



# **Basic fastpitch umpiring and rules knowledge**

**BASU training course**

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## Introduction

The British Association of Softball Umpires actively seeks to promote umpiring to people wishing to get involved in the program.

The aim is to provide a means by which new and/or inexperienced and not yet qualified umpires, or people seeking to advance their rules knowledge, are able to learn and participate in the sport at the local association level. The program will encourage participants to develop their umpire skills as desired.

*BASU would like to acknowledge Softball Australia, Softball Canada, the ASA and ISF for some of the content in this manual.*

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## Becoming an umpire

There are many reasons people decide to become an umpire. Some are helping their club, while others aim to extend their playing career or seek social and community involvement.

Becoming an accredited umpire highlights a recognised level of competence and effort and enables you to wear the BASU Umpire logo with pride, knowing you have earned it.

Prior to deciding to become an official softball umpire, the following next steps provide excellent insights into the role of an umpire and whether it is suited to you.

- You will need to have an understanding of the basic softball rules and terminology.
  - You will need to know the basic skills involved in playing softball as you will need to umpire players throwing, catching, fielding a ball, hitting and moving between bases.
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## Method of engagement

This programme will concentrate on the fundamentals of plate and base umpiring, and you will learn from your peers by observing what duties need to be performed before, during and after a game. This Manual will offer you important information that you can later refer to for example – the basic Signals, basic Rules and a simplified One and Two-umpire systems.

Other umpires will provide feedback on games that you will be involved in and can provide mentoring if you desire.



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## Modules

There are two modules that need to be completed to achieve accreditation as a BASU fastpitch umpire.

These can be completed at your own pace and timeframe and are designed to be simple and easy to complete. You need to read and study this Manual as it will provide the resource information you should need to complete the course.

### **Module 1     Rules Knowledge**

To achieve accreditation an umpire must be able to demonstrate rule knowledge by completing Module 1.

### **Module 2     Practical on diamond competency check**

It is recommended that an umpire must be able to demonstrate basic umpiring skills. An umpire will achieve BASU accreditation by having practical umpiring experience in at least five games comprising a minimum of two plates and three bases in one season.

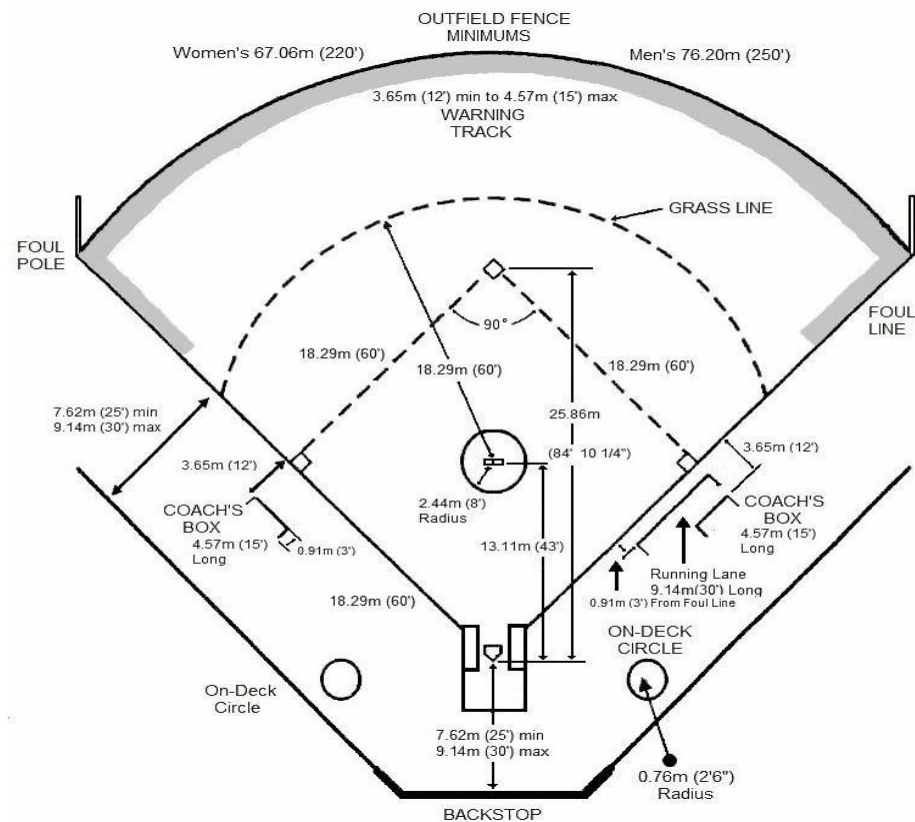
The recommending BASU official must complete the competency checklist in full. To be deemed 'competent' the applicant must successfully demonstrate all competencies during one or more games (see [Attachment 1](#)).

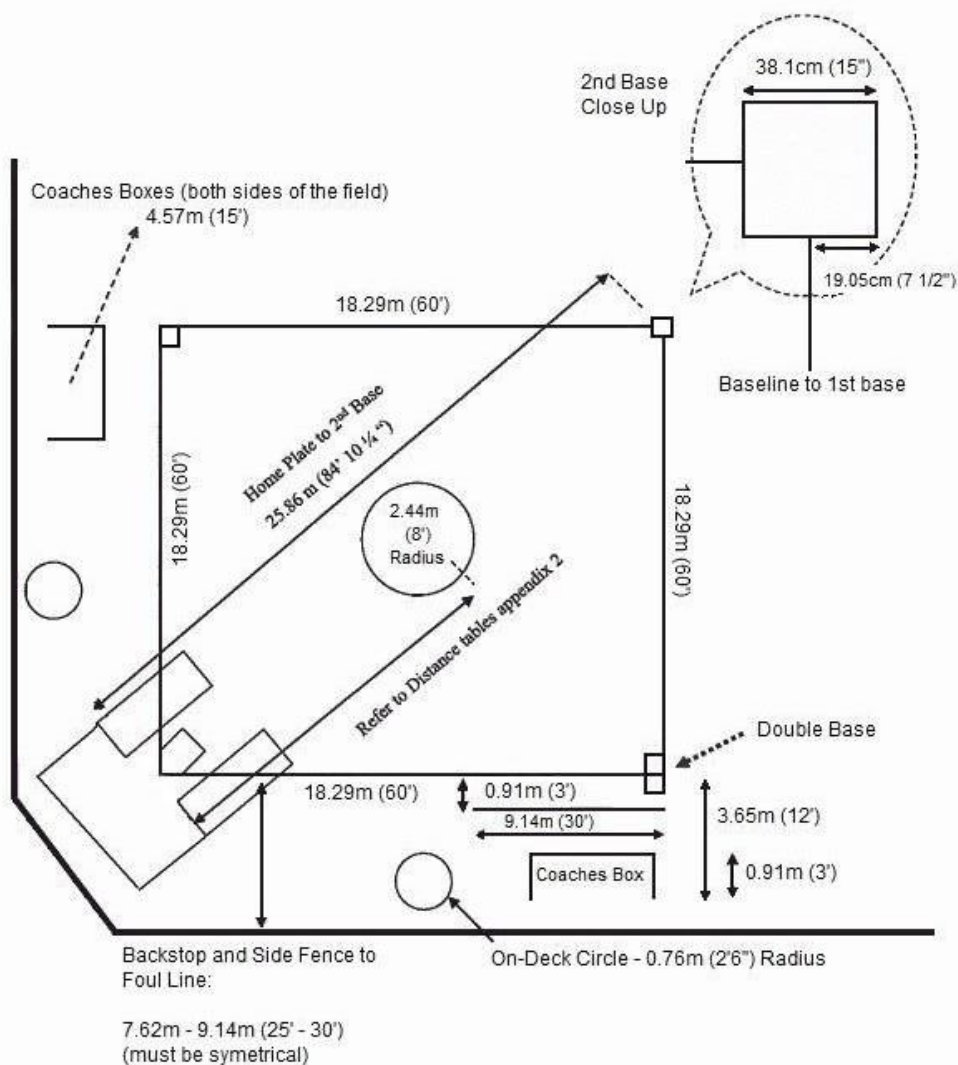
There is a detailed practical instruction section below to assist you in gaining the required skills. You should also work with other local umpires who will assist with you learning the basic umpiring skills.

## Module 1 – Rules Knowledge

This section will advance your basic rule knowledge.

## Official dimensions of a Softball Diamond





The Double Base sometimes referred as the **safety base** is approved for use at first base. Half the base is secured in Fair Territory and half the base (of a different solid contrasting colour) is secured in Foul Territory.

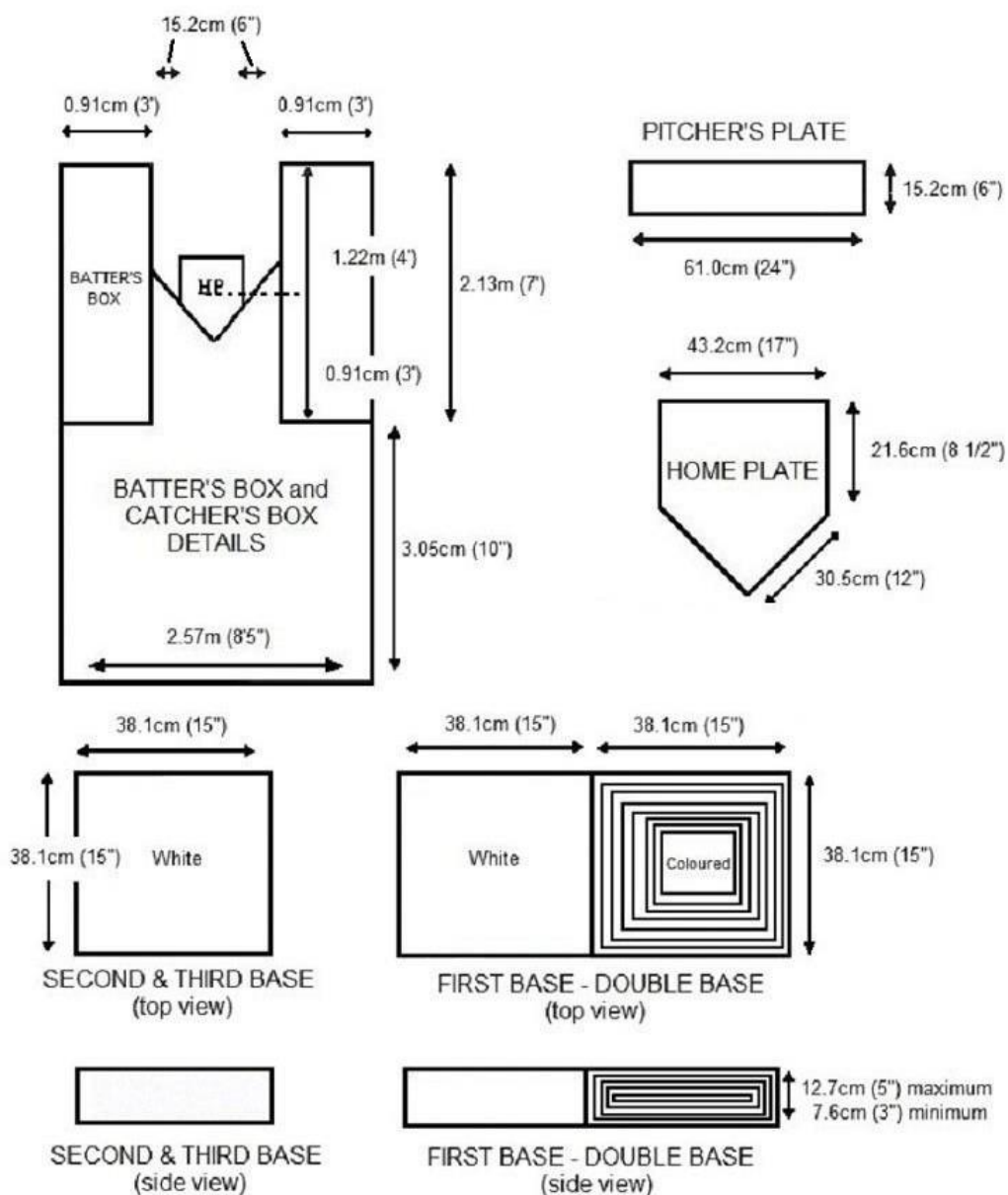
The following rules apply to the double base:

- A Batted Ball hitting the Fair portion is declared Fair, and a Batted Ball hitting the Foul portion **only** is declared Foul.
- If a play is made at first base on any Batted Ball, or (Fastpitch (FP) ONLY) the Batter runs on a dropped third Strike, and the Batter-Runner (BR) touches only the Fair portion, and if the defence appeals prior to the BR returning to first base, the Batter-Runner is out.
- A defensive player must use only the Fair portion of the base at all times  
EXCEPTION to Sec 4h 1c. On any live ball play made from first base Foul Territory, the Batter-Runner and the defensive player may use either portion of the



base.

- (d) After over-running the base, the Batter-Runner must return to the Fair portion of the base.
- (e) On balls hit to the outfield when there is no play being made at the double base, the Batter-Runner may touch either portion of the base.
- (f) Once a Runner returns to the Fair portion she must stay on the Fair portion only.



### Pitching distances

<b>Female</b>	13.11m (43 feet)
<b>Male</b>	14.0m (46 feet)
<b>Junior female</b>	16 and under 12.19m (40 feet)
<b>Junior male</b>	16 and under 14.0m (46 feet)

Modified pitching distances are recommended for junior ages 14 and under.

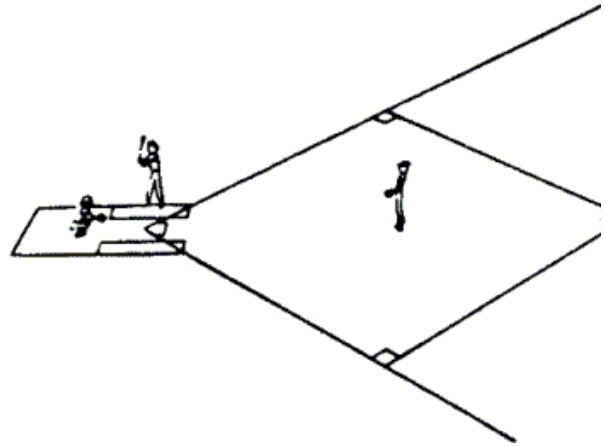
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## Part 1: The pitcher

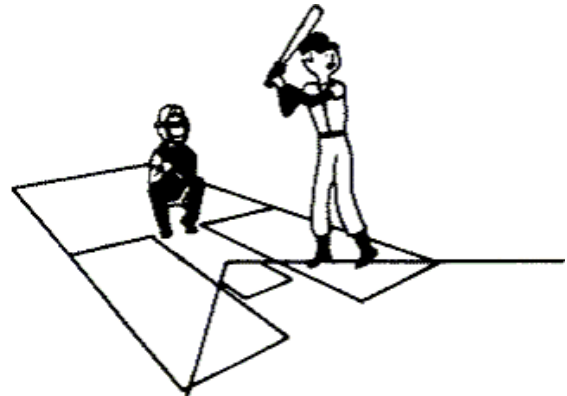
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Both the pitcher and the catcher must be in position before the pitcher is considered ready to pitch.

Rule 6 Section 1b

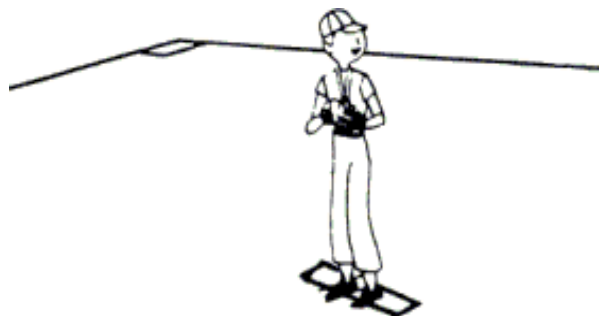


The catcher must be inside the catcher's box. Rule 6 Section 6a



The pitcher must have both feet in contact with the pitcher's plate and come to a full and complete stop with the ball held in both hands. This position must be held for at least two seconds before starting the windup.

Rule 6 Section 1c & Rule 6 Section 1e

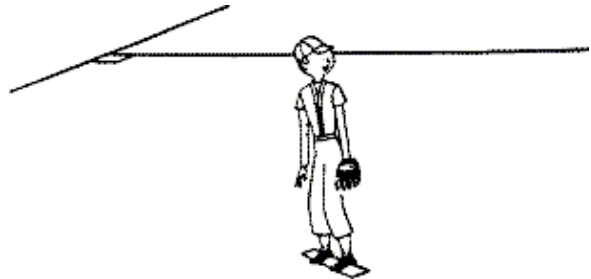




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The pitcher may not stand in the pitching position on or near the plate unless he has the ball in his possession.

Rule 6 Section 1a



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The ball must be delivered with an underhand motion.

Rule 6 Section 3e



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A step may be taken simultaneously with the delivery of the ball.

Rule 6 Section 3i



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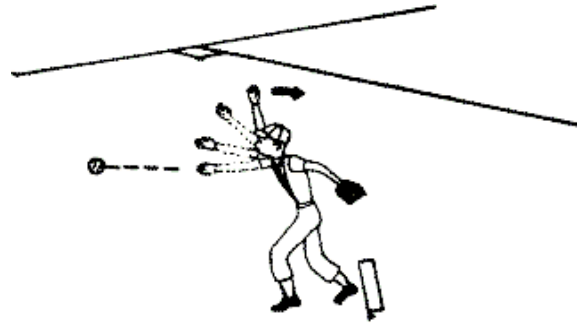
The pitcher may use a windup, provided there is not a stop or reversal of the forward motion. The pitcher's hands must separate while on or prior to the pivot foot leaving from the pitcher's plate.

Rule 6 Section 3c



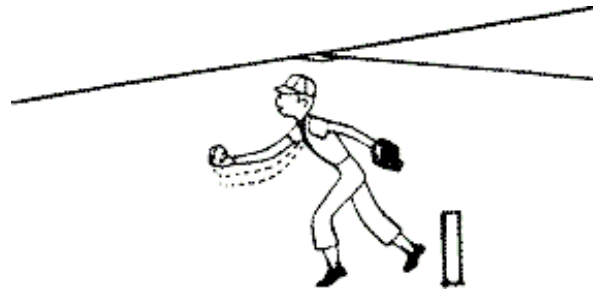
The pitcher may not continue to windup after releasing the ball.

Rule 6 Section 3l



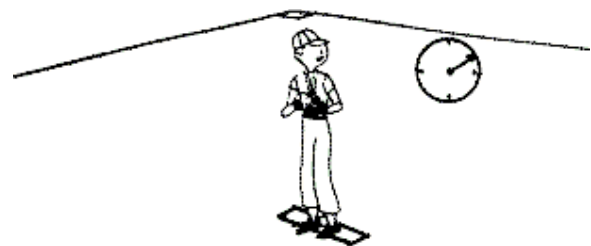
The pitcher may not make a motion to pitch without immediately delivering the ball.

Rule 6 Section 3a



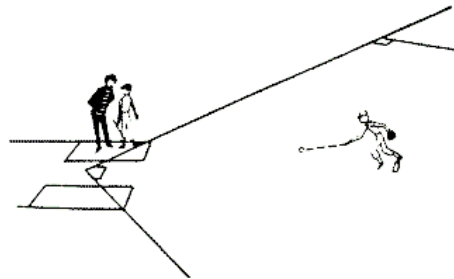
The ball may not be held longer than 5 seconds before starting the pitch.

Rule 6 Section 1e



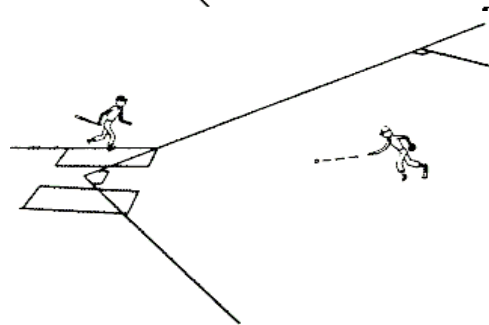
A 'No Pitch' is called if the pitcher pitches during suspension of play.

Rule 6 Section 10a



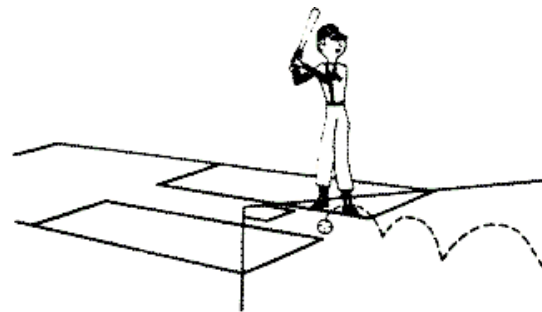
A 'No Pitch' is called if the Batter has not had time to get ready.

Rule 6 Section 10b



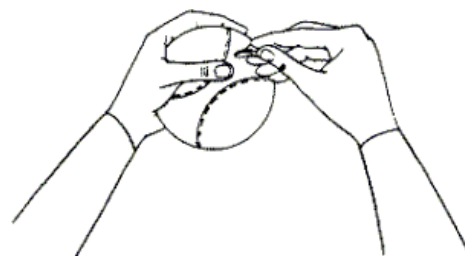
The pitcher shall not deliberately roll the ball along the ground to prevent the Batter from hitting it.

Rule 6 Section 3m



No foreign substance may be put on the ball. Rule 6, Section 5a

**Note:** The penalty for violation of the above situations is the umpire will call an Illegal Pitch, awarding a ball to the Batter and awarding a base to any runner on base.



Exception: A No Pitch.

