FOUL RIGHT HAND NICE AND LOUD

CALLING FAIR BALLS - RESPONSIBILITY OF THE PLATE UMPIRE

BOTH ARMS POINTING FAIR. NEVER ANNOUNCE "FAIR BALL."

INFIELD HIT MECHANICS

- FIRST BASE PLAY - STAY IN FOUL TERRITORY OR MOVE IN ABOUT 8 FEET
- WATCH THE BASE, LISTEN FOR THE CATCH (MAKE SURE 1ST BASE HAS POSSESSION)
- FOUL BALL 1ST BASE - FOLLOW BEHIND THE 1ST BASEMAN
- MOVING INTO POSITION
- WATCHING 1ST BASE TOUCH AND BEAT BATTER/RUNNER TO 2ND - INSIDE OF THE INFIELD
- PROPER POSITION TO MAKE CALL
- MOVING INTO POSITION
- BEATING THE BATTER/RUNNER TO 3RD
- PROPER POSITION TO MAKE CALL
- ALWAYS TAKES THE FIRST INFIELD PLAY
- TAKE SECOND PLAY IN INFIELD IF A DOUBLE PLAY

OUTFIELD HIT MECHANICS

- LINING UP FOR TAGUP - WITH RUNNER(S) ON AND THE FLY BALL BELONGS TO THE PLATE
- VARIOUS BASE RUNNERS - TAKE LEAD RUNNER WHEN POSSIBLE
- ANNOUNCE TO PLATE UMP IF SUSPECT TRAP BALL
- TAKES THE LEAD RUNNER(S) WHEN POSSIBLE

KEEPING GAME MOVING

WASTING TIME WITH BASE UMP

- SUGGEST WAITING IN SHORT RIGHT FIELD
- ONLY TALK IF GOING OVER A PARTICULAR PLAY
- DISCUSS WITH BASE UMP ANY REQUEST FOR 2ND OPINION ON CLOSE PLAY CALL
- HEAD COACH ONLY!!!!!!

TIMING PLAY - POINT TO LEFT WRIST

LEFT EARLY - TAP RIGHT FOOT

INFIELD FLY (A BALL ONLY) - CLOSED FIST (NO OUTS) OR INDEX FINGER (1 OUT) IN FRONT OF HAT BRIM

LOST COUNT - TAP THE TOP OF YOUR UMPIRE HAT

UMPIRE MECHANICS OBSERVATION SHEET

PLATE NAME

DATE

GAME

PLATE STANCE MECHANICS
PROPER SLOT POSITION
MOVING ON BAD PITCHES - AVOID AT ALL COSTS
FACING FORWARD TO AVOID INJURY

LOUDNESS

CALLING STRIKES
STAND UP BEFORE MAKING THE CALL
RIGHT HAND ONLY WITH A POINTING GESTURE
DEVELOP OWN STYLE
3RD STRIKE - DEVELOP OWN STYLE

CALLING BALLS
STAY DOWN IN SLOT STANCE
NOT SO LOUD AS CALLING A STRIKE
STAND UP AFTER CALL TO STRETCH

CALLING OUTS
MASK IN LEFT HAND ONLY
RIGHT HAND ONLY SNAP INTO POSITION

CALLING SAFE
BOTH HANDS OUT. MASK IN LEFT HAND

CALLING FOUL BALLS - BALL IS DEAD - PLATE UMP MAKES ALL FOUL CALLS

CALLING FOUL TIPS - TAP LEFT WRIST, BALL IS ALIVE - NO ANNOUNCEMENT OF STRIKE. RAISE RIGHT ARM ONLY

CALLING CHECK SWING - KNOW PROPER APPEAL
CATCHER & HEAD COACH ONLY

INFIELD HIT MECHANICS
ALWAYS BACKING UP THE BASE UMPIRE
MOVING DOWN BASE LINE - FIRST OR THIRD - NO MORE THAN 10 FEET. BE READY TO GO BACK HOME.
PROPER POSITION AT PLAY AT PLATE - 3RD BASE SIDE JUST TO THE LEFT OF THE PLATE. WATCH CLOSELY. HAPPENS FAST.
TAKES SECOND PLAY ON THE INFIELD WHEN NOT A DOUBLE PLAY. BASE UP IS IN POSITION FOR BOTH.

