

Newburyport

Pioneer League



SOFTBALL UMPIRES

Six (6) things you need to know to UMPIRE!!!

1. **BALL**
2. **STRIKE**
3. **FAIR**
4. **FOUL**
5. **OUT**
6. **SAFE**

** FACT vs. MYTH **

- *** Tie does **NOT** go to the runner. (**RESPECT THE PLAY**)
- *** All runners are considered **SAFE** until put out.
- *** Appeal plays are NOT force outs.
- *** Infield Fly is **NOT** automatic and runners **CAN** run, the ball is **NOT** dead. Bunts & Line Drives can **NEVER** be an Infield Fly.
- *** Home Plate is in **FAIR** territory.
- *** 1st & 3rd Base is placed on the foul line with the whole base in **FAIR** territory.
- *** Batter's Box has a **DOUBLE** standard, when striking the ball **ONE** foot must be completely out of the batter's box and on the ground, while if you hit the ball fair and the ball strikes the batter the batters **BOTH** feet must be out of the batter's box.
- *** You **CAN** carry the bat to first base as a matter of fact to all bases.
- *** There is **NO** such rule as a slide rule.
- *** You can wear any glove at all positions in the field, however the pitcher **CANNOT** wear a glove the same color as the ball
- *** The batter does **NOT** have sanctuary in the batter's box.
- *** A foul ball does **NOT** have to go above the batters head any ball that is struck

and does **NOT** go directly into the catchers' glove is a foul ball and if caught the batter is out.

*** Unlike football the ground **CAN** cause a dropped ball (catch), as well as the fence and another player.

*** Part of the batter's box is in **FOUL** territory and part of the batter's box is in **FAIR** territory.

*** Any additional items attached to the uniform become part of the uniform, therefore if you have a batting glove, towel, bandanna attached to your person and you are hit or tagged with the ball you are **OUT**.

*** Base runners are awarded **TWO** bases from the last base touch from the time of the release (ball) of the throw from the fielder, not from the time the ball goes out of play.

*** The **RUNNER** determines the base path.

*** Fielder that throws their glove at a batted ball and striking the ball runner is awarded **THREE** (3) bases from last base touched when glove strikes ball, and **TWO** (2) bases are awarded on a thrown ball. Glove **MUST** hit the ball.

*** Appeals have to be made to the umpire that made the call, he can grant the appeal or deny it, and appeals cannot be made on **JUDGEMENT**.

*** **SIX** things you need to know to umpire a game. What are they??? Ball, Strike, Fair, Foul, Out, & Safe!!!

*** You **CAN** turn left after over running first base.

*** Infield Fly is just another fly ball the only difference is the **BATTER** is out.

*** When tagging a runner the runner must be tagged with the ball to be called out there is no **ELECTRICITY!!!** If the runner is tagged with the glove and the ball is in the opposite hand the runner is not out and vice versa!!!

Helpful Points (for successful umpiring)

1. **Concentration**

2. **Focus**

3. **Hustle**

a. Hustle, don't run like a **MAD** man.

b. Make your call in a **SET** position.

c. Be as close to the play to make your call without **SMOTHERING** the play.

d. Work with your partner **NOT** against him.

e. When the ball is in front of you, **STAY** outside the diamond, when the ball goes to the outfield, **STAY** inside the diamond.

f. When making a **ROUTINE** call, don't over exaggerate the call.

g. Don't **OVERRUN** the play.

h. Don't **HURRY** your calls, it doesn't look good and is frowned upon.

i. Don't **LIE**, you'll lose all credibility.

j. Have **FUN**.

Difficult Rule Calls

* **Batting out of Order**

* **Interference** – Against the Offensive Team (at bat)

* **Obstruction** – Against the Defensive Team (playing the field)

* Close Plays – Calling runners OUT or Safe!!!

* Look Back Rule – Pitching

* Train Wrecks – collisions with offense and defensive players

THE PLAYING FIELD

Area

Dimensions

Bases 15” square

Base (double) 15” x 30” of two colors / equal width & height

FP home plate to 1B/3B 60’ back of home/back 1B/3B

FP home plate to 2B 84’ 10 ¼” back home plate/middle 2B

Batter’s Box 6” from plate, 3’ x 7’ long 4’ in front of a line drawn through center of plate 3’ to the rear

Catchers Box – 10’ in length from rear outside of batter’s box & 8’5 wide

Coaches Box – 8’ from the first & third base line 15’ long by 3’ wide from the rear of first base to home plate

Home Plate – 17’ wide, sides parallel to the batter’s box line and are 8 ½” long, sides of the point facing the catcher are 12” long and the width of the black edge is ¾ “