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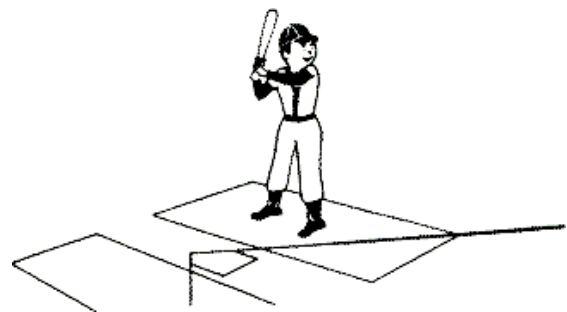
## Part 2: The Batter

A Batter is an Offensive Player who enters the Batter's Box with the intention of aiding his team to obtain runs. He continues to be a Batter until he is either declared out by the umpire or he becomes a Batter-Runner.

A Batter-Runner is a player who has finished a turn at bat but has not yet been put out, or touched first base.

The Batter must stand with both feet within the Batter's Box.

Rule 7 Section 3c

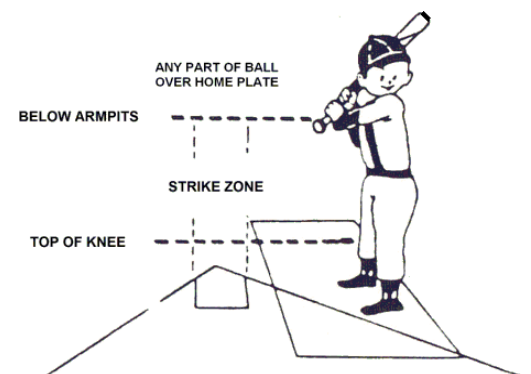


It is a **Strike** if any part of the ball enters any part of the **Strike Zone** over home plate and the Batter does not swing at it.

Rule 7 Section 4a

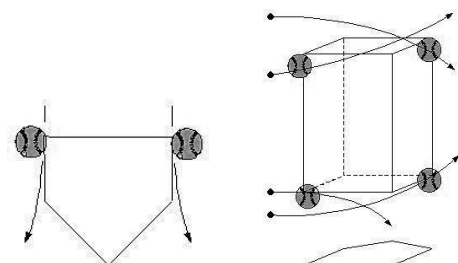
Any pitch outside the Strike zone not swung at by the Batter is a Ball.

Rule 7 Section 5a



Strike

Strike



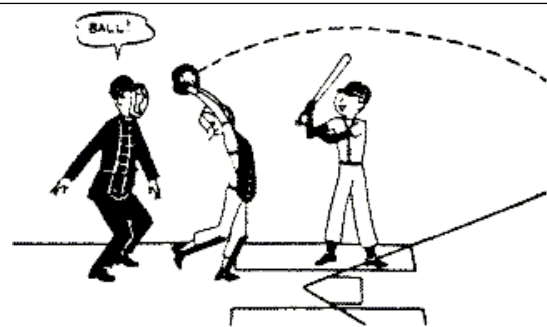
Any ball at which the Batter swings and misses is a **Strike**, regardless of the position of the pitch.

Rule 7 Section 4b



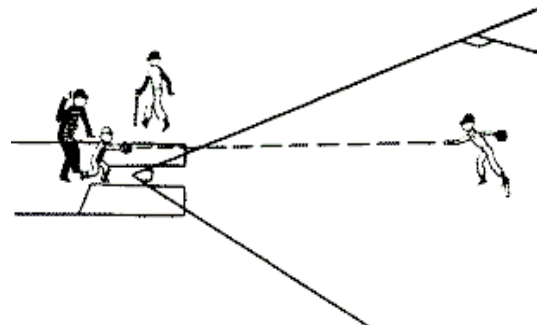
A 'Ball' is called for each pitch that does not enter the Strike Zone and is not swung at.

Rule 7 Section 5a



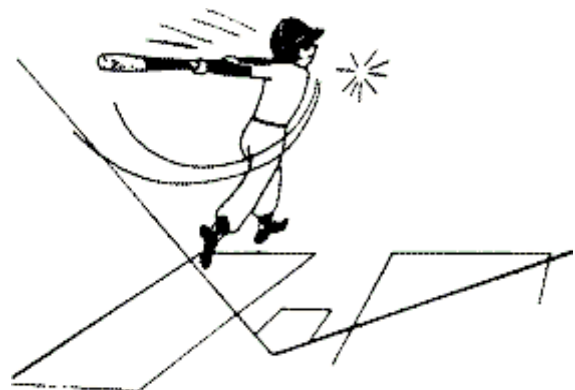
The Batter shall not change Batter's Boxes while the pitcher is ready to pitch.  
Penalty: The Batter is out.

Rule 7 Section 9j



The Batter is out if a foot is completely outside the lines of the Batter's Box and is touching the ground at the time she hits the ball.

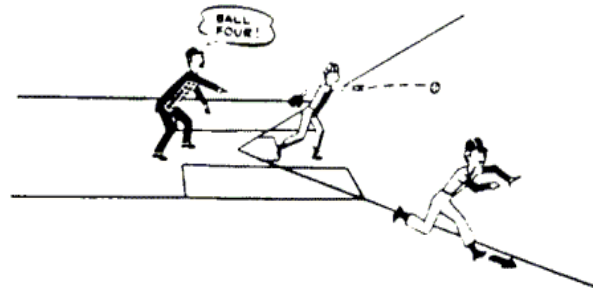
Rule 7 Section 9d



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Four Balls entitles the Batter to go to first base. This is called a Base on Balls.

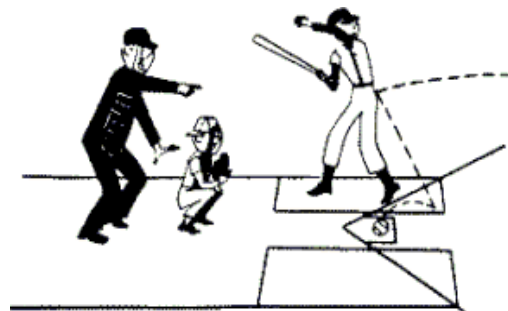
Rule 8 Section 1c



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The Batter is permitted to go to first base if a pitched ball that is not a Strike hits her and she has not swung at it.

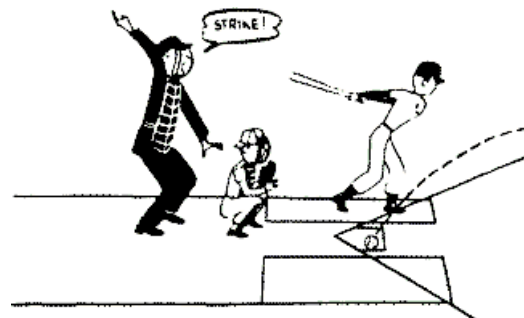
Rule 8 Section 1f



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It is a Strike if the ball is swung at and missed and the pitch hits the Batter. The ball is dead.

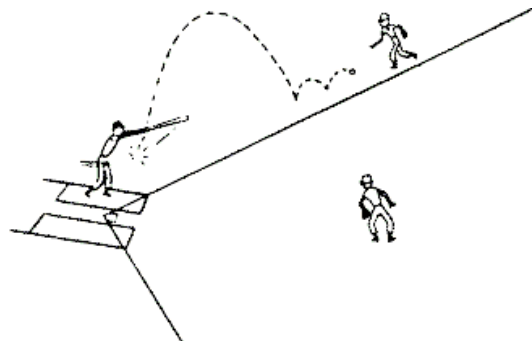
Rule 7 Section 4f



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It is a Strike if the ball is hit into Foul Territory and is not caught on the fly and there are less than two Strikes on the Batter.

Rule 7 Section 4d



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## Fair and Foul Balls

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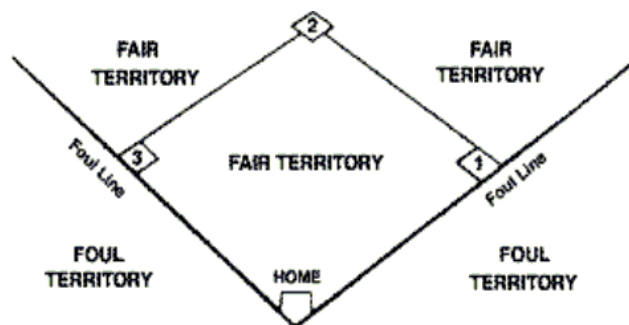
A Fair ball must:

- Settle in Fair Territory between first and third base, or
- Bounce past third or first base in Fair Territory, or
- Bounce over first or third base, or
- Fall Fair beyond first or third base on a Fly Ball, or
- Be first touched on or over Fair ground.

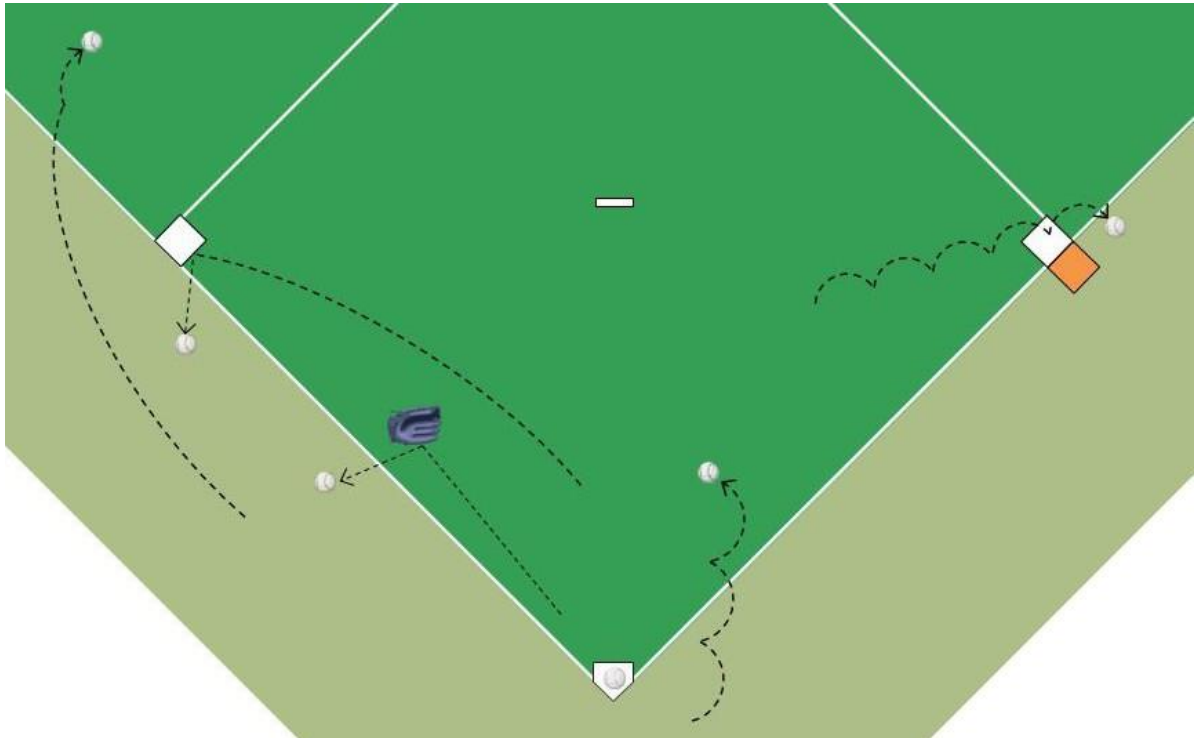
**Fair Territory** is territory within the Foul lines. Foul Territory is area outside the Foul lines. The line is considered in Fair Territory so the complete ball must be outside the lines to be Foul.

**Note:** If a Fielder is standing in Foul Territory and touches the ball while over Fair Territory it is a Fair ball. Likewise if a Fielder is standing in Fair Territory and touches the ball over Foul Territory it is a Foul ball. Fair or Foul is determined by the position of the ball rather than the fielder.

Rule 1 Section 29 & Rule 7 Section



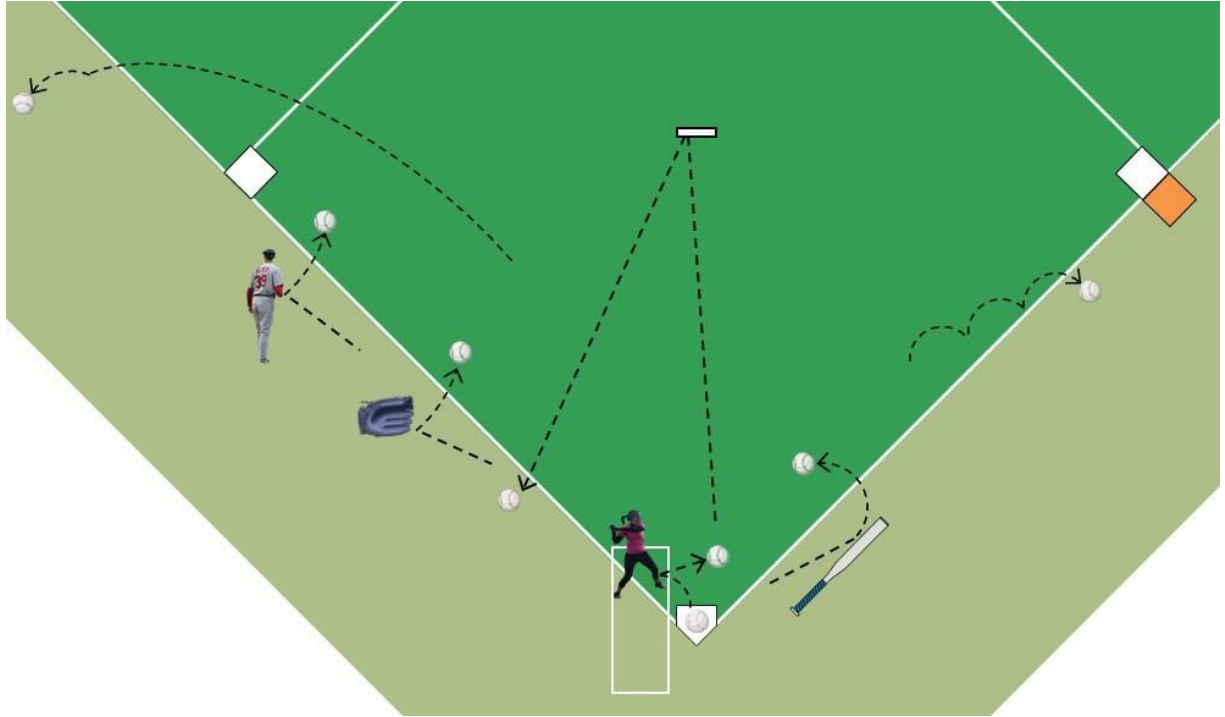
## Fair Ball examples



- The ball first bounces in Foul Territory then turns and bounces into Fair Territory and is touched or comes to rest before passing 1<sup>st</sup> base.
- The ball bounces in Fair Territory then crosses directly over the 3<sup>rd</sup> base and lands in Foul Territory.
- The ball is touched by the Fielder in Fair Territory, and deflects into Foul Territory and comes to rest in Fair Territory.
- A Batted Ball rolls directly along the Foul line, touches 1<sup>st</sup> base and then rolls Foul, never passing the base.
- A batted ball bounces toward 1<sup>st</sup> base **contacting the corner of 1<sup>st</sup> base** and the double base at the same time.
- The Batted Ball first lands in outfield Fair Territory beyond the base and then bounces and settles Foul.
- The Batted Ball hits the left field Foul pole and bounces into the stands in Foul Territory.
- The Batted Ball first lands in Foul Territory then spins, bouncing back directly over 3<sup>rd</sup> base and comes to rest in Fair Territory.
- The Batted Ball first lands in Fair Territory then spins, bouncing into Foul Territory beyond 1<sup>st</sup> base and comes to rest in Foul Territory.



## Foul Ball examples



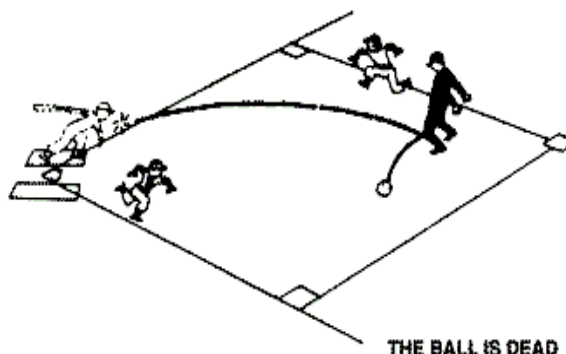
- The ball first bounces in Fair Territory, then spins into Foul Territory before passing 1<sup>st</sup> base, and comes to rest in Foul Territory.
- The ball curves over the Foul portion of the Double Base then bounces into Foul Territory.
- A line drive hits the pitcher's plate without touching a player, veers into Foul Territory between home and third and comes to rest.
- A Fielder touches the ball in Foul Territory or the Batted Ball hits a Runner while he takes a lead off third base in Foul Territory, and the ball deflects into Fair Territory.
- A Batted Ball bounces toward 1<sup>st</sup> base, first contacting the foul portion of the double base and going into Foul Territory.
- The Batted Ball passes over 3<sup>rd</sup> base and first lands in Foul Territory beyond 3<sup>rd</sup> base before turning and settling in Fair Territory.
- The Fielder first touches the Batted Ball while the ball is over Foul Territory.

### THE BATTER IS AWARDED FIRST BASE

It is a Fair ball if it Strikes the umpire in Fair Territory before touching a Fielder other than the pitcher.

A pitcher is a Fielder if he touches or is touched by the Batted Ball.

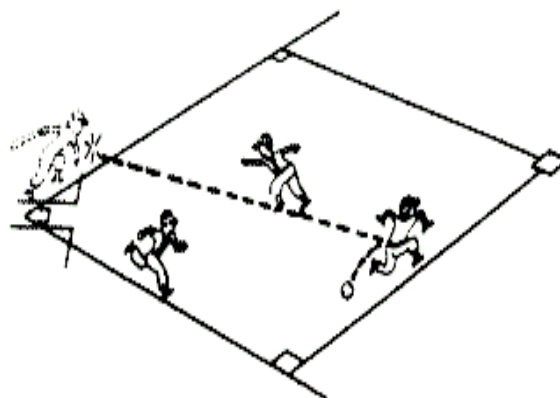
Rule 7 Section 6d



It is a Fair ball if it Strikes a Runner in Fair Territory. The Batter goes to first if the ball hits the Runner before it touches or passes a Fielder, other than the pitcher. The ball is dead and the Runner is out **if in the judgement of the umpire any fielder had an opportunity to make a play.**

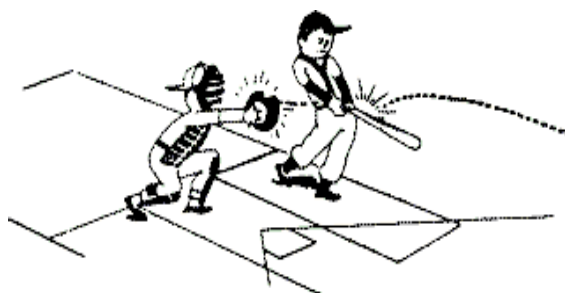
If the Runner is hit by a ball that has been touched or passed a Fielder, other than the pitcher, the ball is live and all Runners may advance.

Rule 7 Section 6d, Rule 8 Section 1e, Rule 8 Section 9k & Rule 8 Section 10f

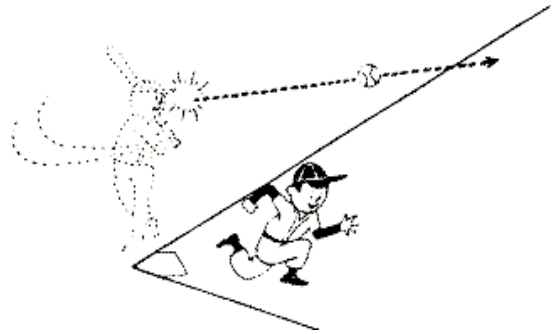


A ball directly off the bat (not higher than the Batter's head) to the catcher's glove is a **Foul Tip** and is alive and in play. If it is caught on a rebound, it is **not a Catch** unless the ball touches the catcher's glove or hand first. A Strike is called; Runners may advance on the pitch.

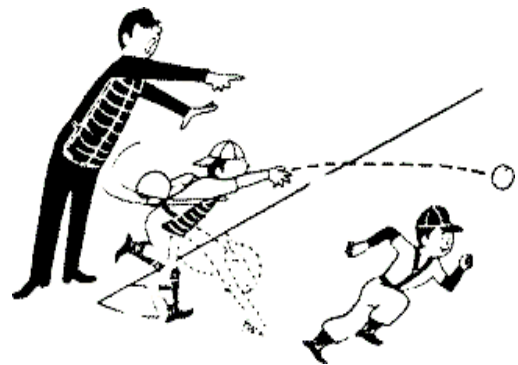
Rule 7 Section 8. Note. A Foul tip not caught is a Foul ball and becomes dead.



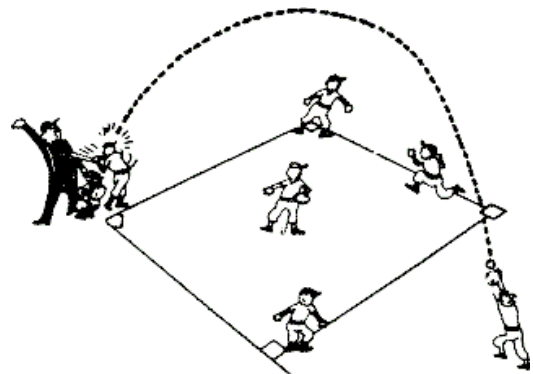
A Batter should run when she hits a Fair ball.  
Rule 8, Section 1a. He is then considered a Batter-Runner.