OUTFIELD HIT MECHANICS
LINING UP FOR THE CATCH AND TAGUP (MULTIPLE RUNNERS ON BASE)
MOVE INTO POSITION IF BASE UMP GOES OUT ANTICIPATING A POSSIBLE TRAP
MOVE UP 3RD BASE LINE A LITTLE IF BASE UMP OUT OF POSITION
TAKES ALL FLY BALLS - UNLESS POSSIBLE TRAP

BACKING UP BASE UMP
WHEN SUSPECTED OUTFIELD FLY MAY BE A TRAP

KEEPING GAME MOVING

WASTING TIME WITH BASE UMP
SUGGEST SIDELINE FOR TEAM TAKING THE FIELD (1ST OR 3RD BASELINE)
ONLY TALK IF GOING OVER A PARTICULAR PLAY
DISCUSS WITH BASE UMP ANY REQUEST FOR 2ND OPINION ON CLOSE PLAY CALL
HEAD COACH ONLY!!!!!!

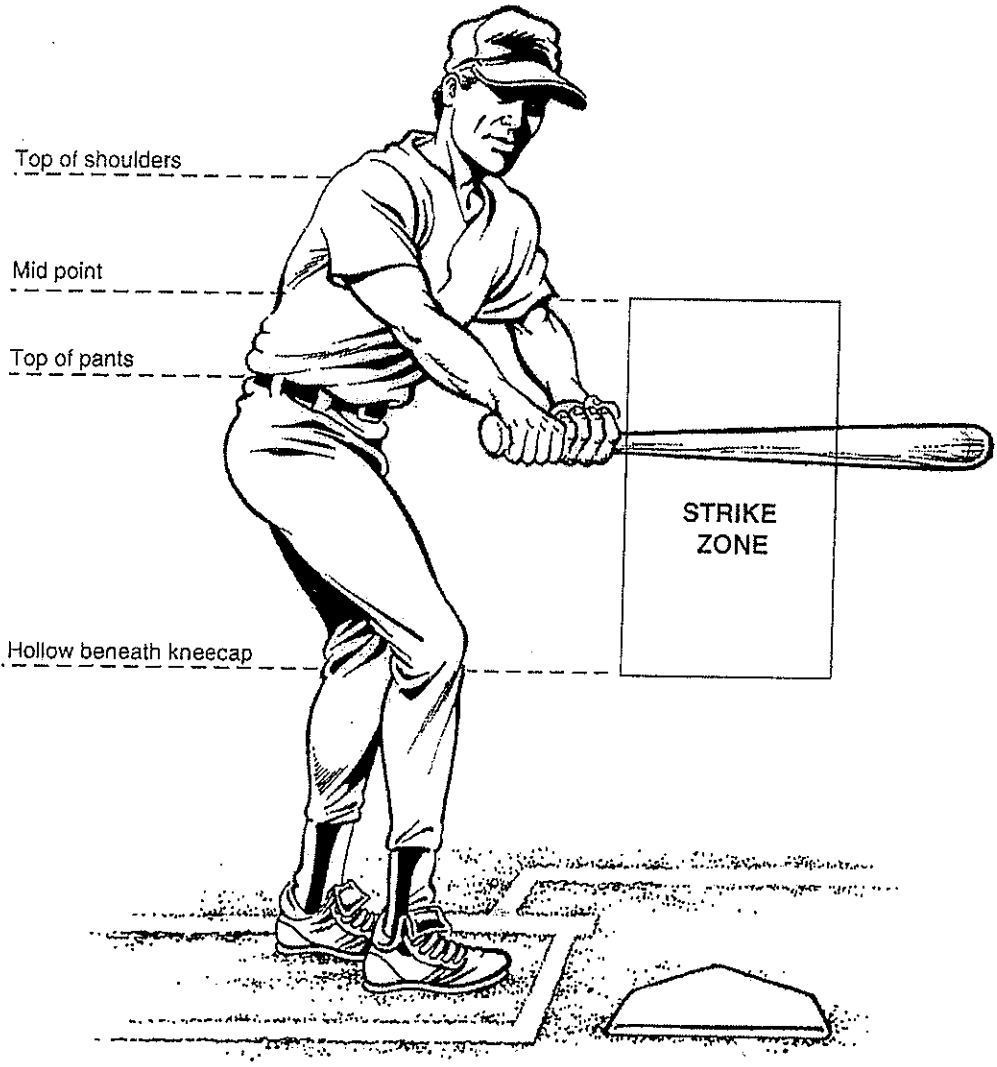
TIMING PLAY - POINT TO LEFT WRIST

LEFT EARLY - TAP RIGHT FOOT

INFIELD FLY (A BALL ONLY) - CLOSED FIST (NO OUTS) OR INDEX FINGER (1 OUT) IN FRONT OF HAT BRIM

LOST COUNT - TAP THE TOP OF YOUR UMPIRE HAT

Rule 2.00



BASERUNNING AWARDS TABLE

DETERMINED FROM BASE OCCUPIED AT TIME OF:

NO. BASES AWARDED

ONE BASE (runners)

1. Balk
2. Pitch from pitcher's plate thrown out of play
3. Throw from pitcher's plate goes out of play
4. Unintentional catch and carry
5. *Catcher obstruction (if attempting to advance)
6. Forced (because batter is awarded 1st base).
7. Pitch strikes runner

ONE BASE (batter)

1. Walk
2. Pitch thrown out of play on ball four
3. *Batter is obstructed
4. Hit by pitch
5. Runner interference (unintentional)
6. Umpire interference (hit by batted ball)
7. Pitch lodges in defensive player's or umpire's uniform or equipment on ball four

