

Clinic

1. Introduction

2. Rules

a. Infield Fly

- i. Runners on First and second with less than two outs.
- ii. Bases loaded with less than two outs.
- iii. Must be playable by an infielder with ordinary effort.

b. Dropped Third Strike. Major Divisions and Up

- i. Can occur when first base is unoccupied with less than two outs.
- ii. If there are two outs, the batter is allowed to attempt to reach first if first base was occupied. This becomes a force play if first base (and others) are occupied.
- iii. Occupied means at the time of the pitch. If the runner steals on the pitch, the base was still considered to be occupied.

c. Foul Ball

- i. Plate Umpire has all Fair-Foul down third base line.
- ii. When the Base Ump is in A position, they take all foul balls beyond first base and the plate ump takes fouls up to first base.
- iii. When Base Ump is in B or C; Plate Ump has all fair-Foul calls.
- iv. Talk with your partner about this responsibility before the game.

d. Ball off of the body.

- i. A ball off of the bat that strikes a player in the batter's box is a foul ball, and should be called foul immediately
- ii. If the ball goes off of the batter outside the batter's box, the ball is dead the player is out. Out of the box means one foot is on the ground completely outside the batter's box.

e. Balks – Intermediate and up

- i. If you see a Balk call a balk. No Warnings.
- ii. Most usual balks are:
 1. Not coming to a discernable stop pitching from the stretch.
 2. Making a move to first and not throwing the ball.
 3. Making a throw to first and not stepping toward first.
 4. Stepping off the back with the non-pivot (glove side) foot.

f. Runners Leaving Early (Majors and Minors - Baseball)

- i. By rule they must remain in contact with the base until the pitch reaches the batter.
- ii. If an umpire (not a coach) detects the runner leaving early, it is a delayed dead-ball. You let the play continue and meet with your partner to render a decision.
- iii. The effect of one runner leaving early affects all runners.
- iv. You may have to assign a value to a hit.

g. Appeal Play – the act of a fielder (claiming violation of the rules. **NOTE ON THE FOLLOWING PLAYS, YOU DO NOT MAKE A CALL UNTIL SOMEONE APPEALS IT. If they don't see it too bad.**

- i. A runner fails to properly retouch on a fly ball.
- ii. A runner misses a base while running the bases.

- iii. A runner fails to retouch the bases in order when retreating (rare)
 - iv. Appeals must be made before prior to the next play.
 - v. Appeals must be made during a live ball.
 - vi. If the manager calls time, force the ball to be properly put back into play in order to make the appeal.
- h. **Obstruction:** a fielder not in possession of the ball impedes the progress of any runner. Note that a fake tag is also obstruction.
- i. If a play is being made on the obstructed runner or the batter runner is obstructed prior to reaching first base, the ball is dead and all runners shall advance to the base they would have reached had the obstruction not occurred. The obstructed runner gets at least one base beyond the one they last legally touched.
 - ii. If no play is being made on an obstructed runner, they are protected to the base they would have advanced to had the obstruction not occurred (judgement). Additionally at the end of the play you move the runner to the base they would have advanced.
- i. **Interference:** A runner interferes with a fielder attempting to field a batted ball. Either they run into the fielder, or they get hit by the ball prior to it passing the last infielder.
- i. Ball is dead, the runner is out; Batter Runner gets first base. All other runners go back to the base they occupied at the time of the pitch, or advance if forced.
- j. **New Rule 6.02©** After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions

- i. On a swing, slap, or check swing.
 - ii. When forced out of the box by a pitch.
 - iii. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
 - iv. When the catcher does not catch the pitched ball.
 - v. When a play has been attempted.
 - vi. When time has been called.
 - vii. **BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box. **SOFTBALL:** When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box.
 - viii. On a three ball count pitch that is a strike that the batter thinks is a ball. **Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
3. **Plate Mechanics (review the Picture)**
- a. **Positioning and mechanics behind the plate:**
 - i. Good Head Height
 - ii. Aggressive and in the slot
 - iii. Good Lock of the upper body.