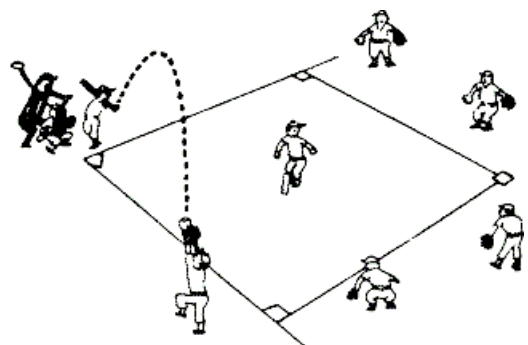
A Batter may run when she has three Strikes if the catcher fails to catch the ball.  
Rule 8 Section 1b



The Batter is **Out** if she hits a Fair Fly Ball which is caught by a Fielder before it touches the ground.  
Rule 8 Section 2b

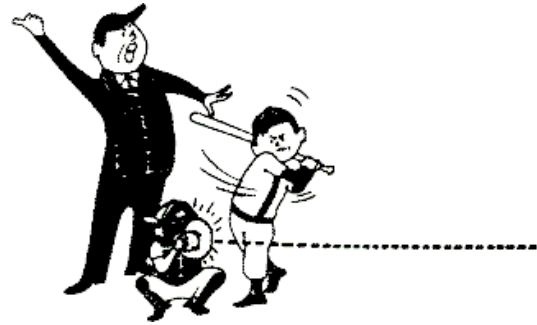


The Batter is out if she hits a Foul Fly Ball which is caught by a Fielder before it touches the ground.  
Rule 8 Section 2b



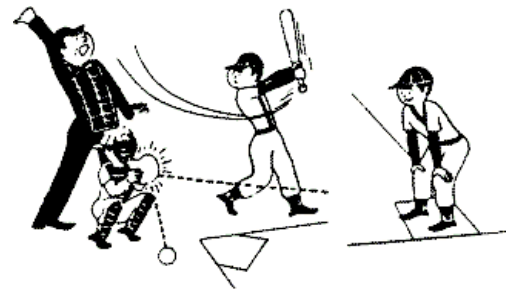
The Batter is out if her third Strike is caught by the catcher.

Rule 7 Section 9l



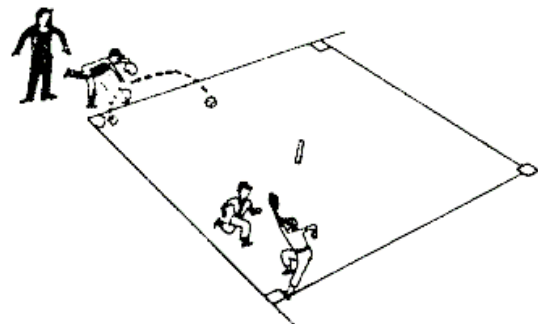
The Batter is also out after the third Strike is not caught if less than two are out and a Runner is on first base.

Rule 7 Section 9m



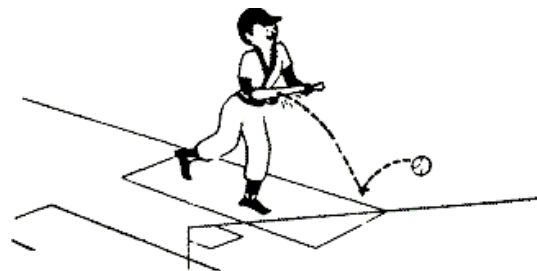
If the third Strike is dropped with less than two out and first base is not occupied, the Batter-Runner is safe if she can beat the throw to first, or she is not tagged off base.

Rule 8 Section 1b



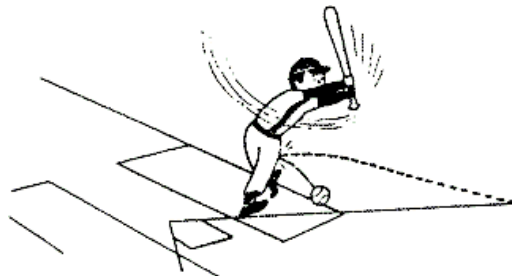
The Batter is out if she bunts the third Strike Foul.

Rule 7, Section 9f



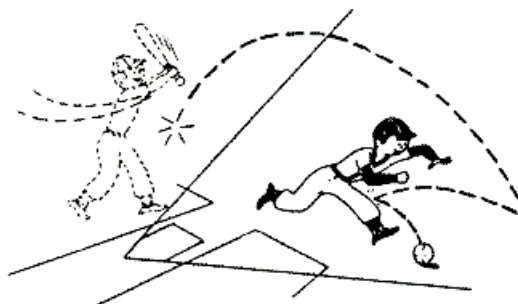
The Batter is out if the third Strike is swung at and hits her.

Rule 7 Section 9a



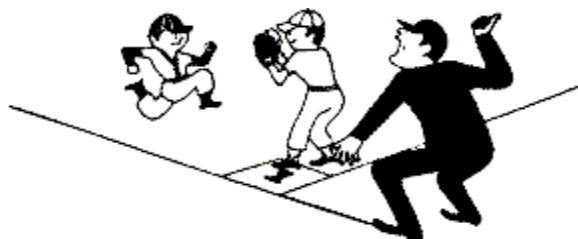
The Batter-Runner is out if her Fair Batted Ball bounces up and hits her while she is out of the Batter's box.

Rule 8 Section 2g (5)



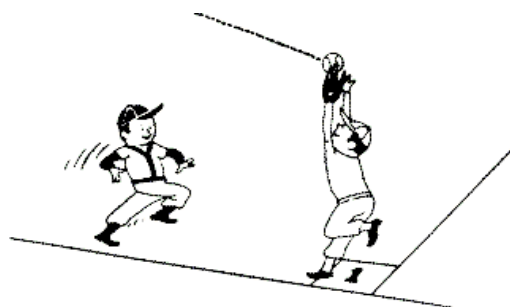
The Batter-Runner is out if a Fair Batted Ball is held by a Fielder on first base before the Batter-Runner reaches the base.

Rule 8 Section 2c



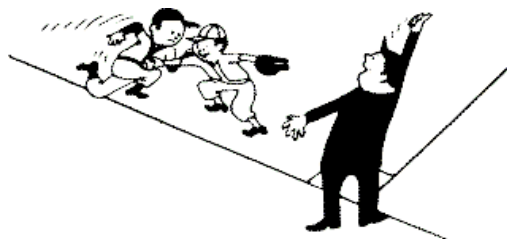
The Batter-Runner is out if the ball is held by a Fielder on first base before the Batter-Runner reaches the base on a dropped third Strike.

Rule 8 Section 2a



The Batter-Runner is out if she is touched (tagged) before she reaches first base on a Fair Batted Ball, or on a third Strike that is not caught.

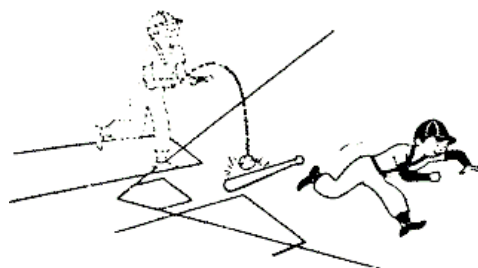
Rule 8 Section 2a & Rule 8 Section 2c



THE BALL REMAINS IN PLAY -

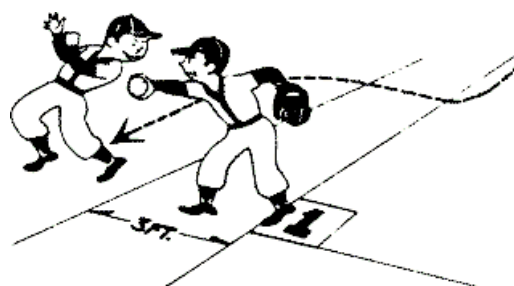
The Batter is **Not** out if she drops the bat and the ball rolls and contacts the stationary bat.

Rule 7 Section 9i Exception 2



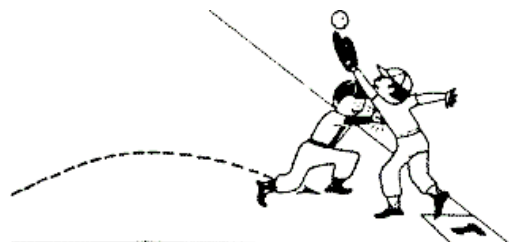
The Runner is out if she dodges more than .91 metres (3 feet) to avoid a **Tag**.

Rule 8 Section 9a



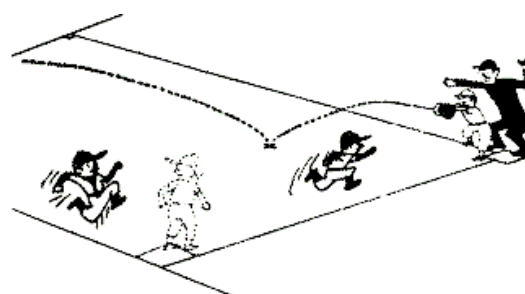
The Batter Runner is out if she interferes with a Fielder.

Rule 8 Section 2g (2) & (3)



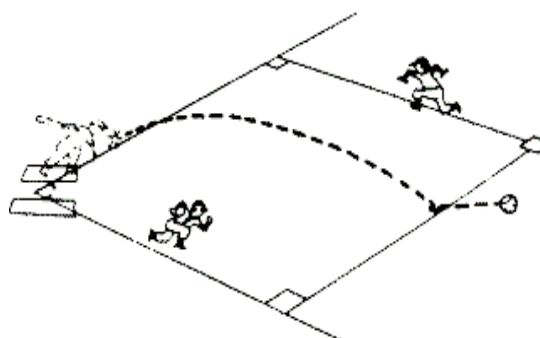
Tagging a base ahead of a Runner when she is forced to advance, because the Batter became a Batter-Runner, makes a Force Out.

Rule 1 Section 35 & Rule 8 Section 9c



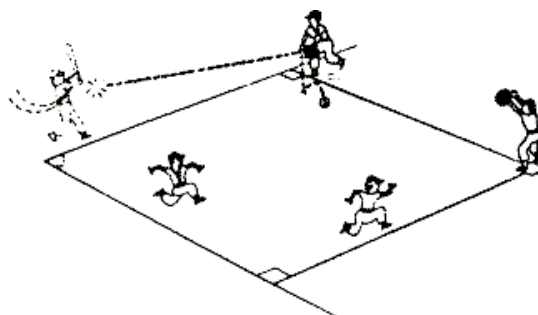
This situation is not a Force Play. First base is open for the Batter, so the Runner at second base does not have to run.

Rule 1 Section 35



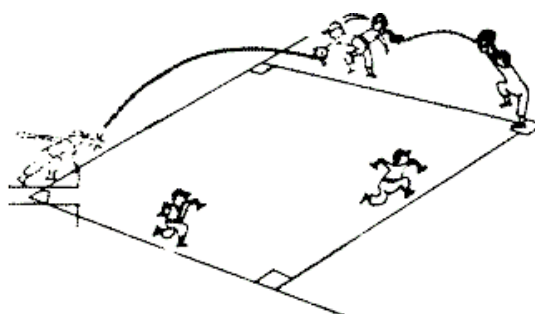
The Batter is out when a Fielder intentionally drops a line drive with less than two out in order to make a Force Play possible.

Rule 8 Section 2l



The Batter is out when a Fielder intentionally drops a Fly Ball after controlling it with less than two out in order to make a Force Play possible.

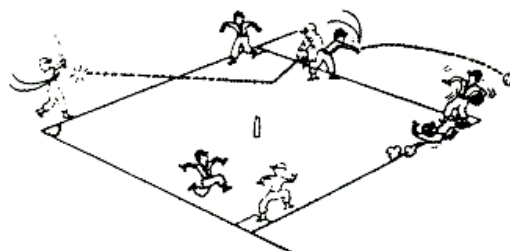
Rule 8 Section 2l



THE BALL IS DEAD --

The Runner is out when a Runner interferes with a defensive player catching a thrown ball, or throwing to complete a play.

Rule 8 Section 9m

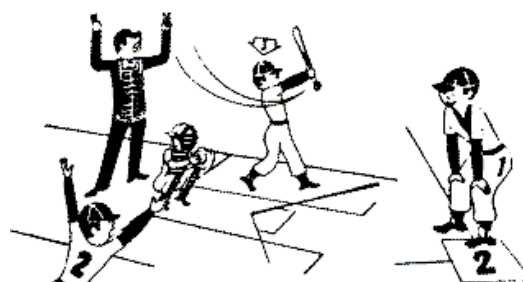


### ***Batting out of order***

The Batter who should have batted is out if someone else bats in her turn. To obtain the out the Defensive Team must appeal to the umpire before the next ball is pitched. If no appeal is made, all plays stand.

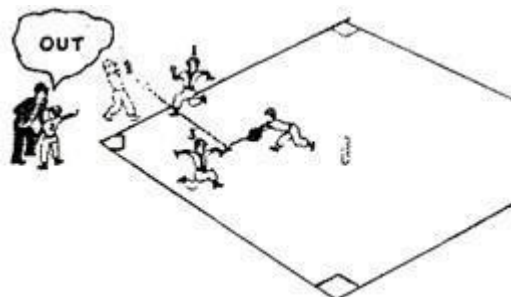
If an appeal is made while the incorrect Batter Number Three is at bat, the proper Batter Number Two comes to bat and assumes the Ball and Strike count of the improper Batter Number Three. Nobody is out.

Rule 7 Section 2d Effect 1



If an appeal is made after Batter Number Three has completed her time at bat but before the next pitch, Batter Number Two is out. Bases secured and scores made do not count if the advance is due to the actions of the improper Batter Number Three, but any outs obtained on the play remain as outs.

Rule 7 Section 2d Effect 2



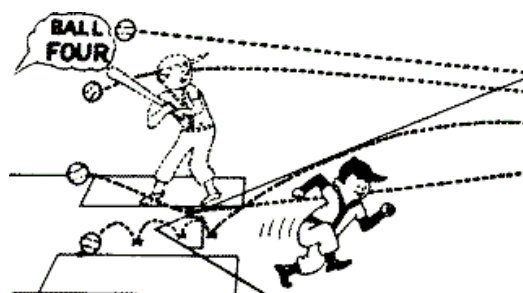
### ***How a batter is awarded first base without jeopardy***

'Jeopardy' means in danger of being put out, as the ball is in play. To be 'awarded' a base means to be permitted to advance there without Jeopardy – that is, without danger of being put out.

Rule 1 Section 53

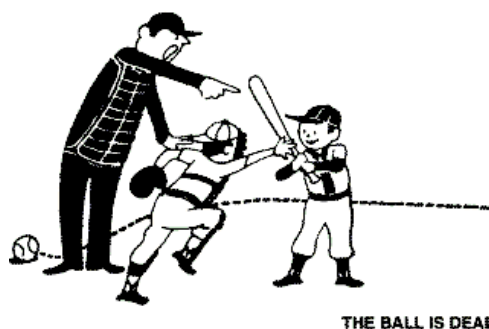
The Batter is awarded first base by having four balls called by the umpire.

Rule 8 Section 1c



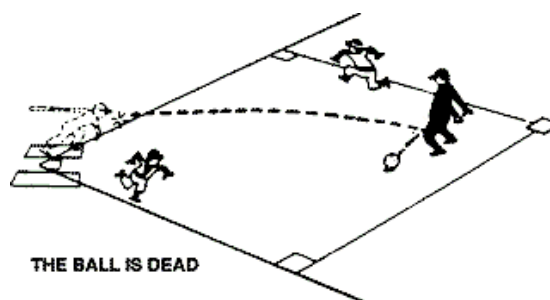
The Batter is awarded first base if the catcher **Obstructs** and prevents her hitting the ball safely. If she hits the ball safely and advances both herself and all other Runners advance – ignore the obstruction.

Rule 8 Section 1d



The Batter is awarded first base when a Fair Batted Ball strikes the umpire before touching or passing a Fielder other than the pitcher.

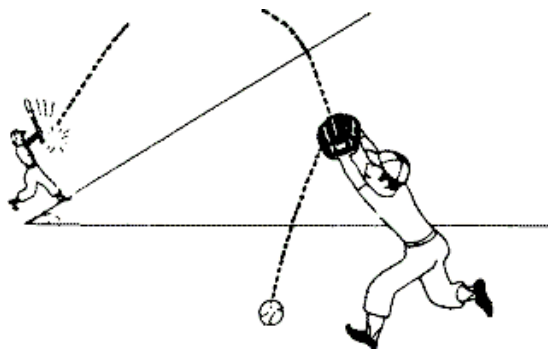
Rule 8 Section 1e Effect 3





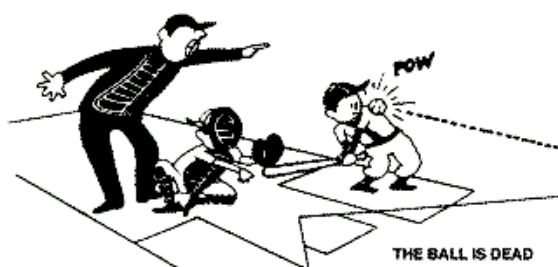
The ball is dead on a Foul fly not caught.  
Runners return to bases previously occupied.

Rule 9 Section 1e



The Batter is awarded first base if struck by a pitched ball she is not attempting to hit and which she tries to avoid.

Rule 8 Section 1f

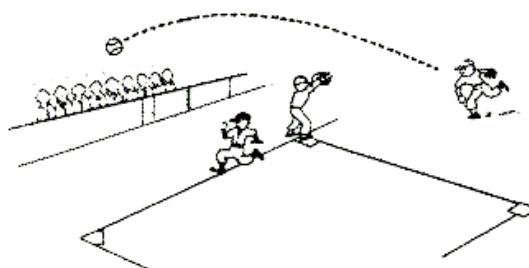


### ***Dead ball***

When the ball is dead, play stops. No runs count and no one can advance – except as the result of acts while the ball was live, such as an Overthrow into Dead Ball Territory.

Overthrow into crowd. The ball is dead and are runners awarded two bases from where they were at the time of the throw.

Rule 8 Section 7g



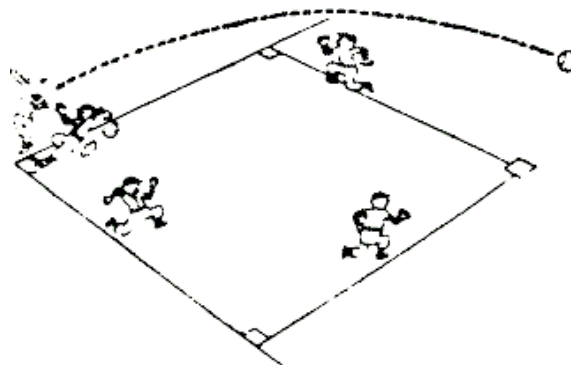
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## Part 3: The Runner

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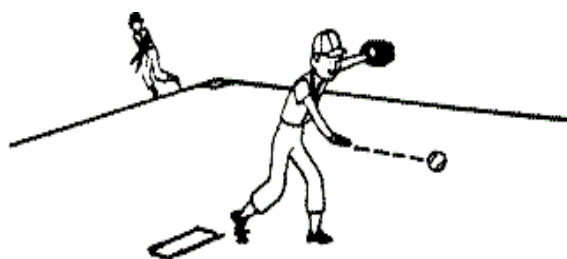
The Runner must touch first, second, third and home bases in order to score a run.

Rule 8 Section 4



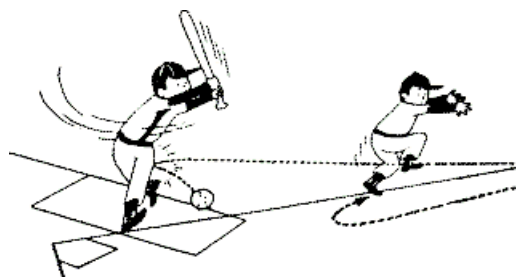
The Runner may try for another base after the pitcher releases the ball, but not before.

Rule 8 Section 5a & Rule 8 Section 9u



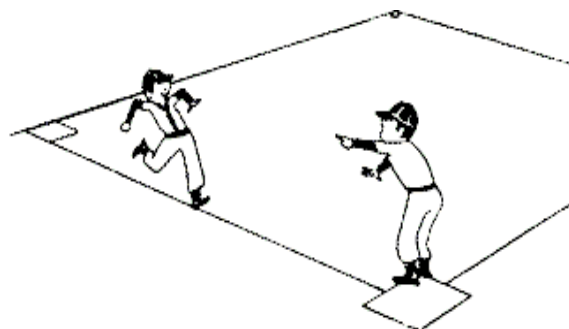
If forced to return, a Runner must touch bases in reverse order – unless the ball is dead.

Rule 8 Section 4a



Two Runners may not occupy the same base. The first Runner retains the right to the base, except on a Force Play.

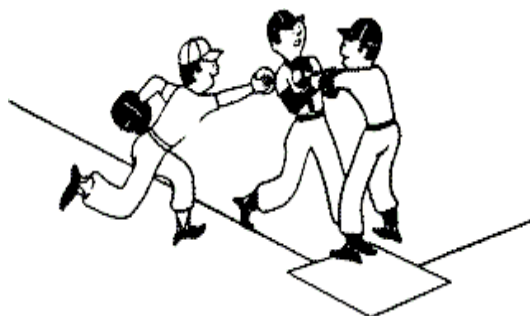
Rule 8 Section 4d



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If not a Force Play, and the second Runner is tagged while on base, she is out.