TWO BASES (batter and runners)

1. Fair batted ball bounces over, through, goes under, lodges in or under fence
2. Fair batted ball or thrown ball lodges in defensive player's or umpire's uniform or equipment
3. *Live thrown ball or pitch touched by illegal glove or mitt
4. *Live thrown ball or pitch touched by detached player equipment which is thrown, tossed, kicked or held by fielder
5. First throw by infielder and ball goes out of play or lodged in or under fence
6. For any subsequent play by an infielder or for any throw by an outfielder and ball goes out of play or lodges in or under fence.
7. Intentional catch and carry (runners only)

THREE BASES (batter and runners)

1. Fair batted ball contacted with detached player equipment or illegal glove/mitt

FOUR BASES (batter and runners)

1. Fair batted ball over fence in flight
2. Fair batted ball hits foul pole above fence in flight
3. Fair batted ball prevented from going over fence because it is touched by spectator
4. Fair batted ball prevented from going over fence because of contact with detached player equipment or illegal glove/mitt

UMPIRE JUDGMENT

1. Spectator interference
2. *Runner(s) obstruction (minimum of one base)

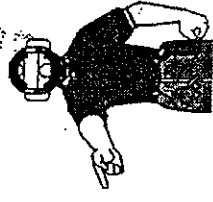
*Award only if infraction is not ignored

#An award to the batter-runner on a pitch is only made if he has the right to advance to first base.