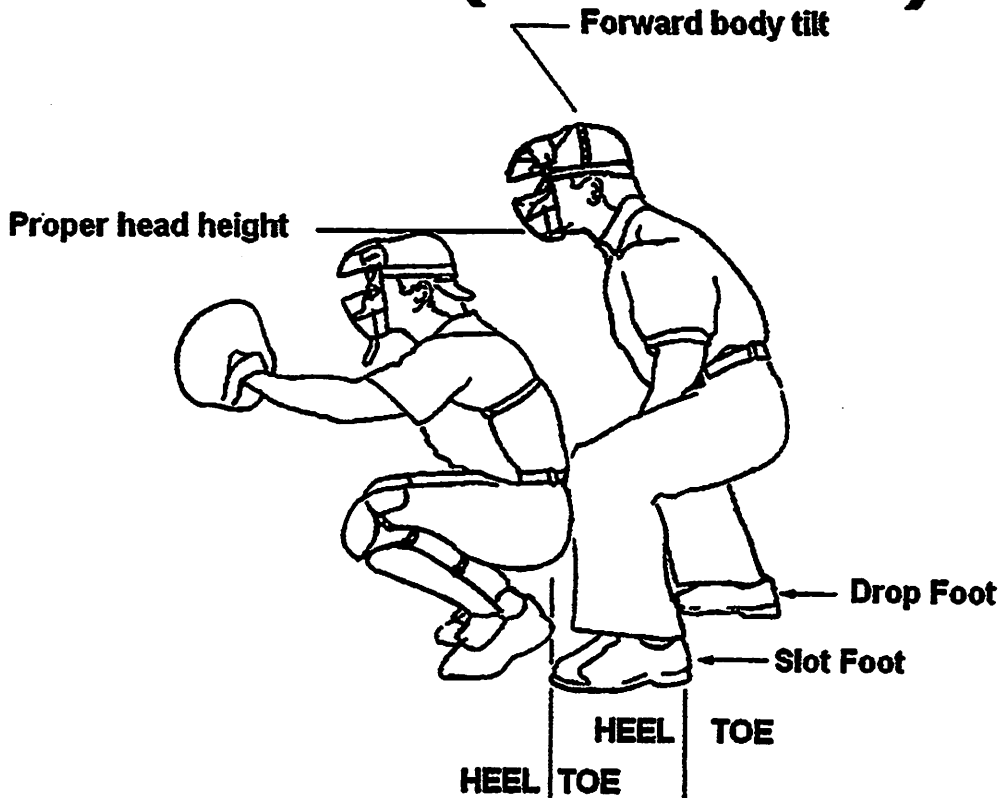
- iv. Track the Balls with the eye's
 - v. Timing (Pause Read React).
 - b. Strikes:
 - i. Strike Zone is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance.
 - 1. Natural Stance is when the swing at the pitch.
 - 2. If any part of the ball passes through the strike zone it is a strike. That typically means one ball outside one ball inside.
 - ii. Batter hit by a strike (either swinging or in the strike zone). Ball is dead, they do not get a base on that.
 - iii. Expand the strike zone for the minors to encourage the pitchers, and to get the batters to swing.
 - c. Passed Ball – Open the gate.
 - d. Making Calls at home: Don't be on top of the play because it narrows field of vision and it can blow up on you.
4. Field Mechanics and responsibilities see chart on next page.
5. Ways to make the call
- a. Pause Read and React. Take a moment to pause and make sure you see what you are about to call. This allows for the unexpected, like a dropped ball.
 - b. Strikes say "Strike", call strikes up. Balls say nothing.
 - c. Obvious plays simply require the arm motion.
 - d. The closer the play the louder you get.
 - e. You must have a ball and a player for a play. Do not call "Safes" if you do not have both.
 - f. Signal a caught fly ball in the field. Out motion and "I've got a catch!".
 - g. On obvious foul balls no call is made. Such as Balls back to the fence.
 - h. All foul/fair ball calls should be made with the line between your legs.
 - i. Close Foul balls you call loudly, raise your hands (calling time) and then point.
 - j. Close Fair balls you simply point in the direction of fair territory. DO NOT SAY ANYTHING.
6. Other notes:
- a. Have a plate meeting: This establishes who the manager is; you can remind them (or ask for) the local ground rules; collect the game balls and manage expectations.
 - b. All official baseball business is done with the manager. Any appeals, questions, substitutions, whatever.
 - c. Plate umpire must carry an indicator and should carry a brush.
 - d. Say the count on important counts such as 1-2, 3-1, 3-2.
 - e. Proper Attire as umpires.
 - i. We as umpires need to look official as possible.
 - ii. Grey pants, and the umpire shirt (generally provided).
 - iii. Plate umpire shall wear the proper gear including face mask, chest protector, and shin guards. A cup is strongly recommended. Wear a belt and a ball bag.
 - f. Never over-rule your partner. Exhort the coaches to take questions about judgement calls to the umpire who made the call.

