

# Umpire Training Class 2019

## Things an Umpire Is Responsible For

### 1. Players Safety

- a. Inspect field
  - i. Slipping hazards (wet grass/dirt/bases)
  - ii. Tripping hazards (sprinkler heads, holes)
  - iii. Weather hazards (thunder/lighting)
  - iv. Other hazards (loose bases, lights)
- b. No extra equipment (bats, balls, gloves, etc.) or players can be on the field except for the following:
  - i. Pitching screen
  - ii. Home Plate Mat
  - iii. A few extra game balls (2-4) can be left in the corner behind the catcher.
  - iv. 10 defensive players
  - v. 2 offensive base coaches
  - vi. 3 batters (up to plate, on deck, in the hole)
- c. Make sure catcher is not playing too close to the batter.
- d. Make sure catcher plays in front of home plate when there's a play at home.
- e. We have a no collision policy in our league (runner has to make an attempt to avoid).
- f. Absolutely no physical confrontation.
- g. Don't let players climb on the fences unless making a play for the ball.
- h. Do not allow teams to play in the dark (stop game until lights are on).
- i. Make sure batter isn't throwing bat onto field or in direction of the catcher.
- j. Stop the game when an extra ball comes on the field.
- k. Stop the game if a spectator is on the field.
- l. Stop the game if any player is on the field that's not supposed to be.
- m. No animals allowed on the fields or in the dugouts.

### 2. Spectators Safety

- a. When a foul ball is hit near spectators make sure and yell foul ball and tell them to watch out.
- b. Tell spectators sitting by 1<sup>st</sup> base they might want to move in case short-stop overthrows the ball.
- c. Absolutely no physical confrontation.
- d. Don't let spectators climb on the fences.
- e. Don't allow spectators to come onto the field (if so, then stop the game until they are off).

### 3. Player/Spectator Conduct

- a. Make sure all players/spectators conduct is in accordance/harmony with the LDCJC Athletic Board's governing values and mission statement.
  - i. Issue warnings/ejections/suspensions if needed.
  - ii. Notify both captains and the chief umpire if there are any issues/warnings/ejections/suspensions.
- b. Make sure all players/spectators don't use inappropriate language (racist, immoral, swearing, name calling, etc.)
- c. Make sure all players/spectators promote good sportsmanship.

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- i. Umpires are not perfect (they make mistakes)
  - ii. Different angles will see play from a different perspective
  - iii. Other leagues only provide one umpire, we provide two umpires to try to get the call right (be thankful for our umpires)
  - d. Allow captains to discuss and appeal calls (not players or spectators)
- 4. Speed of The Game
  - a. Our men's A League averaged 5.1 innings per game in 2018
  - b. Start games on time
    - i. First pitch should be ready to pitch at game start time.
      - 1. Line-ups already entered
      - 2. All equipment already setup (pitching screen, strike mat, balls)
      - 3. High-Fives already done
      - 4. Defensive team out in the field
      - 5. Batter in batter's box
    - ii. Both line-ups need to be given to the stat keeper no later than 5 mins before game time (games 2-3 as soon as game 1 ends).
  - c. End games on time
    - i. No new innings 5 mins before next game is scheduled to start.
  - d. Make sure inning transition is quick (players should be running off/on the field).
  - e. Make sure they always have an on-deck batter ready.
  - f. Make sure late players check-in with stat keeper before playing/batting.
  - g. Make sure foul/HR balls are retrieved before next inning.
- 5. Take care of fields and complex
  - a. Make sure before you leave you pickup all garbage on the field/dugouts/bleachers.

## Questions

If you have any additional questions or need clarification on any rules, you can contact any of the following people:

- Chief Umpire: **James Young** (801-520-2006)
- Chief Umpire Assistant: **Cyril Jackson** (435-609-9462)
- Men's A/B/C League captains