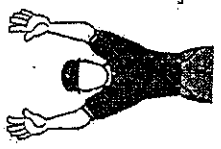
A. DO NOT PITCH



B. PLAY BALL



C. FOUL BALL/TIME OUT/DEAD BALL



D. DELAYED DEAD BALL



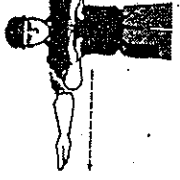
E. STRIKE/OUT



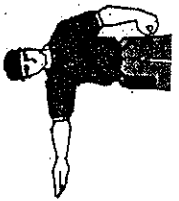
F. INFIELD FLY



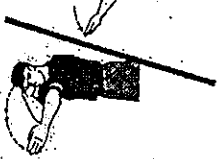
G. SAFE



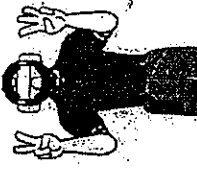
H. FAIR BALL



I. FOUL TIP



J. COUNT



K. TIME PLAY



- Right arm straight out front with palm outward and fingers up — signifies do not pitch, the ball is dead.
- Pointing right hand to the side with palm facing forward — signifies play is to start or be resumed and simultaneously umpire calls "Play."
- Both hands open above the head — signifies foulball, time-out or ball is dead immediately.
- Left fist extended to the side at shoulder height — signifies an infraction for which (1) the penalty may be ignored or (2) bases may be awarded after no further advance is possible.
- Fist up and then out away from body, "Coordinate, verbal call, "He's out!" or "Strike!", with the hammering action of the closed fist.
- Index finger of right hand is held above the head — signifies infield fly.
- Coordinate verbal call, "Safe." Signal also used for dropped balls in the outfield and to determine if a batter's checked swing was legal.
- Point toward fair ground with open hand. No verbal call.
- The palms of the hands glance off each other as they pass above eye level, followed by a strike call.
- Left hand indicates balls followed by the number of strikes thrown on the right hand. Verbally give count.
- Place two fingers of the right hand on the left wrist, as if on top of a watch. This signal will only be used in two-out situations where a time play involving a potential run is likely.

Force-Play-Slide Rule (NCAA)

SECTION 4. The intent of the force-play-slide rule is to ensure the safety of all players. This is a safety and an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- a. On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

- (1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.

- (2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

- b. Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended.

A.R.—If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.

- c. Actions by a runner are illegal and interference shall be called if:

- (1) The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact);

- (2) The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder;

- (3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;

- (4) The runner slashes or kicks the fielder with either leg; or

- (5) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY for 1-5—(1) **With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.**

(2) **With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.**

(3) **If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.**

A.R.—If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

RUNDOWNS - NCAA COLLISION RULE 8-7a-1

Rundowns. During a rundown, a multitude of possibilities exist. Likewise, there will be occasions when incidental contact occurs. If a runner in a rundown goes out of his way to initiate non-malicious contact with a fielder who is not receiving a throw, you'll rule the contact incidental. It's not obstruction because the runner intentionally created the contact; it is not interference because the fielder is not fielding the ball. If a fielder is fielding a throw and the runner unintentionally contacts him just after he catches the throw - or just after he misses it - the contact is incidental. That's because interference involving a thrown ball generally requires an intentional act on the part of the runner. Under high school rules, if the fielder has the ball for a tag, the runner would be out for interference if he initiated a collision. The runner must slide or avoid the fielder and the contact may not be malicious (NFHS 8-4-2b). In NCAA play, if the runner could have avoided the collision but initiated it anyway, or intended to dislodge the ball or inflict harm, it is interference. But if the fielder has the base completely blocked, the collision is ignored (**NCAA 8-7a-1**). In pro play, the runner is allowed to collide with the fielder in his effort to reach the base safely, as long as the intent is solely to reach the base and not to interfere (pro 7.08b, 7.09l, 6.05m).

Use of the safe signal for near-violations and near-dead balls is a sure sign of an advanced umpire who is confident with his rules knowledge and positioning. If you work a game in which you do not employ such a signal even once, perhaps it is time you take a look back and consider whether it may have been necessary. If, during a game, you asked yourself, "Is that batter-runner in the running lane?" or "Did that ball touch dead-ball territory?" or "Did that

batted ball touch that runner?" chances are the coaches and players are asking the same thing at that moment. If you give a signal and use your voice (when appropriate), they'll know you saw it, too. You may prevent an argument, and if the discussion ensues anyway, you've gotten off on the right foot.






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How to Appeal a Play

Have you ever been in the situation where the other team made a gaffe and you needed to appeal the play? How do you make the appeal? You have seen it done many times before by other coaches, but you have never done it. What are the baseball rules or softball rules for asking an umpire to review to the previous play? Here is how it is done.

Two Types of Appeal Plays

There are two categories of appeal plays: live ball appeals and dead ball appeals.