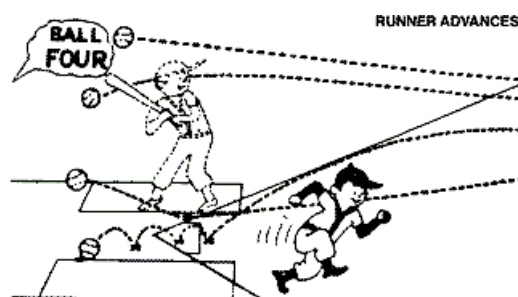
Rule 8 Section 4d Effect



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Runners advance one base without Jeopardy when the Batter is awarded first base and a Runner must advance to vacate first base for her.

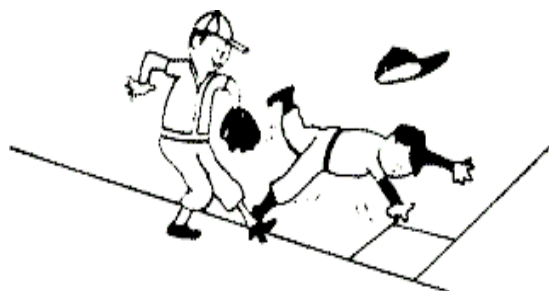
Rule 8 Section 7a



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A Runner advances without Jeopardy to a base if a defensive player, without the ball and not in the act of fielding it, obstructs her progress. She is awarded the base she **would** have made.

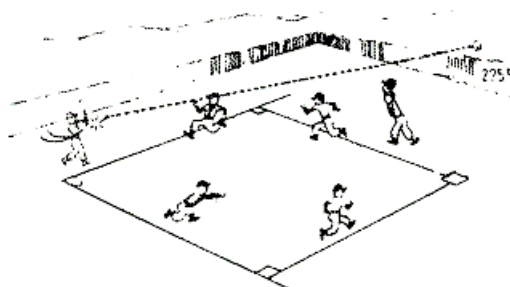
Rule 8 Section 7b & Effect



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All Runners and the Batter are entitled to advance home without Jeopardy when a Fair ball is hit over the fence – a Home Run.

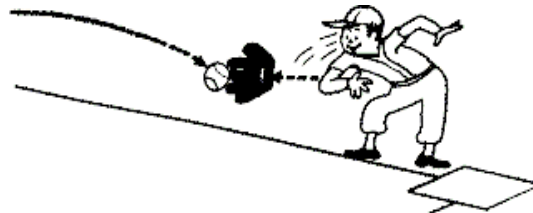
Rule 8 Section 1g & Rule 8 Section 7



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All Runners and the Batter advance three bases without Jeopardy if a Fielder touches any Fair ball with a thrown mask, glove or detached part of their uniform. The Batter may try for home at her own risk.

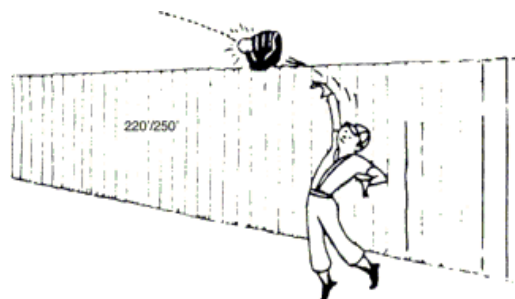
Rule 8 Section 7f Effect 1



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All Runners and Batters are entitled to advance home without Jeopardy when the ball is prevented from going over the fence by a Fielder striking it with a thrown glove, apparel or equipment. The ball stays live.

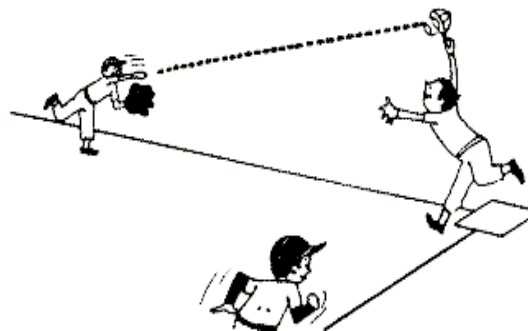
Rule 8 Section 7f Effect 1 Exception



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If a ball is thrown by a Fielder and another Fielder throws his equipment at, and contacts, the ball, Runners and the Batter advance two bases without Jeopardy, but may advance further at their own risk.

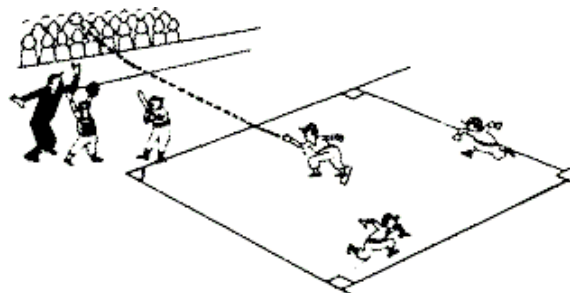
Rule 8 Section 7f Effect 2



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A wild pitch to the Batter which goes into the stands, bench, etc, entitles Runners to advance one base without Jeopardy.

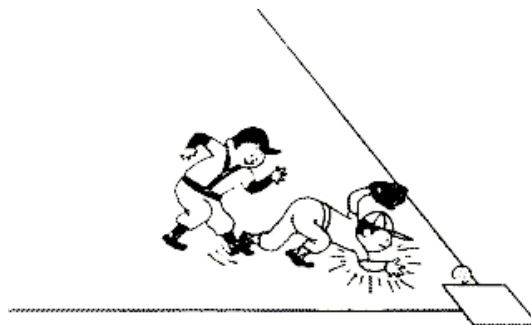
Rule 8 Section 7c



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The Runner is out when she fails to yield right of way to a Fielder fielding a Fair Batted Ball.

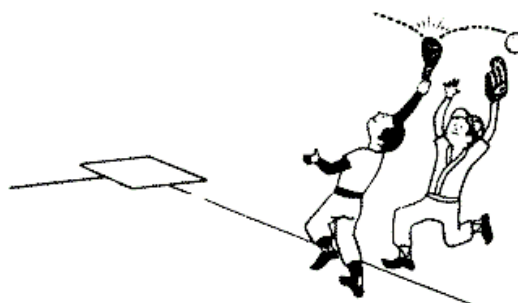
Rule 8 Section 9m



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The Runner is out when she intentionally interferes with a thrown ball.

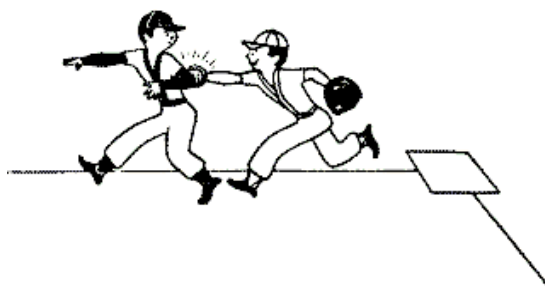
Rule 8 Section 9m



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The Runner is out when she is tagged by a Fielder while off base.

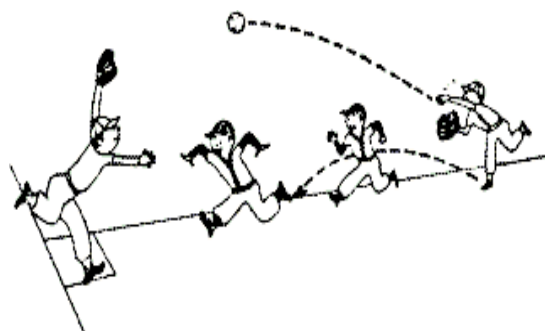
Rule 8 Section 9b



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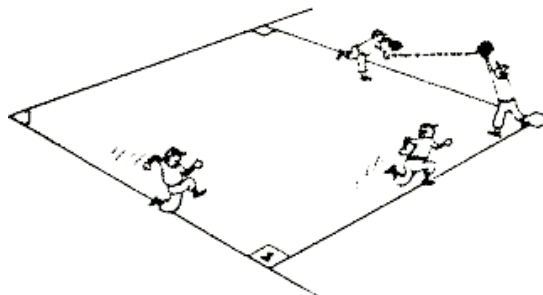
The Runner is out if she passes the Preceding Runner unless that Runner has been put out as occurs occasionally on 'run-down' plays.

Rule 8 Section 9f



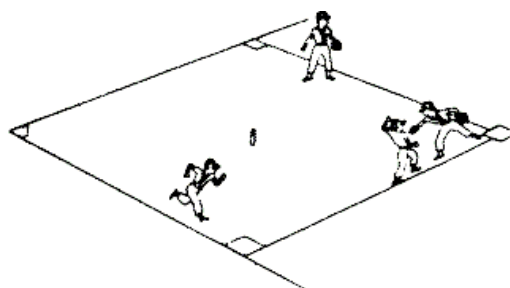
The Runner is out when the base to which she is advancing on a Force Play is tagged.

Rule 8 Section 9c 1



A Runner is out when she is tagged with the ball while off base on a Force Play.

Rule 8 Section 9c 3

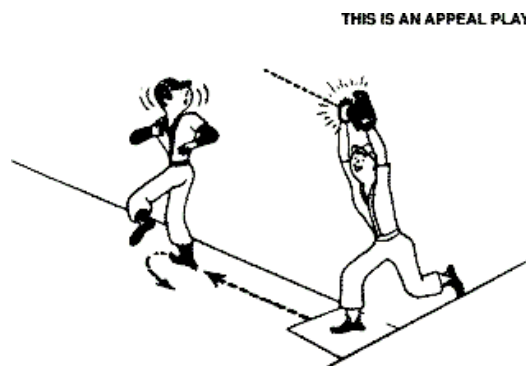


### **Appeal plays**

A live or dead ball appeal is a play or situation on which an umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team. The appeal may not be made after a legal pitch has been thrown or an illegal pitch has been called. Rule 1 Section 2

If a Runner leaves base before a Fly Ball, Fair or Foul, is first touched and caught, she is out if the base is tagged before she returns to the base.

Rule 8 Section 9g



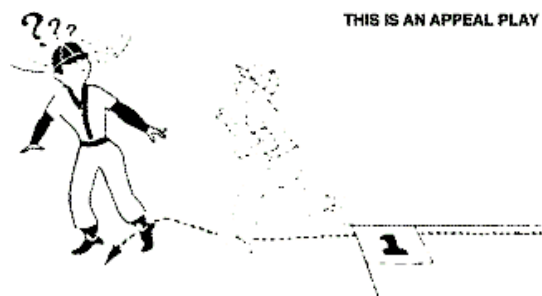
If a Runner misses a base, she may be put out by a Fielder touching the base with the ball before the Runner retags the base, or she may be tagged out before she returns to the missed base.

Rule 8 Section 9h



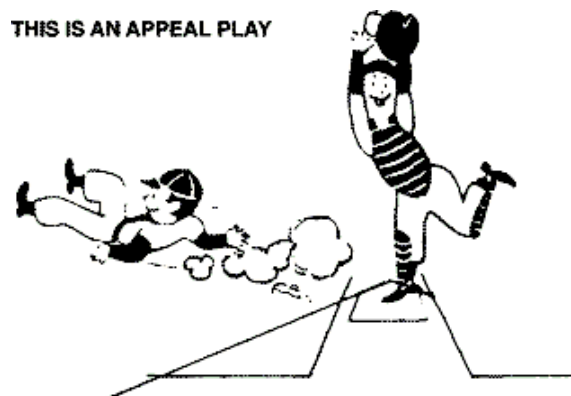
The Runner is out if she is tagged while returning to first base after over-running first base and attempting to run to second base.

Rule 8 Section 9i



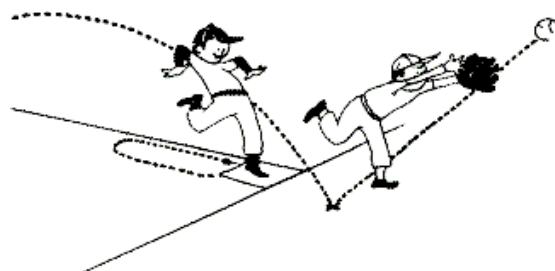
The Runner is out if she overslides home plate – misses it – and the plate is tagged by a Fielder before the Runner returns.

Rule 8 Section 9j



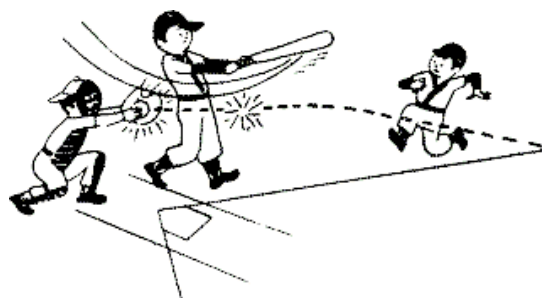
A base Runner must return to the base on a Foul ball not caught.

Rule 8 Section 8a



The Runner need not retouch base after a Foul tip as this is considered a regular Strike and the ball remains live.

Rule 7 Section 8 & Effect



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### ***Interference Plays***

On all Interference plays somebody must be out and the ball is dead. Runners return to the last base touched.

Rule 9 Section 1f

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When the Batter interferes with a play at the plate, she is out. Runners return to the last base held at time of the Interference.

Rule 7 Section 9k 4 & Effect

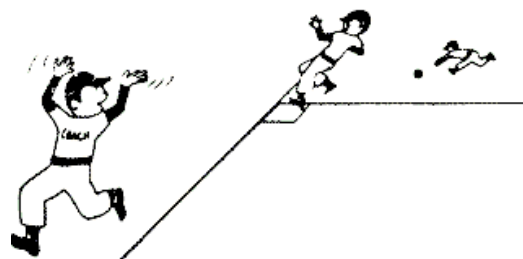


THE BALL IS DEAD, RUNNERS RETURN TO BASE

INTERFERENCE

The Runner closest to home is out if the coach leaves the Coach's Box and makes the Fielder think she is a Runner by running toward home and draws a throw from the Fielder to the catcher.

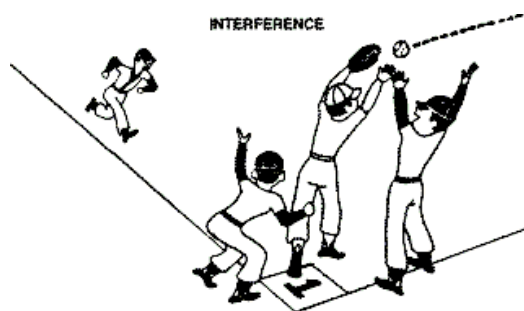
Rule 8 Section 9q & Note



THE BALL IS DEAD, RUNNERS RETURN TO BASE

The Runner is out if team-mates gather around a base to which the Runner is advancing to confuse or hinder the Defensive Team.

Rule 8 Section 9p

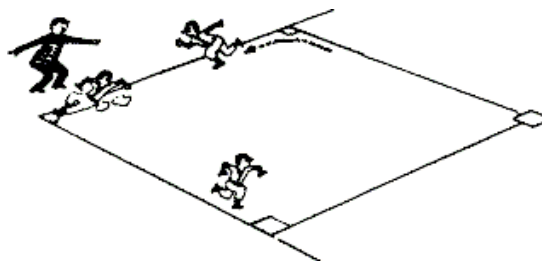




### Scoring of Runs

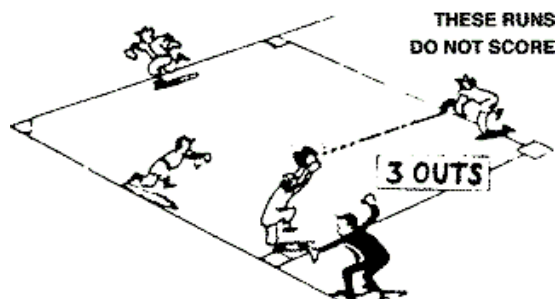
Runs score if the Appeal Play for the third out is behind the Runner and is not a Force Out.

Rule 5 Section 8a



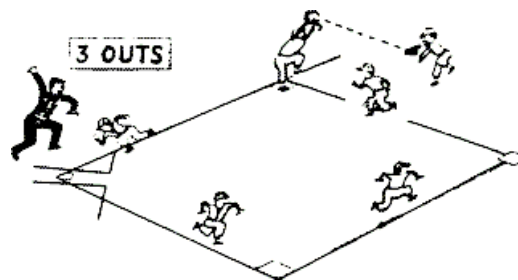
The Runner does not score if the Batter is put out before reaching first and it is the third out.

Rule 5 Section 8b 1



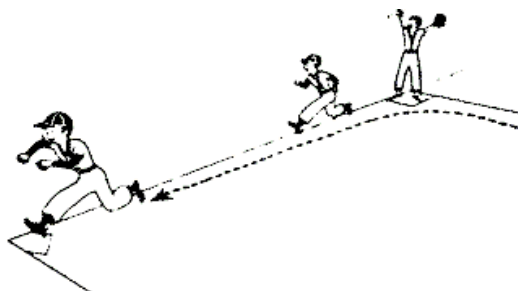
The Runner does not score if any other Runner is put out by a Force Out for the third out.

Rule 5 Section 8b 2



The Runner does not score if a proceeding Runner is the third out on an Appeal Play.

Rule 8 Section 4e Exception



## Part 4: The umpire

The umpire should line up their eyes just above the top of the strike zone and on the inside edge of the plate between the plate and the Batter.



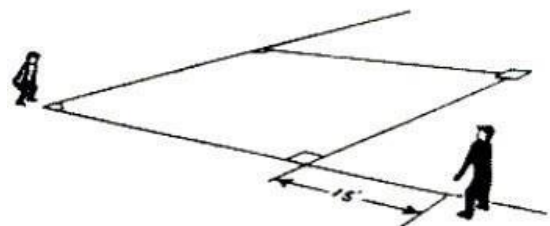
Umpires should judge Balls and Strikes over the catcher's shoulder nearest to the Batter.



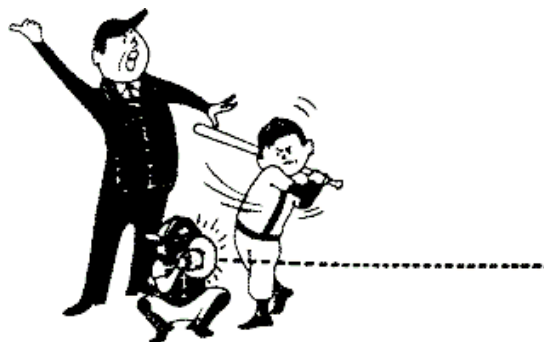
KEEP YOUR EYE ON THE BALL

HUSTLE

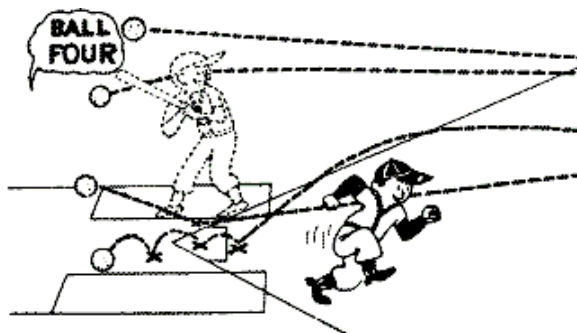
Be in a position to call all plays. If working alone, start the game behind the plate.



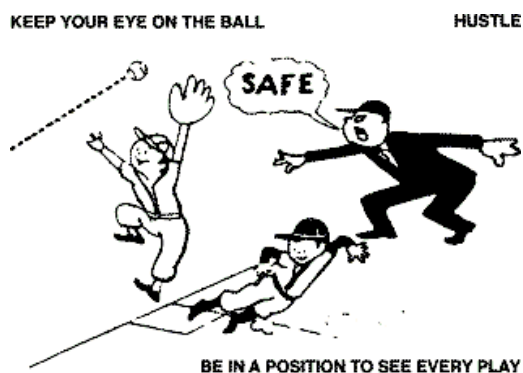
Strikes are called verbally and signalled with the right arm; refer to Page 42.



'Balls' are not indicated, merely called vocally.



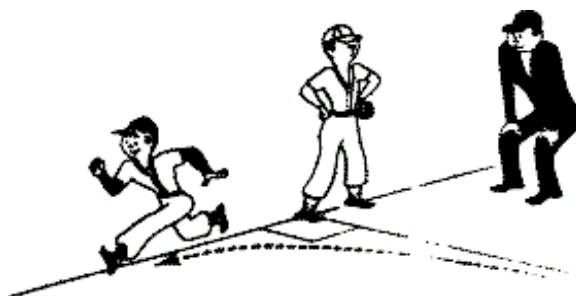
For the signal for Safe, refer to Page 40.



Indicate 'balls' on the left hand and 'Strikes' on the right hand every few pitches; it avoids unnecessary questions. Include a verbal count eg, '2 balls, 2 strikes'.

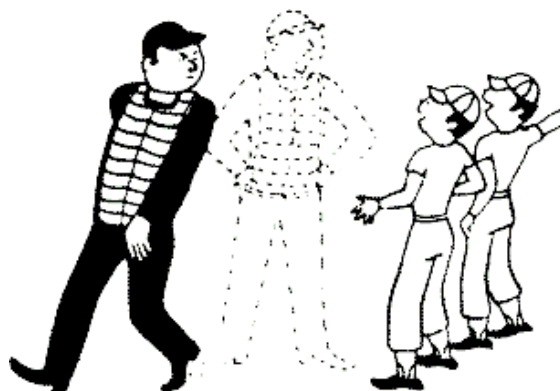


Don't 'give away' appeal plays.