- g. When on the bases, offer up your opinion on check-swings only if asked by the plate. If you weren't paying attention, come up strongly with a safe motion and say "no (s)he did not go".
- h. When it is your responsibility to make a call, make the call. If it is wrong you can always ask your partner.

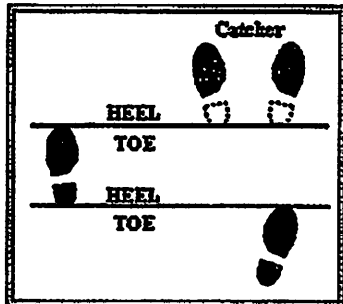
Visit <http://www.littleleagueumpiring101.com/> for tips and videos.

<p>Field Mechanics Big Field</p> <p>Nobody On: BU in A Position 10 Feet Behind 1st base Foul Territory Fair Foul Beyond First Fly Ball to OF, RF in or towards line If you don't go out, BR at 1,2,3</p> <p>Runner on First: BU in B Position (Inside) Halfway between Mound and 2nd on a line from home through edge of Mound Fly Balls in V (RF LF straight In or towards CF) Tag-up at First on Fly. All Plays at 1,2; BR into 3.</p> <p>All Other Situations: BU in C Position (Inside) Halfway between Mound and 2rd on a line from home through edge of Mound Fly Balls in V (RF LF straight In or towards CF) Tag-ups at 1,2 All Plays 1,2,3</p>	<p>Field Mechanics Little Field</p> <p>Nobody On: BU in A Position 10 Feet Behind 1st base Foul Territory Fair Foul Beyond First Fly Ball to OF, RF in or towards line If you don't go out, BR at 1,2,3</p> <p>Runner on First: BU in B Position (Outside) 2 steps behind and to right of 2nd Baseman. No Fly Ball Responsibilities Tag-up at First on Fly. All Plays at 1,2; BR into 3.</p> <p>All Other Situations: BU in C Position (Outside) 2 steps behind and to left of 3rd Baseman No Fly Ball Responsibilities Tag-ups at 1,2 All Plays 1,2,3</p>
<p>Plate Ump Big Field</p> <p>Nobody On: [BU in A Position] Fair Foul Up to First Fair Foul Third Base Line Fly-Balls from RF towards CF to 3 Base Line If BU Goes out on Ball, BR at 1,2,3,H</p> <p>Runner on First: [BU in B Position (Inside)] Lead Runner into 3rd All Plays at Home. Fly Balls Outside the V (RF and LF towards lines).</p> <p>All Other Situations: [BU in C Position (Inside)] Fly Balls Outside V All Foul Balls Tag-Ups at 3 on Fly Pay Attention to touches at 3</p>	<p>Plate Ump Little Field</p> <p>Nobody On: [BU in A Position] Fair Foul Up to First Fair Foul Third Base Line Fly-Balls from RF towards CF to 3 Base Line If BU Goes out on Ball, BR at 1,2,3,H</p> <p>Runner on First: [BU in B Position (Outside)] Lead Runner into 3rd All Plays at Home. All Fly Balls</p> <p>All Other Situations: [BU in C Position (Outside)] All Fly Balls All Foul Balls Tag-Ups at 3 on Fly Pay Attention to touches at 3</p>

THE SLOT (SIDE VIEW)



THE SLOT (TOP VIEW)



Proper use of protective equipment facing front