1. *Live ball appeal play:* A live ball appeal occurs during a live ball situation (ie., normal play on the field can still continue such that base runners can advance to the next base at their own risk). Examples of live ball appeals are when a defensive player who has possession of the ball either touches the base missed by the runner or tags the runner who committed the violation if that runner is still on the playing field.
2. *Dead ball appeal play:* A dead ball appeal occurs when play on the field is stopped (ie., umpire calls time out and the runners are free to leave their base, but must return to the original base before the ball is put back into play). Examples of dead ball situations are when the umpire calls time, the batter is hit by a pitch, a ball is illegally batted, the ball travels out of the field of play, a foul ball is not caught, a fair ball is lodged under a fence, or the ball is illegally touched by a runner (runner interference) or a spectator.

Although the list for dead ball situations is longer than live ball appeal opportunities, a coach making an appeal needs to be aware of whether the ball is dead or alive.

To make it more confusing, the rules governing the situations where dead ball appeals are applied vary from league to league based on age and level of play. In many youth and school leagues, a coach who wants to make a live ball appeal is allowed to call time out and make the appeal (dead ball). This allows coaches to turn any live ball appeal into a dead ball appeal.

APPEAL PLAY

Page 1 of 1

Mike Juralewicz

From: "Mike Juralewicz" <mjuralewicz@elecprodinc.com>
To: "garrett harms" <c-harms@comcast.net>; "danny aylward" <dnanylward@comcast.net>; "danny aylward" <paylward@attbi.com>; "mike juralewicz" <mjuralewicz@elecprodinc.com>; "will horne" <willh212@netscape.net>; "ryan sullivan" <ryansully22@yahoo.com>; "kris kretsch" <kretschy263@yahoo.com>; "kate marie solazzo" <ksolazzo@colby-sawyer.edu>; "john giglio" <gtg027p@mail.gatech.edu>; "danny levitt" <nbptclipper2@yahoo.com>; "dan juralewicz" <djuralewicz@anselm.edu>; "dan backler" <DrBackler@comcast.net>; "Blair, Daniel" <DBLAIR@bridgew.edu>; "ben smolski" <smokie64@aol.com>; "danny tomasz" <latomasz@comcast.net>; "gary short" <shortie42@comcast.net>; "joey vignault" <vmv978@aol.com>; "pat sheehan" <psheehan10@yahoo.com>; "matt summit" <r.summit@comcast.net>; "sean sullivan" <clipperpride04@yahoo.com>; "geoff raywood" <geoffrodo@sportsaddict.com>
Cc: <mjuralewicz@elecprodinc.com>
Sent: Sunday, June 06, 2004 7:30 AM
Subject: APPEAL PLAY

PL handbook, 2.2, defines appeal play as "a play upon which an umpire cannot make a decision until requested by a player or coach. The appeal must be made before the next pitch, legal or illegal. Section 6.13.3 also states that "he/she is out if, on an appeal play, a defensive player shall touch him/her with the ball or shall touch the illegally missed base."

Lets put it stated in simple terms. Either a player or coach can request an appeal but it must be announced and for a specific base. Reason being that an offensive player(s) can miss 2 or more bases on a play. Make sure ball is in play. Once announced, the ball may be thrown to the "missed base" or as in 6.13.3, once announced, the defensive player may touch the runner with the ball or touch the missed base. Once a pitch or play is made after the "pending appeal play" THERE CANNOT BE AN APPEAL. The defensive team is allowed multiple appeals BUT NOT AT THE SAME MISSED BASE.



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BESR Ball Exit Speed Ratio is a rule which applies to all non-wood bats used by all high schools who are members of the National Federation High School Associations.

All non-wood bats used must bear the BESR certification mark.

The Ball Exit Speed Ratio mark ensures a maximum exit speed of 97 miles per hour. The rules also a part of the BESR standard, have the following requirement a maximum of 2 5/8 inches diameter bat barrel and a minus-3 differential between the length and weight. (i.e., a 33-inch-long bat cannot weigh less than 30 ounces).

Folks all of the above criteria and certification is dedicated to safety for our high school baseball players.

Good people first off let me admit some ignorance on this dedicated to safety part of this BESR certification. I originally thought the safety thing was referring to the bat staying in one piece and not flying apart when some over strength lad really laced into little white baseball.

That is not the safety bat at all it is the safety of those lads out there in the infield trying to corral the well hit ball. It seems the elasticity of materials used in a metallic bat will cause a baseball to leave the bat so fast and with such velocity it is or could be a dangerous missile.

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