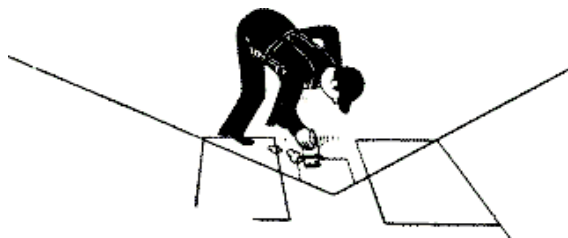


When anyone questions a call, listen, explain what you saw and explain the rule if you need to, then passively ask the player or coach to continue on with the game and start to move away.

If the person continues to dispute the call or verbally abuses you then under the rules you may need to eject them from the game.



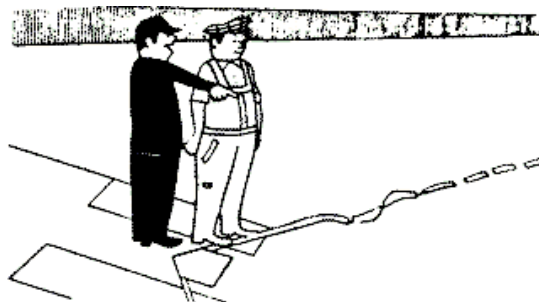
When cleaning home plate, step inside the diamond, face the crowd, turn your back to the pitcher, lean over and brush the plate. Keep the plate clean.



**Some duties of the umpire before each game:**

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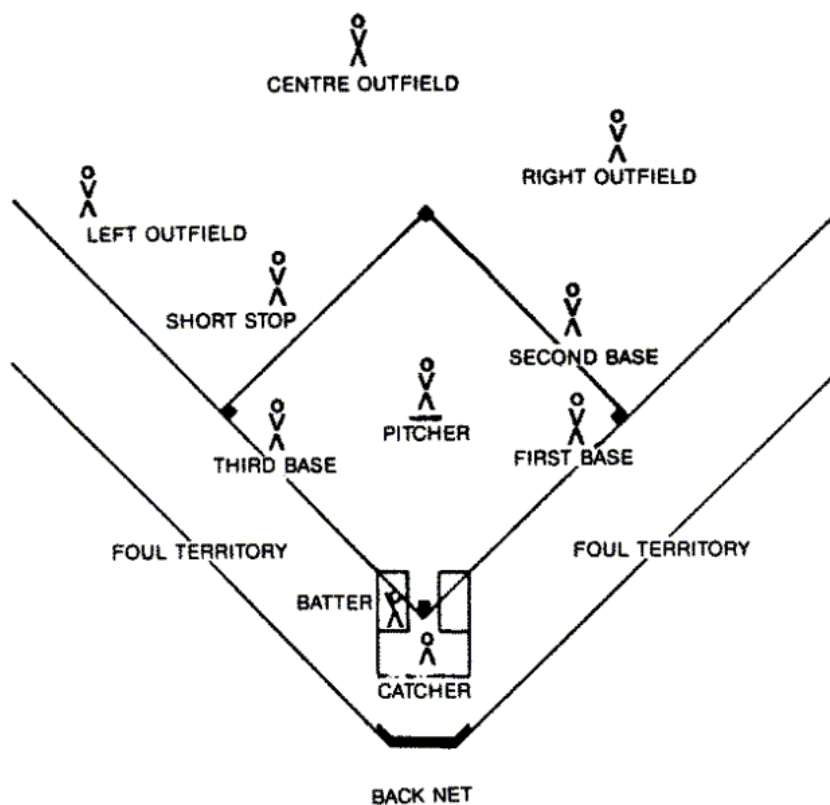
See that the field is marked correctly.



See that pitcher's rubber is in good condition,  
and bases are firmly pegged (if relevant).



## Position of players



No.	Position
1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Centre Field
9	Right Field

## Module 2 – On-Diamond Mechanics

This section provides a guide to the basic on-diamond umpire mechanics required to achieve Level 1 accreditation.

### The Ready Position

The Ready Position is the body position of a base umpire pre-pitch, during and prior to the pitch reaching the batter and/or catcher.

As the pitcher assumes the Set Position (hands together), the umpire should step into the ready position, stopping just prior to the start of the pitch with her feet a comfortable distance apart (at least shoulder width), staying relaxed but still.

Before the pitcher releases the pitch, the umpire should adopt the 'ready' position by unlocking the knees slightly, with the weight resting **lightly** on the balls of the feet and the hands drawn in close to the belt line in front of the body, or with **relaxed** open hands and arms bent at the elbows approximately 45 degrees.

**Note:** In this stance the umpire's upper body should be relaxed and the umpire should **not** be in a semi-sitting position. A good example of this is the fielders: they go into a Ready Position every pitch with the pitcher.

The umpire should stay in this position until the ball reaches the catcher or is hit by the batter.

If the pitch is hit or the catcher throws the ball to a base, the umpire pushes off on the balls of her feet and moves to position for a potential play.

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## Signals

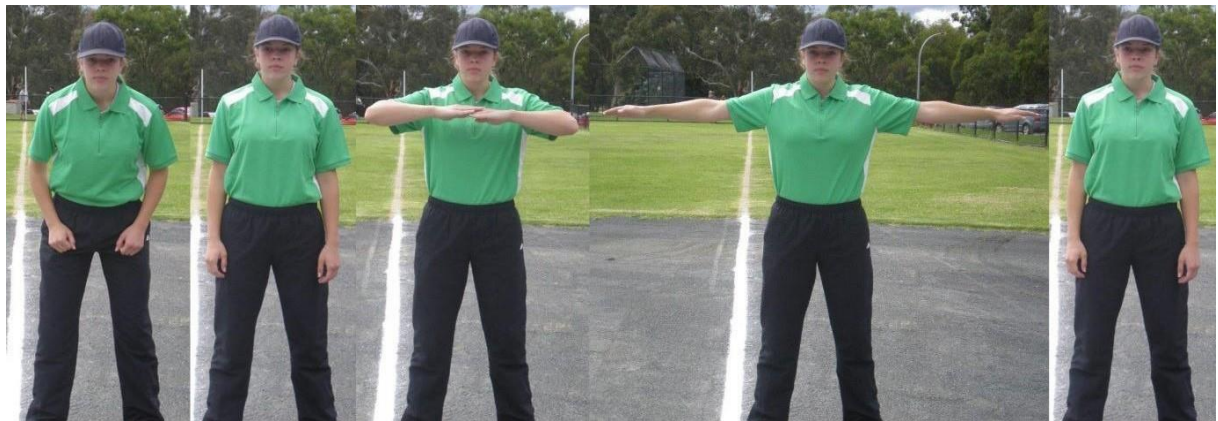
There are two types of signals that an umpire will use while umpiring. One set is used to communicate to the players, coaches, scorers and spectators the decisions made during the game (ie safe and out, fair and foul.) The other set of signals is used to communicate between the umpires. Following are a few of the more common signals that you may be required to use.

---

### ***Safe Signal***

The umpire should move into the proper position giving a good angle on the play.

Do not make a call until it is established that the fielder making the play has complete control of the ball.



**1**

**2**

**3**

**4**

**5**

The mechanic are as follows:

- 1 Adopt the ready position and be alert for the play.
- 2 With your head straight forward, looking at the play, come up to a standing position.
- 3 Bring both hands up to your chest about shoulder height.
- 4 Give a brisk verbal call of 'SAFE', while fully extending your arms horizontally, parallel with the ground and your palms down.
- 5 Again, adopt the ready position and keep your eye on the play until the play is complete.

**Note:** Develop the good habit of staying with the play until all action has been completed. However, this position is not required if the umpire needs to position herself for another call or potential call.



---

### ***Out Signal***

The umpire should move into the proper position giving a good angle on the play.

Do not make a call until it is established that the fielder making the play has complete control of the ball.



**1**

**2**

**3**

**4**

**5**

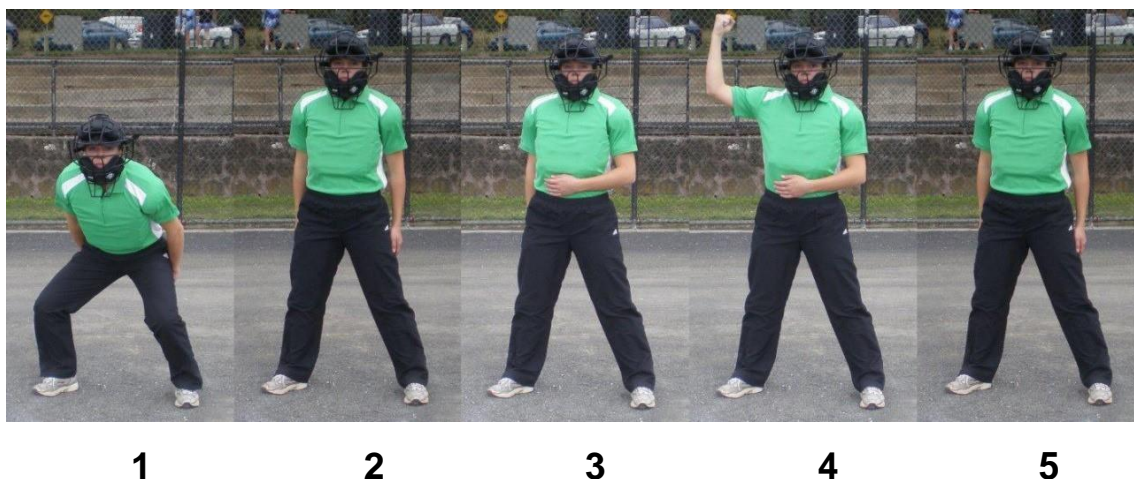
The mechanics are as follows:

- 1 Adopt the ready position with your hands slightly in front of your body and relaxed, ready for the play.
- 2 With your head straight forward, looking at the play, come up to a standing position.
- 3 Bring your left hand into your body, slightly above your waist.
- 4 Give a brisk verbal call of 'OUT', while punching your right arm to the 90-degree hammer position and clenching the fist.
- 5 Drop back to a ready position with your hands slightly forward and relaxed.

**Note:** Develop the good habit of staying with the play until all action has been completed. However, it is not required if the umpire needs to position herself for another call or a potential call.

---

## **Strike Signal**



The mechanics are as follows:

- Drop into the set position. Allow the pitch to cross home plate. Do not make a call until the catcher has caught the ball. Make a brisk verbal call of 'Strike'.
- 6 Do not step back; keep both feet staggered as you assume an upright position.
- 7 Bring your left hand into your body, slightly above the belt.
- 8 Raise your right arm to shoulder height with fist clenched. The palm of your hand should be facing your right ear, your right arm is at the 90-degree hammer position.
- 9 Step back and away from the Catcher and relax until you need to focus again on the next pitch.

---

## ***Called Infield Fly (or Infield Fly 'Assist')***

When an Infield Fly occurs, (for assistance on Infield Fly situations refer to the Basic Umpire Manual – Rules Module), all Umpires will point up at the ball with their right arm.

It is initially the Plate Umpire's responsibility to call the play. With her right arm in the air, she will call 'Infield Fly – Batter is out.' She will then give the 'Out Signal'.

If the ball is close to the foul line and it is difficult to determine whether the ball is going to be fair or foul, the Plate Umpire will call 'Infield Fly – batter is out if fair.' She will then give the 'Out Signal'.





### ***Delayed Dead Ball***

The delayed dead ball signal is given in situations where it may be necessary to eventually stop play and, depending on the circumstances, apply a penalty or award: eg, an Illegal pitch or obstruction.

Any umpire may give the delayed dead ball signal. It is given by extending the left arm straight out from the shoulder and horizontal to the ground.

### ***Ground Rule Double***

This signal is given only after 'Time' has been called and signalled. It is given with the right arm extended above the head. Two fingers are shown to indicate a 'two base award'. Verbally call 'Two Bases.'



### ***Home Run***

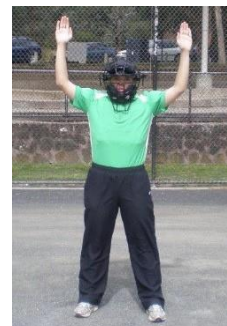
The Home Run signal is given when a fair batted fly ball travels over the outfield fence prior to touching the ground or hits the foul pole above the fence line.

The right arm is extended above the head with the fist clenched. A clockwise circling motion is used to indicate the home run.

### ***Time (Suspension of Play)***

Calling 'Time' will immediately suspend play so it is important that the umpire waits until all play has ceased. It should be called in a loud and clear voice while raising both arms above the head.

Any umpire may call time. When one umpire calls 'Time', all umpires shall acknowledge the call by also calling and signalling 'Time'.





## One Umpire System

In the One Umpire System, you are responsible for every call during the game. It is obvious that not everything that happens will be seen. The single umpire must hustle around the diamond and anticipate where to make the best possible call.

With Runners on base, give the lead Runner priority in your positioning. On every hit ball, the umpire must quickly move out from behind the plate and into the Infield for the best view of the play that develops. It is important to always try to keep the ball in view. Take a quick look at the Runners as they touch bases, especially when scoring at home. Watch as the play progresses, anticipate and move towards the base where the first play will occur, then be prepared to quickly reset and move towards the next play.

If the first play is potentially a routine call, shift towards where the next play may occur, especially if it is a possible tag play. Try and get into the best position to see the ball, the fielder, and the Runner to give yourself the possible view to make the correct call. Make sure your position for one play does not put you in the way of a player or a thrown ball.

You must watch for: Tags, Obstruction, Interferences, Touched Bases, Runners passing each other, Blocked Balls etc.



Try to keep the following **Four Elements** in your vision:




- 1 **The ball**
- 2 **The defensive player making the play**
- 3 **The Batter-Runner or Runner and**
- 4 **The base or area where the above elements meet.**

Any time the ball is thrown, you must know where the runners are in case the ball is thrown out of play. It is always important to hustle. You don't have a partner to assist you. You should never make a call without moving out from behind home plate. When the ball is in the infield and no further play is evident, call and signal 'Time' and quickly return to your position behind the plate.

## Conventions

The conventions used to describe the situations in this manual are:

1. The plate umpire is referred to as 'Plate' or 'P'.
2. Runners at 1st, 2nd and 3rd bases are indicated with 'R'.
3. Movement of the umpire is   
Movement of the ball is 
4. Icons used in this manual:

		
Plate Umpire	Runner	Fielder



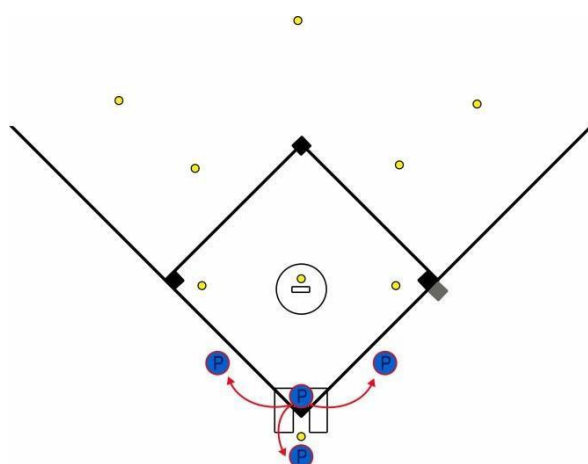
## **Plate Umpire Starting Position**

In all cases, the plate umpire's starting position and actions are as follows:

- Sweep home plate and checks that the field is clear and ready for play.
- Take up a position behind the catcher.
- After each pitch, call Ball or Strike, give signals as required and then relax, while maintaining good general awareness.
- You are responsible for calling:
  - Illegal Pitches
  - Fair/Foul Balls
  - Batting infractions
- On every hit, exit from behind the catcher via the left (even with a left-handed batter) and rotate to your position.
- If the ball is close to the foul line, move to the line and straddle the line to make the fair/foul call.

Plate movement following a batted ball will be explained for each case.

## Starting Position



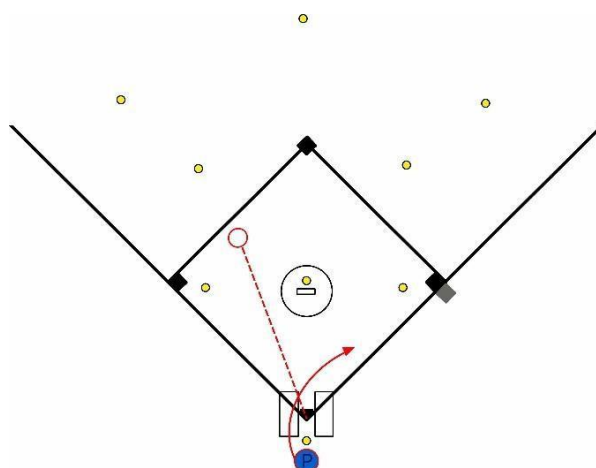
### Plate umpire

- Move to a position on the side of the team coming off the field.
- Hustle the teams on and off the field.
- Stand approximately one third of the distance from home plate towards first base in one half inning and from third base in the other half inning.
- Stand about 30cm (1 foot) in Foul Territory off the line.
- Stand facing the diamond with your hands relaxed at your sides.
- Place the mask under your left arm.
- Observe the Warm-Up Pitches (five allowed for each pitcher in the first inning and with each new pitcher, then three warm-up pitches are allowed at the start of each inning after the first).
- Let the Catcher know when the penultimate Warm-Up Pitch has been thrown, then say 'One more, Catcher'.
- Replenish extra ball supply.
- Sweep the plate and then assume a position behind the Catcher after the Warm-Up Pitches
- During the first half inning and when there is a change of pitchers, you may wish to put on the mask and observe the Warm-Ups after making the Line-up changes and announcing them to the Official Scorer.

## No Runners on Base

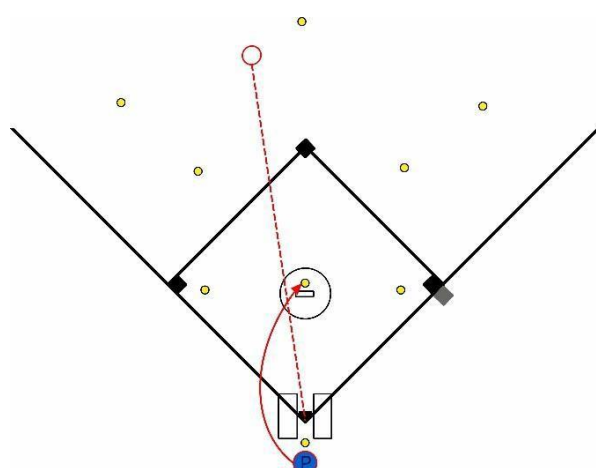
### Starting position

- > Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- > On every hit, move out in front of home plate.



### Ball hit to the infield

- > Hustle out in front of the home plate towards the pitcher.
- > If the ball is hit near the Foul Line, stay close the line to call Fair/Foul.
- > Keep your eyes on the ball.
- > Let the ball turn you into the play.
- > Observe the Batter-Runner (BR) running down the 1st base line.
- > Stop... Wait... Call and Signal.
- > With the ball in the infield, you may call and signal 'Time' when all play has ceased.



### Ball hit to the outfield

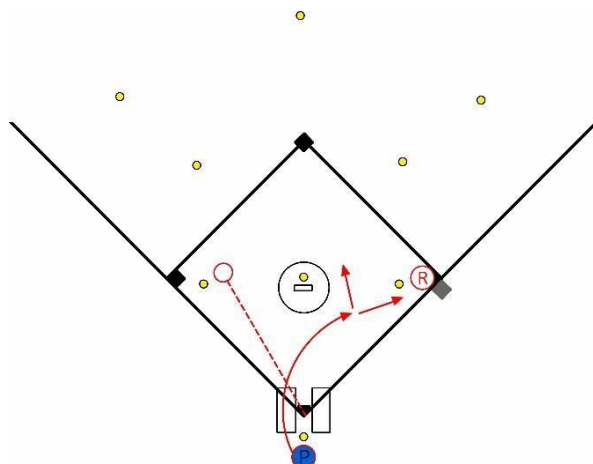
- > Hustle out in front of the home plate and move towards the pitcher's area.
- > If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- > Keep your eyes on the ball.
- > Judge Catch/No Catch.
- > Move quickly towards the base where the play will be made.
- > You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.



## Runner at First Base

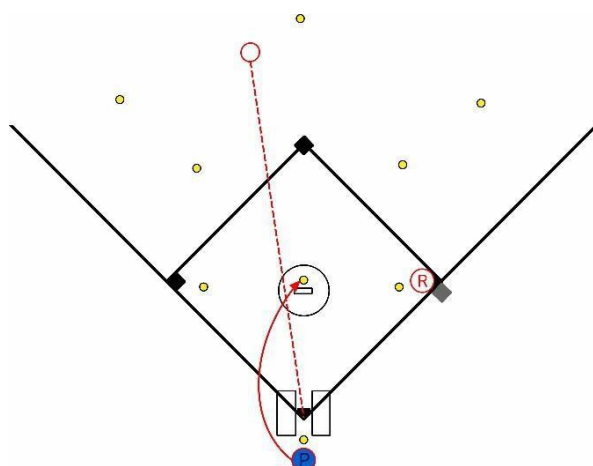
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- On every hit, move out in front of home plate.