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## Rules / Procedures

1. Hand Gestures (use for players/stats/spectators)
  - a. Strikes (use right-hand)
  - b. Balls (use left-hand)
  - c. Out
  - d. Safe
  - e. Foul Ball (point towards foul territory and yell foul ball)
  - f. Fair Ball (point towards fair territory).
  - g. Homerun
  - h. Time for play is over.
  - i. Time (hold up pitcher).
    - i. Batter request
    - ii. Umpire/Stat Keeper needs it
    - iii. Interference (player, equipment, weather, etc.)
  - j. Make sure hand-gestures are visible (outfield/stat keeper).
2. Rule Changes
  - a. Captains can't change the rules even if they both agree on it
  - b. Umpires can't change the rules
  - c. Only Athletic Board/Softball committee approve a rule change
3. Forfeits
  - a. If a team has less than 7 players then they must forfeit
    - i. The umpire can give 5 additional minutes past scheduled start time but they don't have to give them that extra 5 minutes. Either way game end time stays the same.
  - b. If a game ends in a forfeit then the teams need to leave the field no later than 5 mins before next game.
4. Game Play
  - a. Games go until time limit or 7 innings (which ever comes first)
  - b. Can play up to 10 defensive players at a time
  - c. Can have up to 12 players on the roster at a time
  - d. Every batter starts with 1 ball and 1 strike
5. Legal Bats and Balls
6. Player Trades
  - a. Our league no longer allows players to be pulled down a league level except in the case of a trade: both upper and lower teams have to be playing at same time and upper league can only trade one of their last 3 rounds in the draft. Lower league can trade anyone they wish from their team.
  - b. Trades are a game by game basis.
7. Auto-Outs
  - a. 9+ players = 0 outs
  - b. 8 players = 1 out
  - c. 7 players = 2 outs
  - d. 6 players = 3 outs (forfeit)
  - e. Outs are applied each time you go through your line-up (after last batter).

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- f. If a player shows up late, they can be added anywhere in the line-up where players haven't had their first plate appearance yet.
- 8. No intentional bunts allowed
- 9. Pitching
  - a. The pitch arc must be at least 6 feet high and not exceed 12 feet high.
  - b. Once pitching motion has started the umpire will not call time (unless needed for safety).
- 10. Automatic Balls/Strikes
  - a. Balls (Rule 7, Sec 4, D)
    - i. Pitcher has 5 seconds to pitch the ball once he has the ball and the batter has taken his position in the batter's box.
  - b. Strikes (Rule 7, Sec 3, G)
    - i. Batter has 10 seconds to be ready to hit the ball before an automatic strike will be called.
  - c. It is considered un-sportsman like conduct if a player tries to use these rules to delay the game in hopes of running out of time so the game will end.
  - d. Make sure and give the offensive team whatever time you would normally give them (even if the time is almost up).
- 11. Foul Balls
  - a. The foul lines and bases are considered fair territory.
  - b. The ball is considered foul based off where it would've landed (even if player is standing in fair territory when contact is made).
  - c. The ball has to travel 6 feet or higher in order for the catcher to get the batter out. If the batter has 2 strikes then there is no height rule restriction.
- 12. In-Field Fly
  - a. Have to have a runner on 1<sup>st</sup> and 2<sup>nd</sup> base, and there has to be less than 2 outs.
  - b. The play is still live and the runners can advance if they wish but they still need to tag-up if the defensive team catches the ball.
  - c. Call must be made before the ball touches a defensive player or ground (except with line-drives).
  - d. Once call is made or lack thereof, it cannot be changed and must stand (even if it's the wrong call).
- 13. Hit-By-Ball
  - a. If batter/runner is hit by the ball before a defensive player/equipment touches it, then they will be called out. Except for the following cases:
    - i. Batter's in the batter's box when hit. (dead ball)
    - ii. Runner's on the base when hit. (live ball)
  - b. If batter/runner is hit by the ball after a defensive player touches it, then play continues.
- 14. Runner Interference
  - a. Runner is out if they intentionally interfere with the defensive team trying to make a play on the ball.
- 15. Offensive Interference
  - a. If an offensive player intentionally interferes with the defensive team trying to make a play on the ball.
    - i. Yells anything to the defensive player trying to make the play.