Pitchers Circle – 8 foot radius drawn from the front edge of the pitchers plate

Pitchers Plate – 24” long & 6” wide

Pitchers Plate to Home – Measured from front of pitching of rear of home plate

Pitching Plate to Home – FP Women 43’

EQUIPMENT

***** YOUR LEAGUE RULES *****

PLAYERS/COACHES/ SUBSTITUTIONS

Shorthanded Rule – out / forfeit, may begin or end with one less than required to start, vacant position must be listed last in batting order and an out will be recorded when the vacant position in the batting order is scheduled to bat. When playing shorthanded and a player/substitute arrive they must enter immediately or they are ineligible for the remainder of the game.

Re-Entry – all players can re-enter once including subs

Flex Player – Only applies to the Fast Pitch game, the Flex Player and the DP (Designated Player) are married to the same batting spot in the line-up and all players can play any defensive position but the batting order **MUST** never change.

Line-up Cards & Substitutions – always use a different colored pen (Red) so that you're aware of the markings on the line-up/scorecard

PITCHING

Intentional Walks – Fast Pitch, must pitch four balls

Warm-up-Pitches – Fast Pitch five (5)

Feet on Pitching Plate – Fast Pitch must have both feet on pitching plate

Feet on Pitching Plate – Fast Pitch feet must be within 24” of the pitching plate

Strike Zone – Fast Pitch armpit and top of the knee

Base Stealing – Fast Pitch when ball leaves pitchers hand runners can leave the base

Time Called – Fast Pitch only when requested and then granted by the umpire

Pitching Delivery – Start of the pitch both hands separated (ball in either glove or hand, pitch starts when hands break cannot make two revolutions of arm on windmill, once the pitcher starts to pitch they must continue the pitch

Pitched Ball – Pitched ball hitting the ground in front of the plate or on the plate is a live ball and the batter can swing and hit the ball

Illegal Pitch – pitcher must have both feet in contact with the pitching plate, start with both hands separated bring hands together for a minimum of one second and then push off the pitching plate when delivering the ball. If none of the above is present you have an illegal pitch, ball on batter and all base runners are awarded a base, if the batter or any runner is put out (not advancing at least one base) on a hit ball the coach has the option of the batter batting again adding a ball to the count and all runners advance a base. Pitcher may not throw the ball behind the back, through the legs or roll the ball toward home plate

BATTING

Batter Box – both feet must be completely inside the batter's box at the prior to the ball being pitched, batter may not step out of the batter's box and reenter to hit the pitch (Out is called), pitcher may not pitch until batter is in the batter's box.

*** Note: the batter has 10 seconds to get into the batter's box once instructed to do so by the umpire, a strike is called if the batter does not comply, no pitch needs to be thrown and the ball is dead, base runners may not advance

*** Batter making contact with a pitched ball with one or both feet out of the batter's box (completely out on the ground) or in contact with the plate are considered out of the batter's box and will be called out, the ball is dead and all runners must return to the previous base

Strike Zone & Strike Called – arm pit to the top of the knees, batter cannot lean into the strike zone if they do so and are hit with the pitch a strike will be called on the batter, if the batter swings at a pitch and is hit with the pitched ball it is a strike on the batter and the ball is dead all runners must return to the previous base held,

if it is strike three (3) on the batter the ball is dead all runners must return to the previous base and the batter is out

*** If the ball is hit twice the ball is dead and a strike is called on the batter

*** The hands are not part of the bat

BATTER-RUNNER AND RUNNER

Batter/Runner – becomes a runner when they put the ball into play (hit fair ball), on a dropped third strike, and when the batter has accumulated four (4) balls

Batter/Runner – running towards first base may stop to avoid a tag or to delay a tag but may not step backwards, penalty is the batter/runner is called out and the ball remains live

Runners – must run to the next base when forced, if and when the force is taken off the runner may continue to the next base (must be tagged for an out) or return to the previous base they had started from

Appeals – all runners are considered safe until put out, once a runner runs by the base touched or untouched they are considered safe until appealed and put out, this is familiar at calls at the plate where the catcher misses the tag and the runner misses the plate, the umpire should pause briefly then make a safe call, only then if the catcher or other defensive player request an appeal that the runner had missed the plate and only then should the umpire call the runner out

Appeal Plays – are not FORCE OUTS they are exactly that, **APPEALS!!!**

Runners – may not go back and retouch bases once the runner behind them have touched that base, even if they do and the defensive team properly appeals the previous runner will be called out!

NPL Rule exceptions: During a separate section, NPL specific rules or interpretations will be reviewed.