### Ball hit in the infield

- Hustle out in front of the home plate and move towards the pitcher's area.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop ... Wait ... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



### Ball hit to the outfield

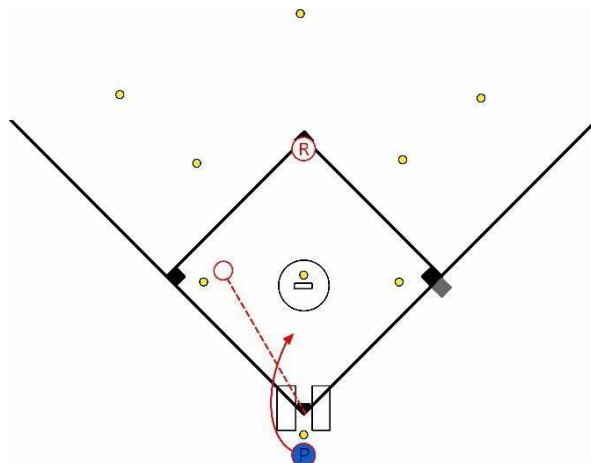
- Hustle out in front of the home plate and move towards the pitcher's area.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the infield and all play has ceased.



## Runner at Second Base

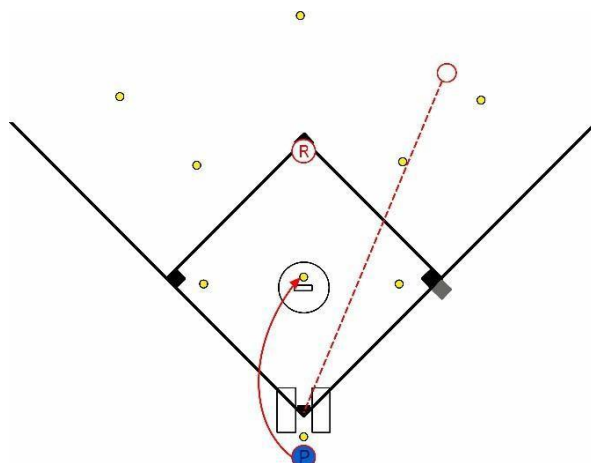
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- On every hit, move out in front of home plate.



### Ball hit in the infield

- Hustle out in front of the home plate towards the pitcher.
- If the ball is hit near the Foul Line, stay close the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop... Wait... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



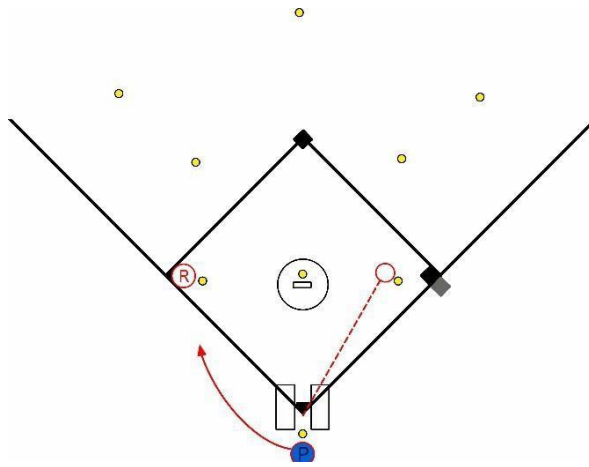
### Ball hit to the outfield

- Hustle out in front of the home plate and move towards the pitcher's area.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Runner at Third Base

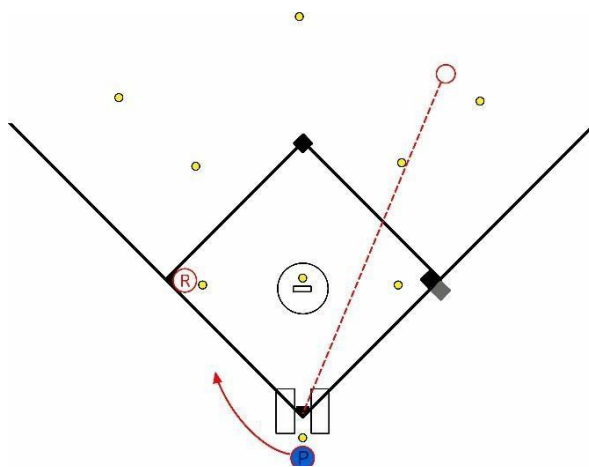
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.



### Ball hit in the infield

- Move into Foul Ball Territory toward third base.
- If the ball is hit near the Foul Line, stay close the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop... Wait... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



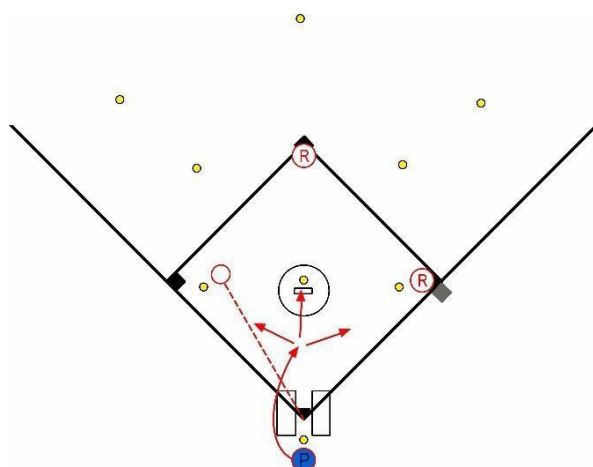
### Ball hit in the outfield

- Move into Foul Ball Territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Runners at First & Second Base

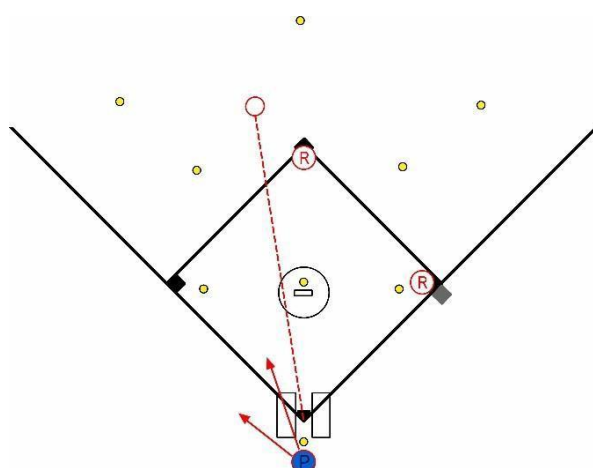
### Starting position

- > Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- > On every hit, move out in front of home plate.



### Ball Hit in the Infield

- > Hustle out in front of the home plate towards the pitcher.
- > If the ball is hit near the Foul Line, stay close the line to call Fair/Foul.
- > Keep your eyes on the ball.
- > Let the ball turn you into the play.
- > Observe the BR running down the 1st base line.
- > Stop... Wait... Call and Signal.
- > With the ball in the infield, you may call and signal 'Time' when all play has ceased.



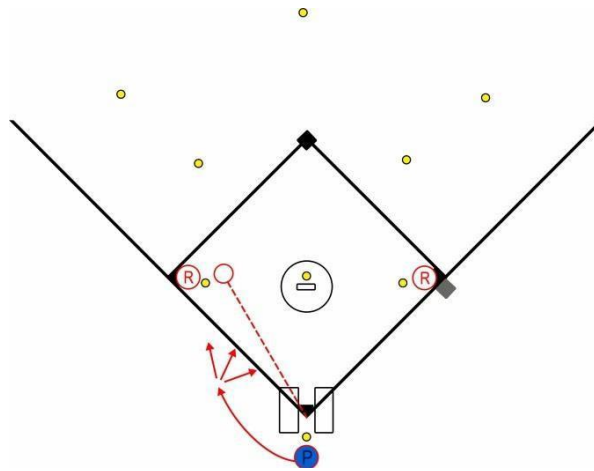
### Ball hit to the outfield

- > Hustle out in front of the home plate and move towards the pitcher's area.
- > If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- > Keep your eyes on the ball.
- > Judge Catch/No Catch.
- > Move quickly towards the base where the play will be made.
- > You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Runners at First & Third Base

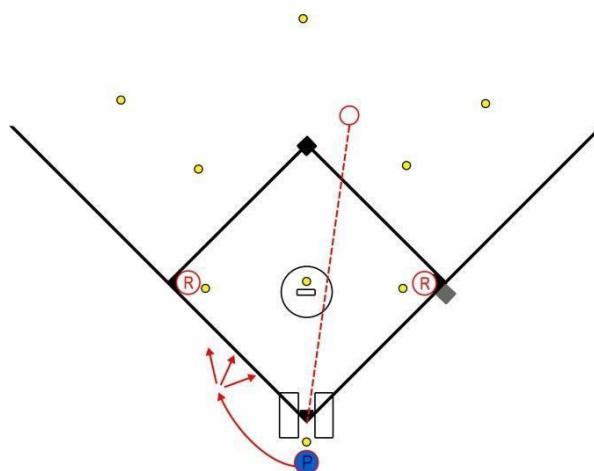
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.



### Ball hit in the infield

- Move into Foul ball territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop... Wait... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



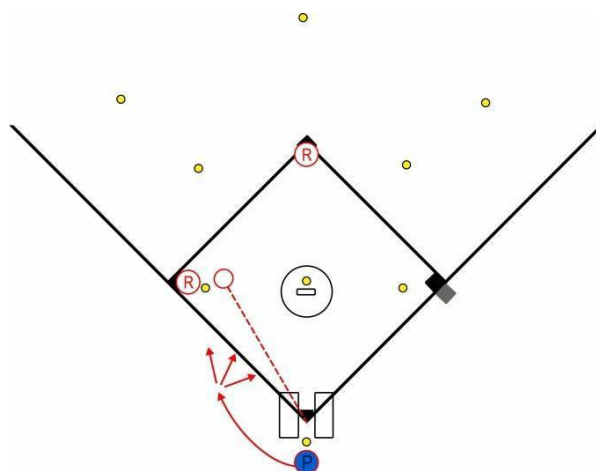
### Ball hit to the outfield

- Move into Foul ball territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Runners at Second & Third Base

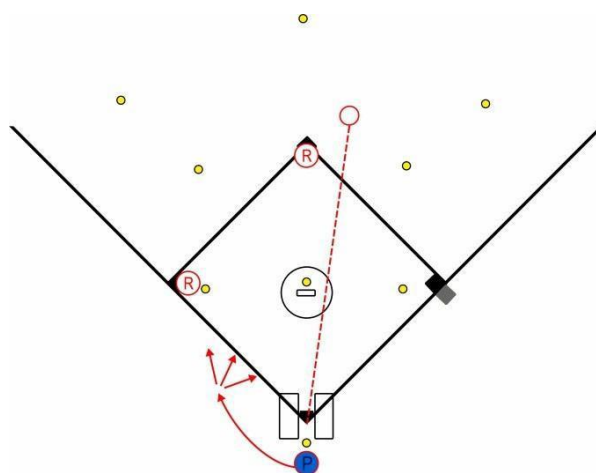
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.



### Ball Hit in the Infield

- Move into Foul ball territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop... Wait... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



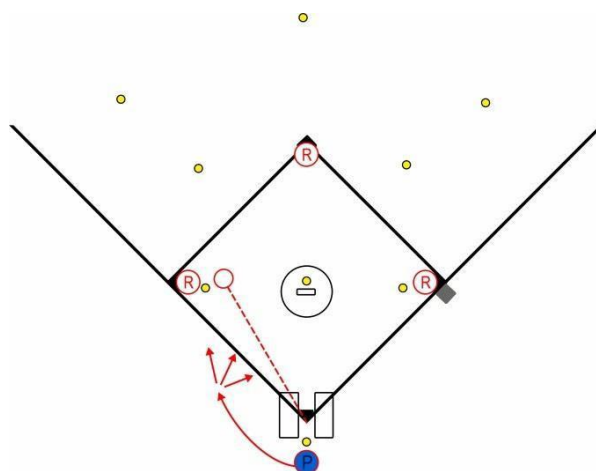
### Ball hit to the outfield

- Move into Foul ball territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Loaded Bases

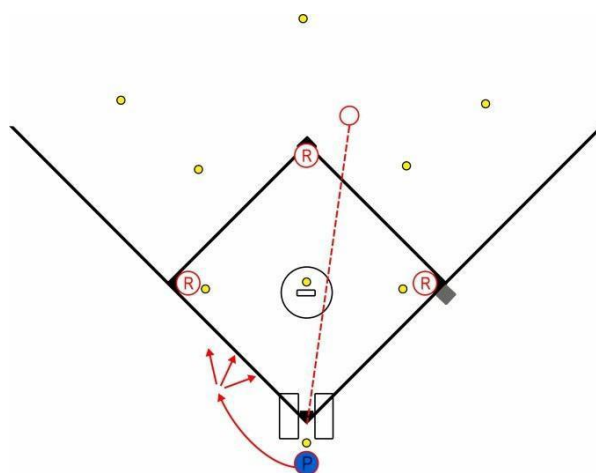
### Starting position

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.



### Ball Hit in the Infield

- Hustle out in front of the home plate towards the pitcher.
- If the ball is hit near the Foul Line, stay close the line to call Fair/Foul.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Observe the BR running down the 1st base line.
- Stop... Wait... Call and Signal.
- With the ball in the infield, you may call and signal 'Time' when all play has ceased.



### Ball hit to the outfield

- Move into Foul ball territory toward third base.
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul.
- Keep your eyes on the ball.
- Judge Catch/No Catch.
- Move quickly towards the base where the play will be made.
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased.

## Two-Umpire Rotation System

With the two-umpire rotation system, as implied by the word 'rotation', there is an expectation that umpires move into positions appropriate for each play. The information referring to positioning and the calling of plays is written for ideal circumstances and for the best possible positioning for the majority of plays. Proper positioning can be achieved if you think in terms of 'keeping the play in front of you'. In order to do this, there are four basic elements that must be kept in your vision:

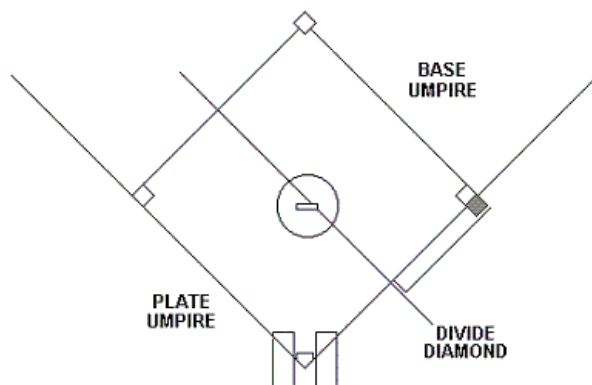
- 1 The ball
- 2 The defensive player making the play
- 3 The Batter-Runner or Runner and
- 4 The base or area where the above elements meet.

## Three Basic Principles

There are three basic principles that apply to the Two-Umpire Rotation System: the division principle, the infield/outfield principle and the leading runner principle.

### 1 The Division Principle

The Home Plate Umpire takes all calls at Home Plate and third base and the Base Umpire takes all calls at first and second bases.



### Exceptions

- 1 When the Batter-Runner goes to third base, the Base Umpire then takes the Batter-Runner to third.
- 2 On an Infield play, the Base Umpire takes the first call on a base, even if it is at third base.
- 3 When a Runner steals to third base, the Base Umpire takes the call.
- 4 When the Base Umpire is positioned between second and third bases before the pitch and there is a pick-off play by the Catcher to first base in an attempt to put out the Runner on first base, it is the home plate Umpire who takes the call at first base.



## 2 The Infield/Outfield Principle

When the ball is in the infield, the Base Umpire moves to or stays in the outfield.

When the ball is in the outfield, the Base Umpire moves to a position in the infield.

## 3 The Leading Runner Principle

The base umpire should start in a position that is up with the lead runner. The expectation is that, on a pick-off play (a play where the catcher attempts to put out a Runner leading off from a base on the pitch), the catcher will play the lead runner and therefore the base umpire needs to be in a position to make this call.





**Note:** It is the responsibility of **both umpires** to ensure **all** bases are covered in Tag-Up (re-touching the base after a fly ball is first touched on a catch) situations.





All umpires must watch for: Tags, Obstruction, Interferences, Touched Bases, Runners passing each other, Blocked Ball, etc.

Prior to the pitch the umpire should stand relaxed. She should be focused on the pitch and the batter, and be ready and mobile for a possible play. During a call it is important to be still and focused on the play in front of you.

## Conventions

The conventions used to describe the situations in this manual are:

1. The plate umpire is referred to as 'Plate' or 'P' and the base umpire is 'Base' or 'B'.
2. Runners at 1st, 2nd and 3rd bases are indicated with 'R'
3. 1<sup>st</sup> movement of the umpire is 
- 2<sup>nd</sup> Movement of the umpire is 
- 1<sup>st</sup> Movement of the ball is 
- 2<sup>nd</sup> Movement of the ball   
(indicating all potential secondary plays available to the fielders)
4. Icons used in this manual:

			
Plate Umpire	Base Umpire	Runner	Fielder

## Plate Umpire Starting Position

In all cases, the Plate Umpire's starting position and actions are as follows:

- Sweep home plate and check that the field is clear and ready for play.
- Take up a position behind the catcher.
- After each pitch, call Ball or Strike, give signals as required and then relax, while maintaining good general awareness.
- Responsible for calling:
  - Illegal Pitches
  - Fair/Foul Balls
  - Batting infractions





- On every hit, exit from behind the catcher via the left (even with a left-handed batter) and rotate to your position.
- If the ball is close to the foul line, move to the line and straddle the line to make the fair/foul call.

Plate movement following a batted ball will be explained for each case.

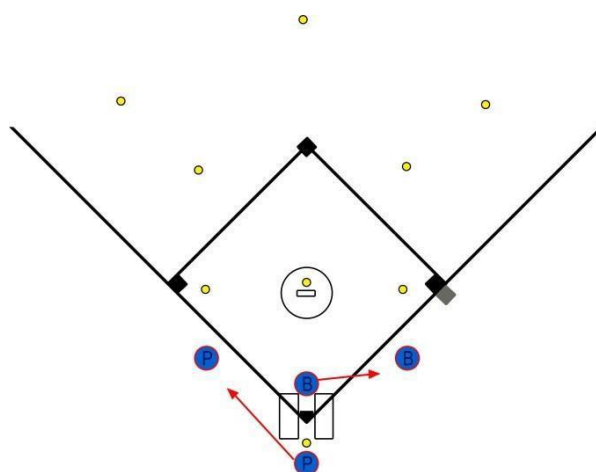
### **Base Umpire Ready Position**

The Base Umpire should assume a ready position by:

- Facing SQUARE TO THE BATTER prior to the pitch.
- As the pitcher assumes the set position (hands together), the umpire should place her feet a comfortable distance apart (at least shoulder width), and stay relaxed but still.
- As the pitcher releases the pitch adopt the 'ready' position by unlocking the knees slightly, with your weight resting lightly on the balls of the feet and the hands drawn in, close to the belt line in front of the body.
- Umpires may walk into the ready position (no more than 2 steps), stopping just prior to the ball being released and shifting weight to the balls of the feet when the ball reaches the plate.
- Remain in this position until the catcher catches the ball or the ball is hit.

Once the ball is hit or thrown, the umpire pushes off on the balls of her feet and moves to position for a potential play.

## Between Inning Position



### Starting position

#### Plate Umpire

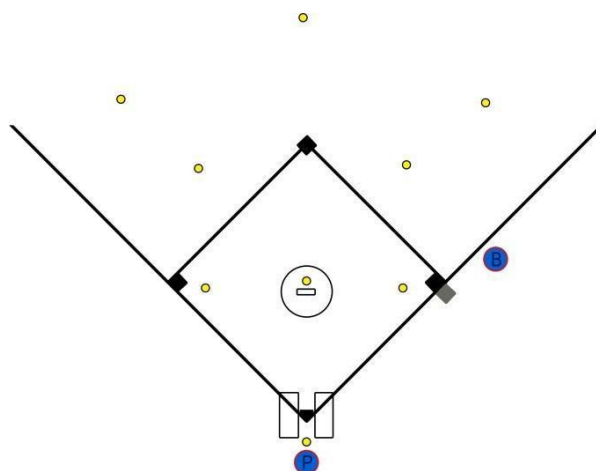
- Stand in a position just off the third base line in Foul Territory approximately one third of the way to third base.
- Hustle the defensive team off the field and the team which has just batted onto the field.
- Stand facing the diamond with your hands relaxed at your sides.
- Observe the Warm-Up Pitches (five allowed for each pitcher in the first inning and with each new pitcher, then three warm-up pitches are allowed at the start of each half inning).
- Let the Catcher know when the penultimate Warm-Up Pitch has been thrown, then say 'One more, Catcher'.
- Replenish extra ball supply.
- Sweep home plate and then assume a position behind the Catcher after the Warm-Up Pitches.

During the first half inning and when there is a change of pitchers, you may wish to put on the mask and observe the Warm-Ups after making the line-up changes and announcing them to the Official Scorer.

#### Base Umpire

- Stand in a position just off the first base line in Foul Territory approximately one third of the way to first base.
- Hustle the teams on and off the field.
- After the warm-up pitches, hustle to your preliminary starting position 5-6 metres (16-20 feet) behind the base, with the inner foot 150 mm (6 inches) off the fair/foul line in foul territory (measured from the outside of the foot closest to the foul line).
- Stand facing the diamond with your hands relaxed at your sides.