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1. Drop it, I got it, throw to a certain base, watch out for the fence, screaming
    - ii. Any offensive player that is not a base runner has to make an attempt to get out of the way of a batted ball so the defensive team can make a play on the ball.
  - b. Base coaches can't touch the runners during a live ball. (runner's out)
  - c. Base coach must stand in base coach box.
  - d. On deck batter must stand in on deck circle.
  - e. Base runner who already got out who continues to run the bases, thus simulating a live runner. (umpire may give offensive team another out)
16. Defensive Interference
- a. Defensive player can't be standing in the base path before the ball is hit/thrown to them. (umpire calls interference and award runner the base they would've got to)
  - b. Catcher can't talk/interfere with the batter once the pitcher starts their pitching motion. (umpire calls pitch a ball)
  - c. Defensive player can't throw their mitt at the ball to try to stop it.
17. Umpire Interference
- a. Try to avoid interfering with the play (live ball)
18. Spectator Interference
- a. If a spectator intentionally interferes with the outcome of the play.
    - i. Yells anything to a player trying to make the play.
      1. Drop it, I got it, throw to a certain base, watch out for the fence, screaming
      - ii. Throws stuff on the field
  - b. Spectators are encouraged to cheer for the teams while being respectful to all players/umps/stats/spectators.
19. Batting Out Of Turn (Rule 7, Sec 1, A-E)
- a. It's the combination of the ump/stat keeper to make sure the teams bat in order.
  - b. Once a player has a plate appearance they must continue to bat in that order.
  - c. Batting out of order must be caught before the next batter gets their first pitch.
  - d. If a player is caught batting out of order:
    - i. Before batter gets a hit/out
      1. Stop the game and get the right batter in the batter's box, they get the pitch count of the wrong batter.
    - ii. After batter gets a hit
      1. Batter who was supposed to bat is called out
      2. Next batter is called to the batter's box
    - iii. After batter gets out
      1. Out is still applied to the team outs
      2. Batter who was supposed to bat loses their turn
      3. Next batter is called to the batter's box
20. Thrown Bat
- a. Batter can't throw the bat (catcher, in-field defensive players)
  - b. Can issue a warning for 1<sup>st</sup> violation, then automatic out for 2<sup>nd</sup> violation. Don't have to issue warning, can give auto-out on 1<sup>st</sup> violation if ump chooses.
  - c. Batter throws out of anger (player ejected from the game and possible future suspension)
21. Runner Left Base Path (Rule 8, Sec 5, O)

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- a. 3 feet to either side of the direct line connecting the two bases.
  - b. Leaving the base path while runner rounds the bases is ok if they're not trying to avoid a tag.
- 22. Batter Hit by Pitched Ball
  - a. Batter gets a ball if they are hit by the pitch.
- 23. Fielder's Choice
  - a. Defensive team chooses to get a base runner out instead of the batter.
  - b. It's a judgment call, which offensive player was responsible for the out?
  - c. Remind stat keeper to score the hit as a fielder's choice.
- 24. Ground Rule Double
  - a. If a ball leaves field of play (over a fence), then all base runners get to advance one base in addition to the base they were running to.
    - i. Ball hits the ground and bounces over fence after being hit.
    - ii. Ball thrown by defensive player over fence by accident.
- 25. Runner Can't Pass Runner
  - a. If a runner passes a runner in front of them, the runner that passed is called out.
  - b. Two runners can't be on the same base at the same time. (furthest runner's out)
- 26. 1<sup>st</sup> Base Bags
  - a. If there is a play at 1<sup>st</sup> base then runner must touch outside base (orange bag) and the defensive player must touch the inside base (white bag). If either is violated then the following applies:
    - i. Runner touches white bag: batter is out.
    - ii. Defensive player touches orange: batter is safe.
  - b. Bags are swapped if 1<sup>st</sup> baseman is retrieving a ball in foul territory and is attempting to make get the batter out.
  - c. Runner can turn left or right as long as they don't attempt to advance to 2<sup>nd</sup> base. The umpire has to decide if it looks like they attempted to advance.
- 27. Leaving Base Early
  - a. Runners must be on base when pitcher starts their pitching motion
    - i. The 1<sup>st</sup> base safety bag (orange) is in foul territory and is not considered the base.
  - b. Before batter hits ball (Rule 8, Sec 5, A)
    - i. No pitch is awarded and play is dead, runner is automatically out
  - c. Before defensive player catches ball for an out (tag-up)
    - i. If the defensive catches the ball to get an out, the runner can't leave their base until the ball touches the defensive player's glove.
- 28. Carrying Bat To 1<sup>st</sup> Base (Rule 8, Sec 4, G)
  - a. Batter will be out if they carry their bat to 1<sup>st</sup> base (unless ball has left playing field).
- 29. Appeal Plays
  - a. Umpire can't say anything, the defensive team must make the appeal first.
  - b. Runner doesn't touch a base while running bases (must appeal before next pitch).
  - c. Runner doesn't tag-up on a caught ball (must appeal before next pitch).
- 30. HR rule
  - a. 8 homeruns per team per game (season games)
  - b. 12 homeruns per team per game (play-off games)
  - c. Team can choose to use them whenever they want

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- d. After HR limit has been reached, any additional HR's will be counted as a normal foul ball