## No Runners on Base



### Starting position

#### Plate Umpire

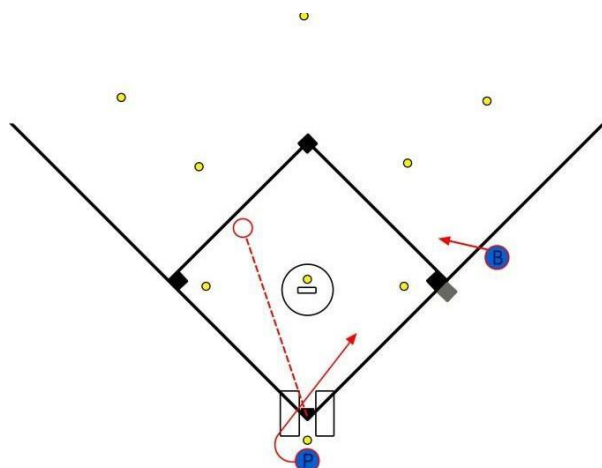
- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
- On every hit ball, move out in front of the plate.

#### Base Umpire

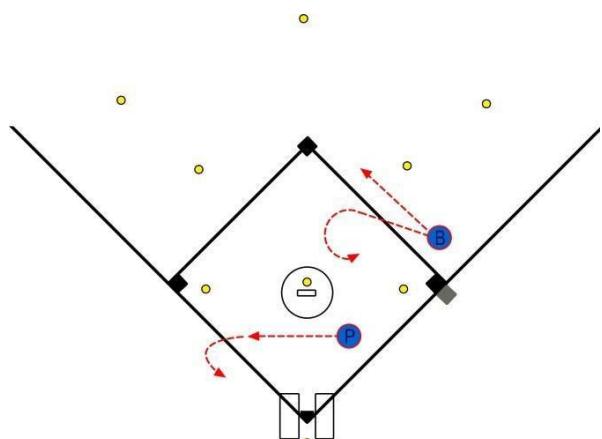
- Share responsibility for calling Illegal Pitches.
- Face in the direction of home plate.
- Assume the ready position.

## No Runners on Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball hit in the Infield

#### Plate Umpire

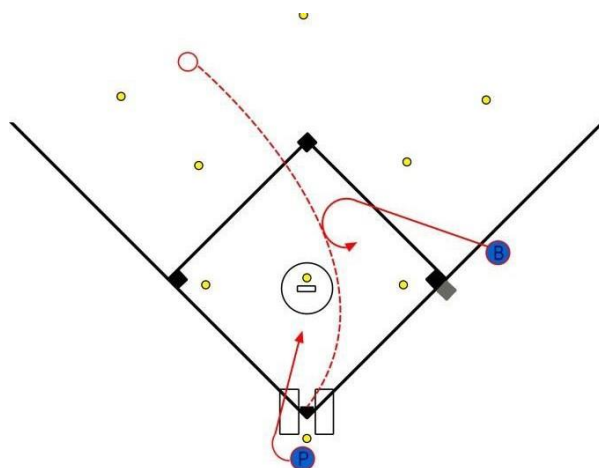
- Hustle out in front of Home Plate and trail the Batter-Runner toward first base (in Fair Territory).
- Keep your eyes on the ball.
- Stop....let the ball turn you into the play.
- You are responsible for:
  - Three Foot Line Interference
  - An Overthrow out of play
  - Call and signal 'Time'
- Be prepared to assist your partner.
- Watch the Runner(s) touch the base(s).

#### Base Umpire

- Watch the ball.
- Take two or three steps into Fair Territory.
- Let the ball turn you into the play.
- Stop.... Wait... Call and Signal.
- In case of an Overthrow, cut into the Infield and prepare to go to second and third base.
- Makes all calls on the first throw on all base plays.
- Watch the Runner(s) touch base(s).

## No Runners on Base

### 1<sup>st</sup> Movement

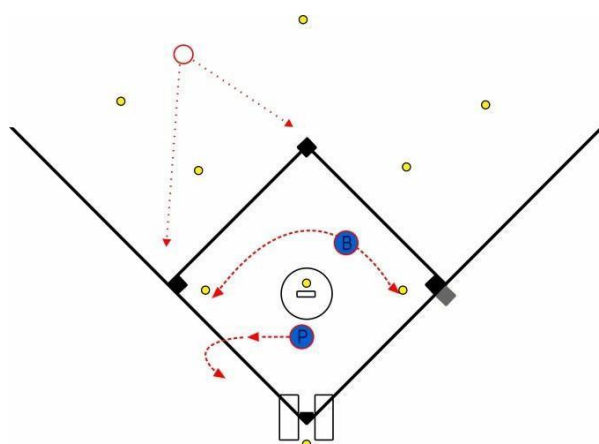


### Ball Hit to the Outfield

#### Plate Umpire

- Hustle out in front of the plate toward the flight of the ball.
- Keep your eyes on the ball.
- Straddle line on hits near Foul line.
- Judge Catch/No Catch.
- Watch the Runner(s) touch base(s).
- On an Overthrow out of play: call/Signal 'Dead Ball', award bases to the runner(s).

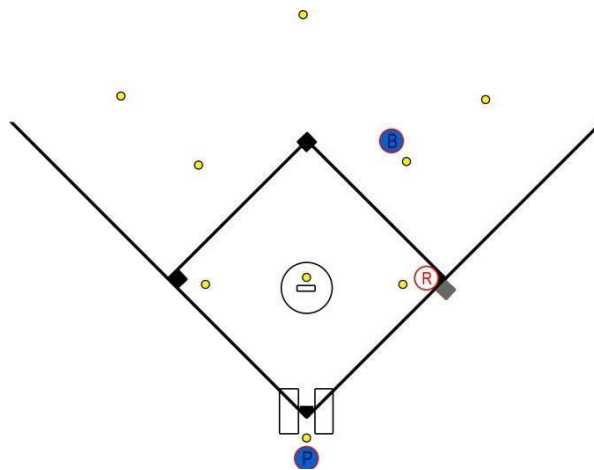
### 2<sup>nd</sup> Movement



#### Base Umpire

- Run into the Infield and keep the play in front of you.
- Take the Batter Runner into first, second and third base.
- Watch the Runner(s) touch base(s).

## Runner at First Base



### Starting Position

#### Plate Umpire

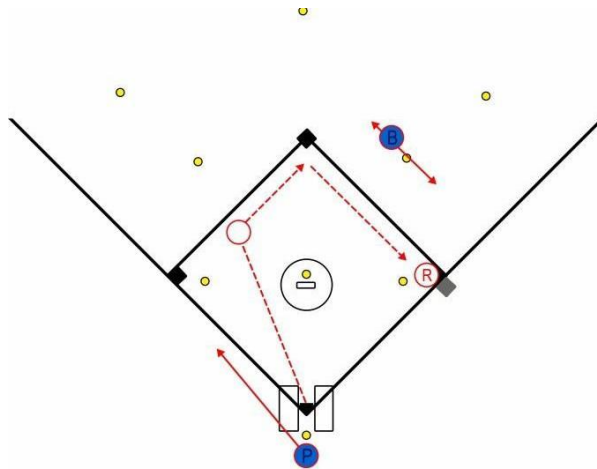
- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
- On every hit ball, move out in front of the plate.
- If the ball is hit down the Foul line, move out and straddle the line.

#### Base Umpire

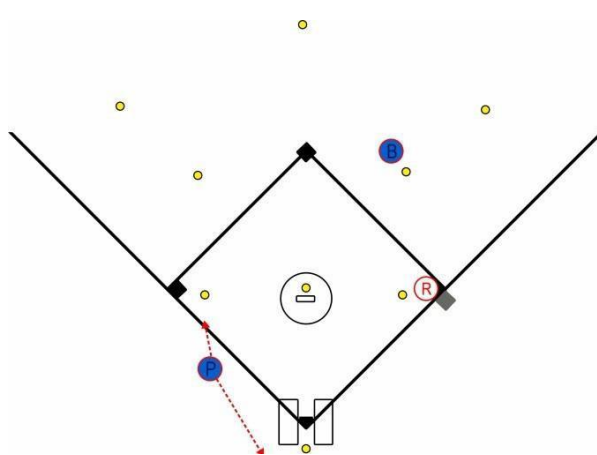
- Take a position no closer than halfway but no more than two-thirds between first and second base and outside the base line.
- Position yourself so you have a clear view of home plate.
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for lead-off calls.

## Runner at First Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit in the Infield

#### Plate Umpire

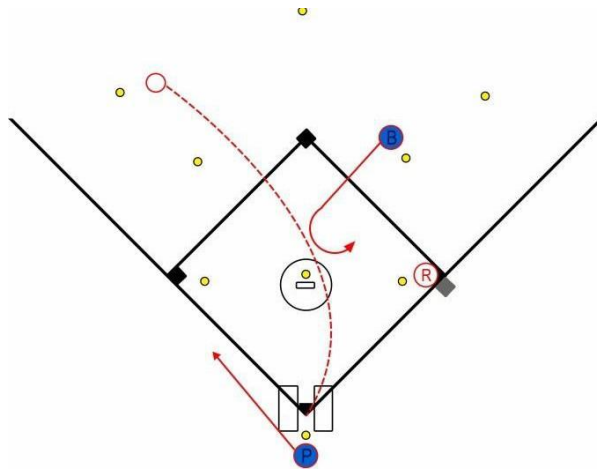
- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- You are responsible for:
  - Overthrows out of play
  - Three Foot Line Interference
- Move into Foul Territory and be prepared to take R1 into third base and home.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

#### Base Umpire

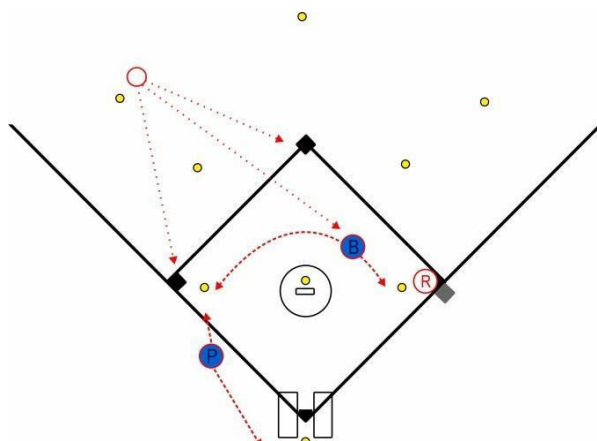
- Watch the ball.
- Anticipate a Double Play.
- Move quickly toward the base where the first play is to be made.
- Watch the Runner(s) touch base(s).
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Call all plays made on the first throw.

## Runner at First Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit to the Outfield

#### Plate Umpire

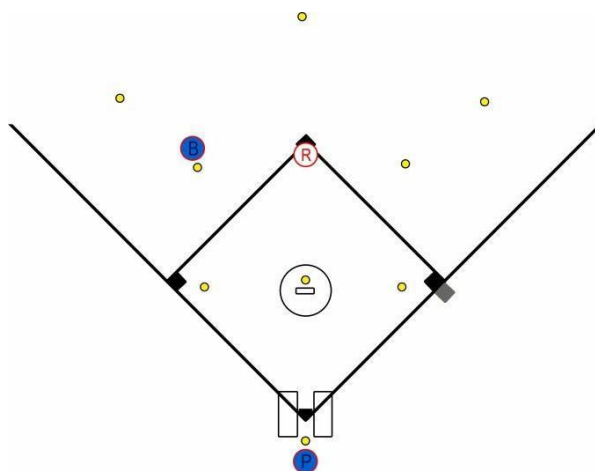
- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- Judge Catch or No Catch.
- You are responsible for:
  - Overthrows out of play
  - Fair/Foul
- Move into Foul Territory and be prepared to take R1 into third base and home.
- Watch the Runner(s) touch base(s).

#### Base Umpire

- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Take the tag-up at first base.
- Watch the Runner(s) touch base(s).
- Take the Batter Runner into first, second and third base.



## Runner at Second Base



### Starting Position

#### Plate Umpire

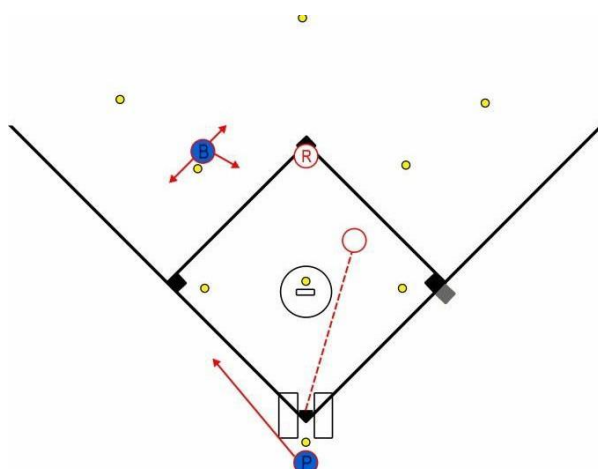
- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

#### Base Umpire

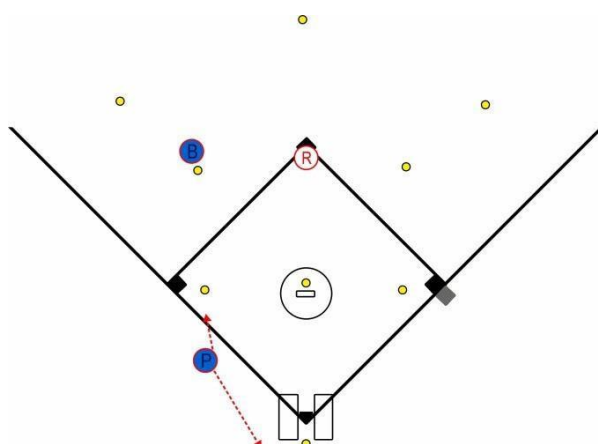
- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the left side (second base side)
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

## Runner at Second Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit in the Infield

#### Plate Umpire

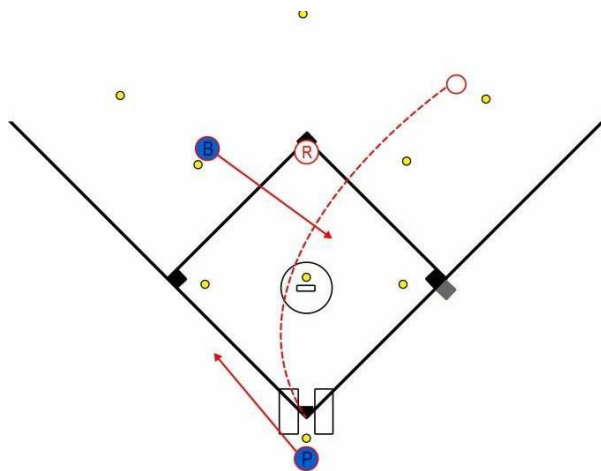
- Move in Foul Territory toward third base.
- Watch possible action at first base (ie, Obstruction, spiking, Three Foot Line Interference etc).
- You are responsible for:
  - Overthrows out of play
  - Three Foot Line Interference
- Move toward third base.
- Move into Foul Territory and prepare for a play at third base or home plate.
- On an Overthrow out of play: call/signal 'Dead Ball', award bases to the runner(s).
- Watch the Runner(s) touch base(s).

#### Base Umpire

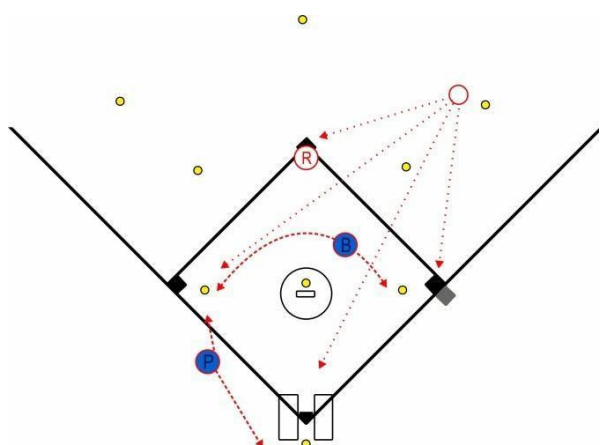
- Watch the ball.
- See where the play will be made.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Call all plays made on the first throw.
- Watch the Runner(s) touch base(s).

## Runner at Second Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit to the Outfield

#### Plate Umpire

- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- Take a position to Judge Catch or No Catch.
- Move into Foul Territory and prepare for a play at home or move toward third base and prepare for a play at third.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

#### Base Umpire

- Keep your eyes on the ball.
- Run into the Infield and keep the play in front of you.
- Take position to watch the tag-up of Runner at second base.
- Watch the Runner(s) touch base(s).
- Take the Batter-Runner into first, second and third base.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.

## Runner at Third Base

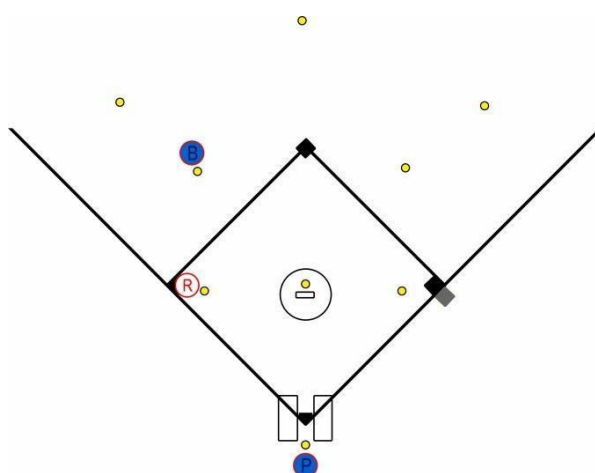
### Starting Position

#### Plate Umpire

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

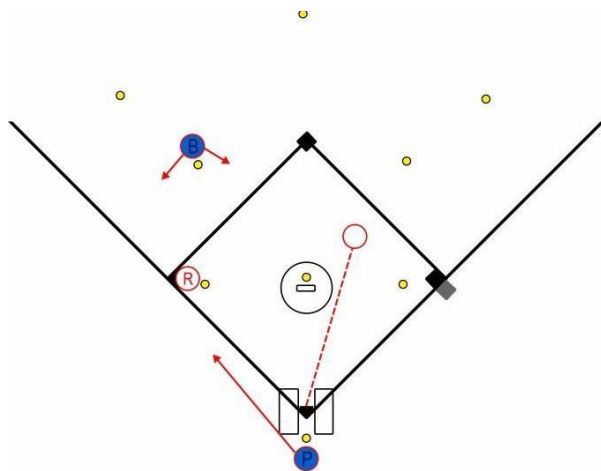
#### Base Umpire

- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the right side (third base side).
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

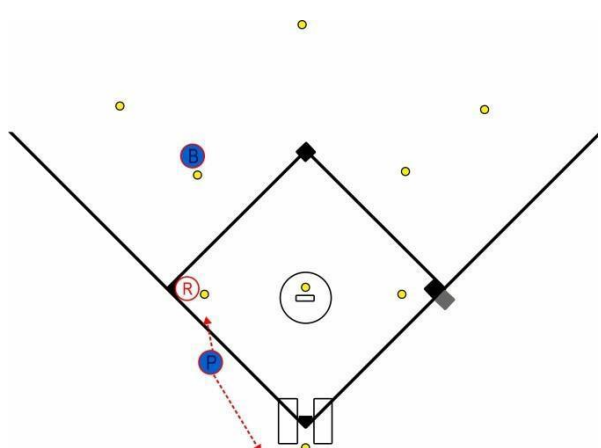


## Runner at Third Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit in the Infield

#### Plate Umpire

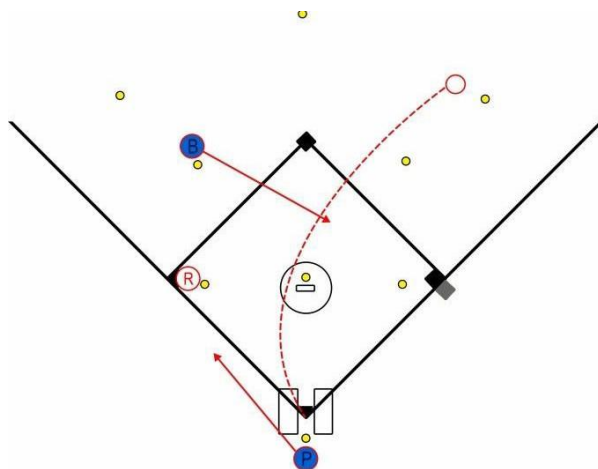
- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- See where the play occurs.
- You are responsible for:
  - Overthrows out of play
  - Three Foot Line Interference
- Anticipate a play at third base or home plate.
- Watch the Runner(s) touch base(s).

#### Base Umpire

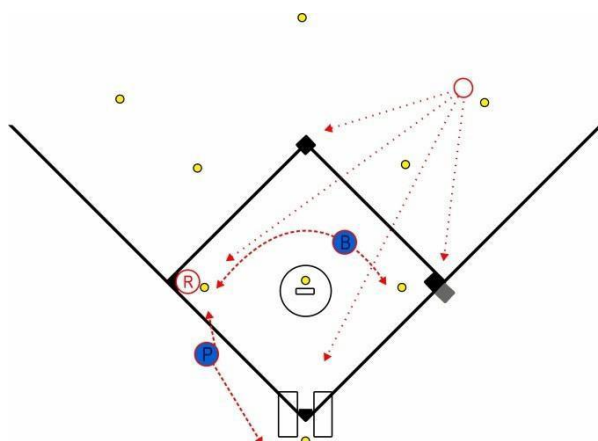
- Watch the ball.
- See where the play will be made.
- Avoid a thrown ball.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Call the first play made in the infield except for a runner going home.
- Watch the Runner(s) touch base(s).

## Runner at Third Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit to the Outfield

#### Plate Umpire

- Move in Foul Territory towards third base.
- Keep your eyes on the ball.
- Take a position to judge Fair/Foul, Catch/NoCatch.
- Take the tag-up at third base.
- Move quickly to the base where the play is made (third base or home).
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

#### Base Umpire

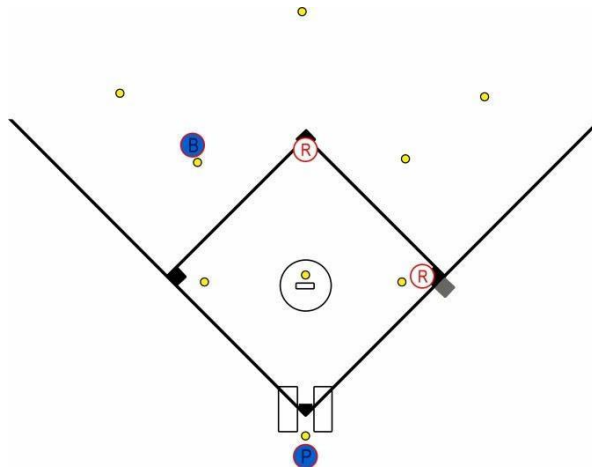
- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Take the Batter-Runner into first base.
- Watch the Runner(s) touch base(s).

## Runners at First & Second

### Starting Position

#### Plate Umpire

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
  - Infield Fly (if less than two out)

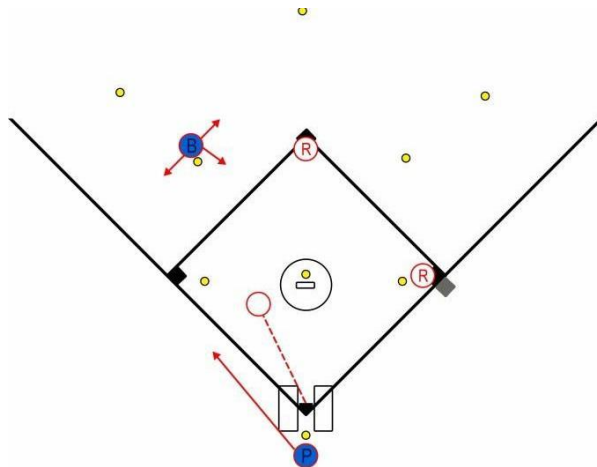


#### Base Umpire

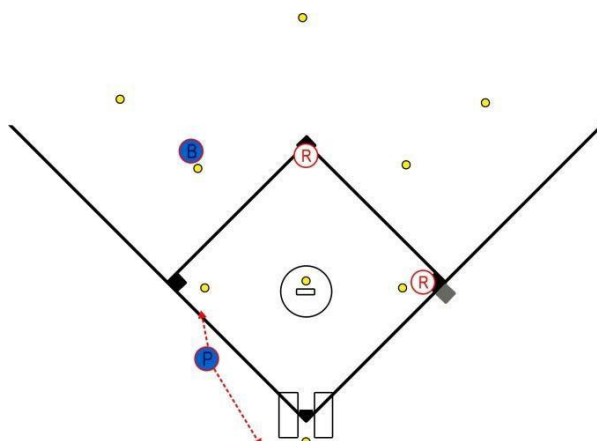
- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the left side (second base side).
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

## Runners at First & Second

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball hit in the Infield

#### Plate Umpire

- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- Judge Fair/Foul, Catch/No Catch.
- Hesitate to see where the play occurs.
- You are responsible for:
  - Overthrows out of play
  - Three Foot Line Interference
- After the first play on the Infield, you are responsible for succeeding plays at third base or home plate.
- Watch the Runner(s) touch base(s).

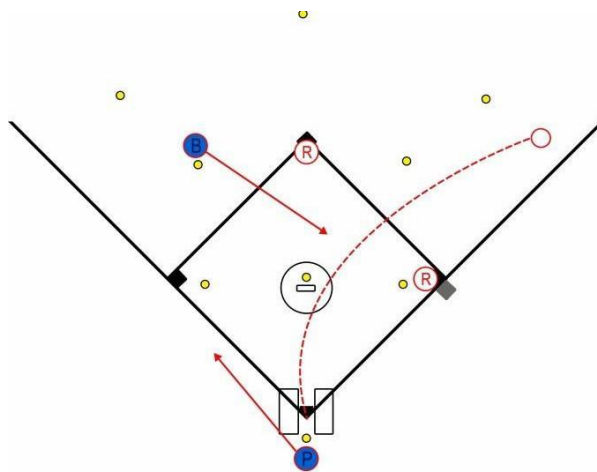
#### Base Umpire

- Watch the ball.
- Wait to see if F6 will make a play at first, second or third base
- Move quickly to the base where the play is made.
- Call all plays made on the first throw of the ball on the bases.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

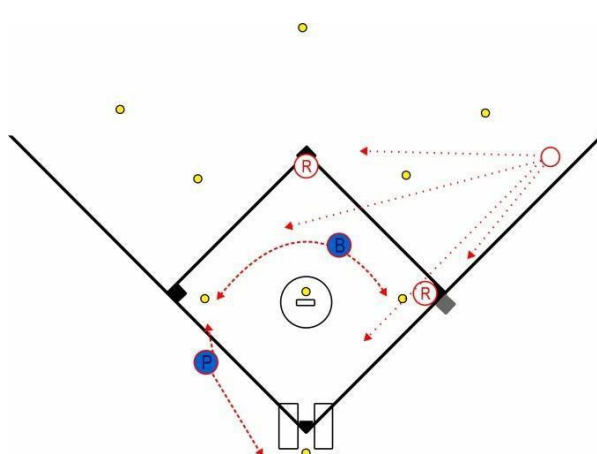


## Runners at First & Second Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Hit to the Outfield

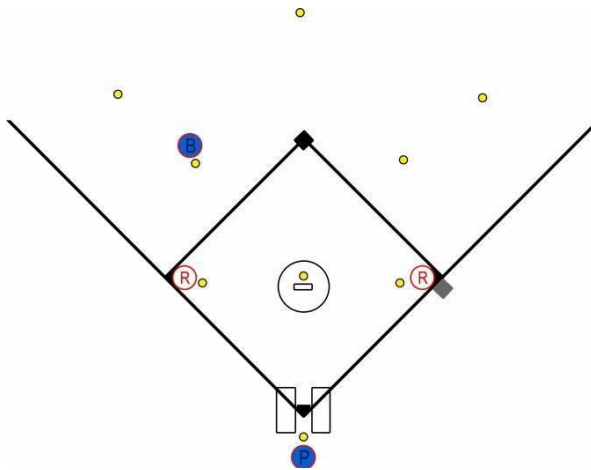
#### Plate Umpire

- Move in Foul Territory toward third base.
- Keep your eyes on the ball.
- Take position to judge Fair/Foul, Catch/No Catch.
- Move into Foul Territory toward third base.
- Anticipate a play at third or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).
- Assist your partner.

#### Base Umpire

- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Take the tag-ups at first and second base.
- Take R1 into second and the BR into first, second and third base.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

## Runners at First & Third Base



### Starting Position

#### Plate Umpire

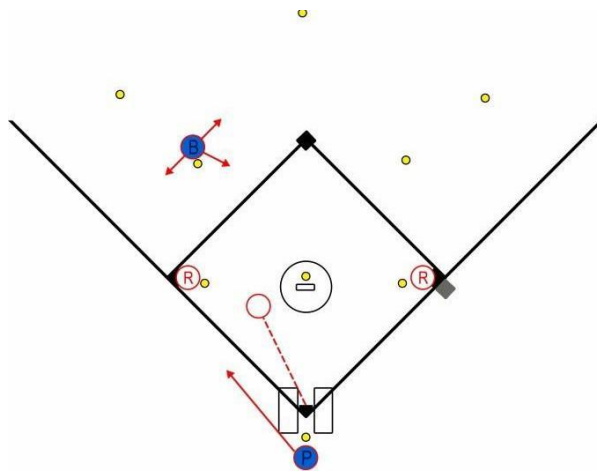
- Take a position behind the Catcher as described in the Plate Umpire Mechanics
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

#### Base Umpire

- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the right side (second base side).
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

## Runners at First & Third Base

### 1<sup>st</sup> Movement

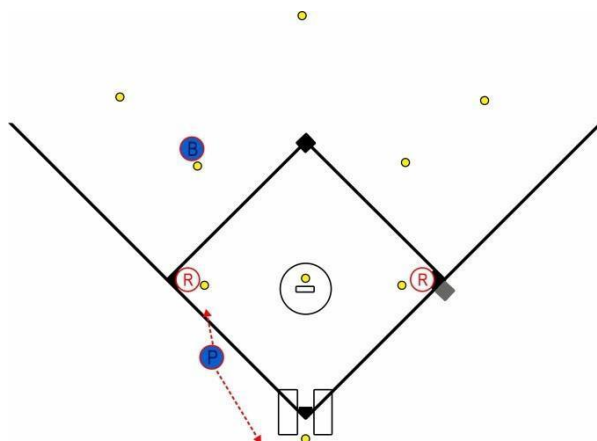


### Ball hit in the Infield

#### Plate Umpire

- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- You are responsible for:
  - Overthrows out of play
  - Three Foot Line Interference
- Hesitate to see where the play occurs.
- After the first play on the Infield, you are responsible for succeeding plays at third base or home plate.
- Watch the Runner(s) touch base(s).

### 2<sup>nd</sup> Movement

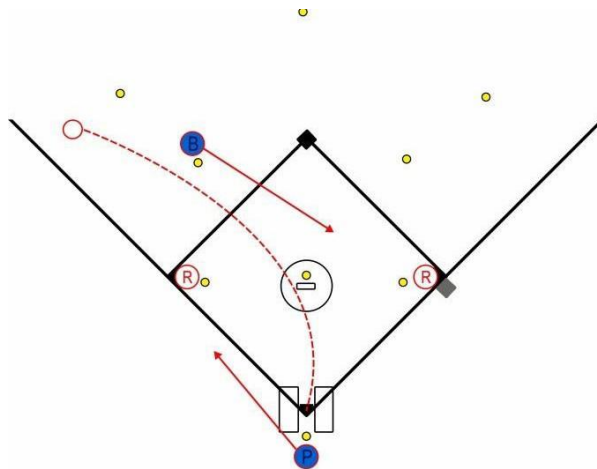


#### Base Umpire

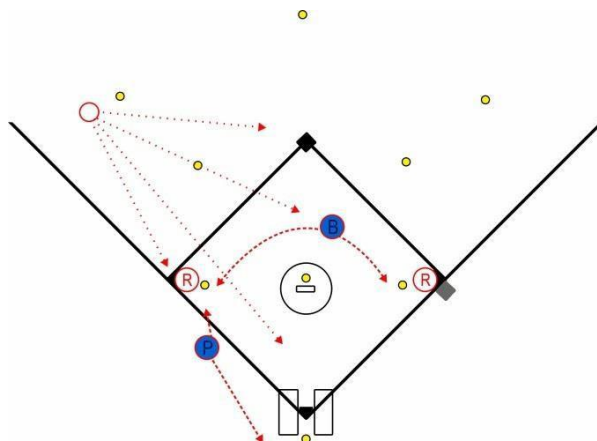
- Watch the ball.
- Wait to see if where the play will be made.
- Move quickly to the base where the play is made.
- Call all plays made on the first throw.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

## Runners at First & Third Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball hit to the Outfield

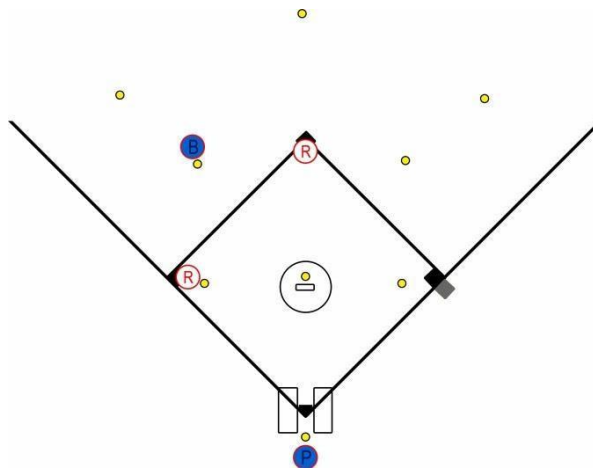
#### Plate Umpire

- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- Judge Catch or No Catch.
- Move to the holding position to watch the tag-up at third base.
- Anticipate a play at third or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

#### Base Umpire

- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Watch the touches and tag-ups at first and second base.
- Take R1 into second and the BR into first, second and third base.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

## Runners at Second & Third Base



### Starting Position

#### Plate Umpire

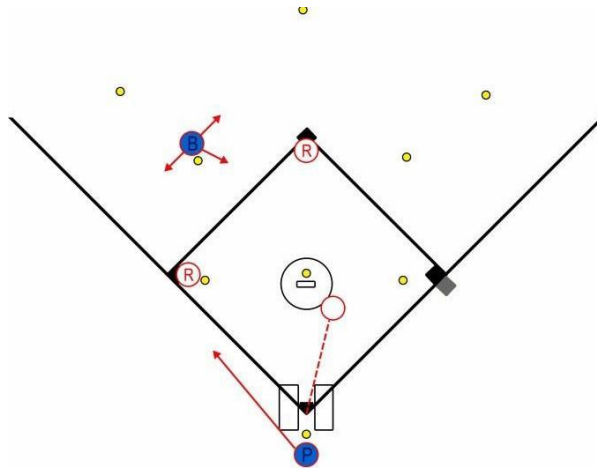
- Take a position behind the Catcher as described in the Plate Umpire Mechanics
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

#### Base Umpire

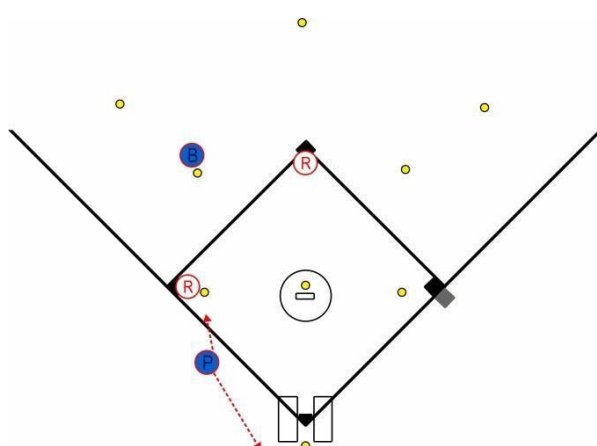
- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the right side (third base side).
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

## Runners at Second & Third Base

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit in the Infield

#### Plate Umpire

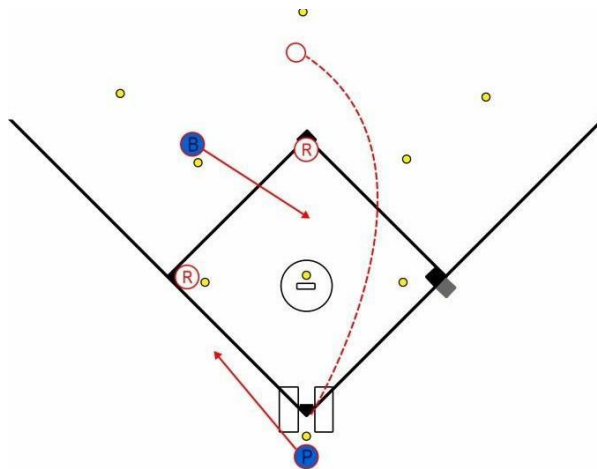
- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- Wait, you are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
- Move quickly toward the base where they play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

#### Base Umpire

- Watch the ball.
- Wait to see if where the play will be made.
- Avoid a thrown ball.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

## Runners at Second & Third Base

### 1<sup>st</sup> Movement

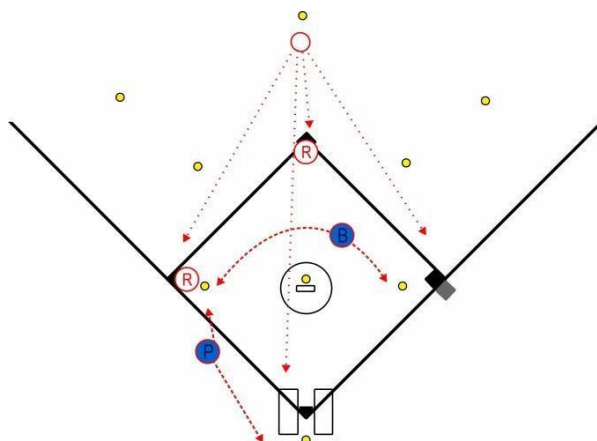


### Ball Hit to the Outfield

#### Plate Umpire

- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- Judge Catch or No Catch.
- Watch the tag-up at third base.
- Anticipate a play at third or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

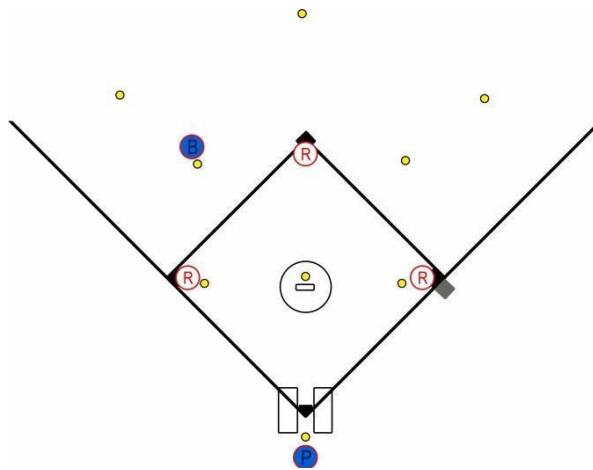
### 2<sup>nd</sup> Movement



#### Base Umpire

- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Watch the touches and tag-ups at first and second base.
- Take R1 into second and the BR into first and second base.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

## Bases Loaded



### Starting Position

#### Plate Umpire

- Take a position behind the Catcher as described in the Plate Umpire Mechanics.
- You are responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
  - Infield Fly (if less than two out)

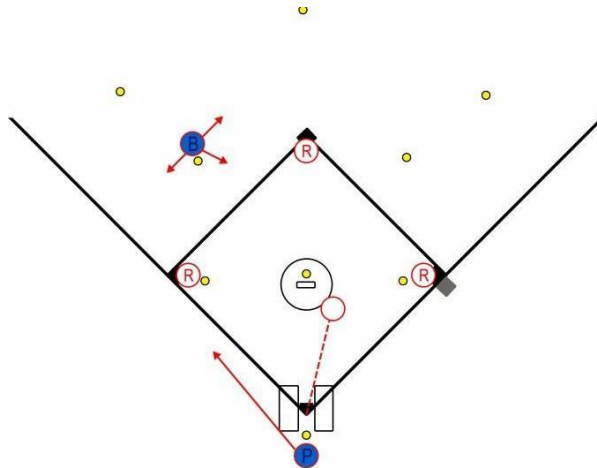
#### Base Umpire

- Face in the direction of home plate.
- Take a position behind the shortstop (approximately halfway between the bases) on the right side (third base side).
- Go into the 'ready position' when the pitcher starts pitching motion.
- Share responsibility for calling Illegal Pitches.
- You are responsible for all lead-off calls.

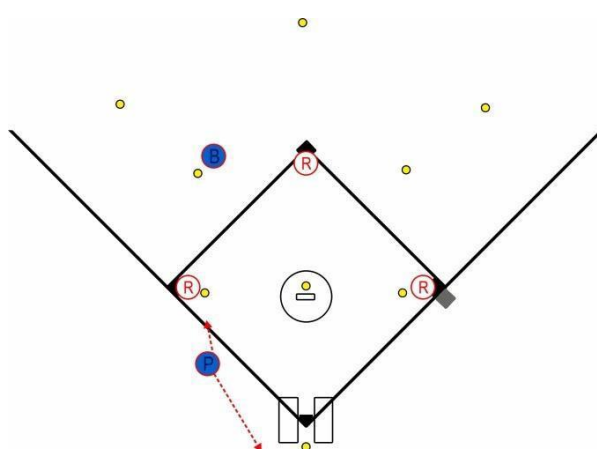


## Bases Loaded

### 1<sup>st</sup> Movement



### 2<sup>nd</sup> Movement



### Ball Hit to the Infield

#### Plate Umpire

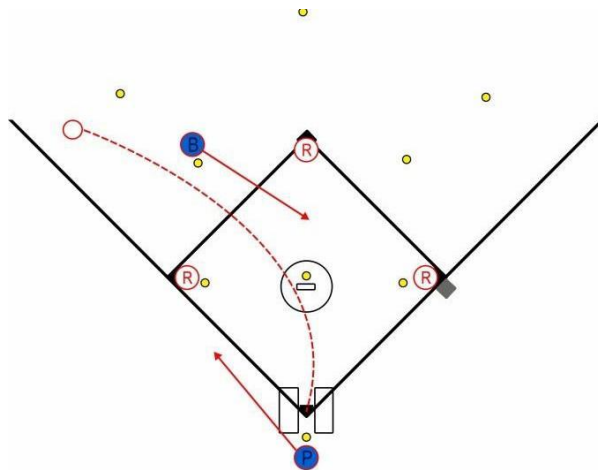
- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- You are responsible for:
  - Judging Fair or Foul
  - Overthrows out of play
  - Three-foot line Interference
- Anticipate a play at home plate.
- Move quickly toward the base where they play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- **Note:** A play at any base is a force play.
- Watch the Runner(s) touch base(s).

#### Base Umpire

- Watch the ball.
- Wait to see where the play will be made.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Call all plays made on the first throw of the ball on the bases.
- Avoid a thrown ball and Runners.
- Watch the Runner(s) touch base(s).

## Bases Loaded

### 1<sup>st</sup> Movement

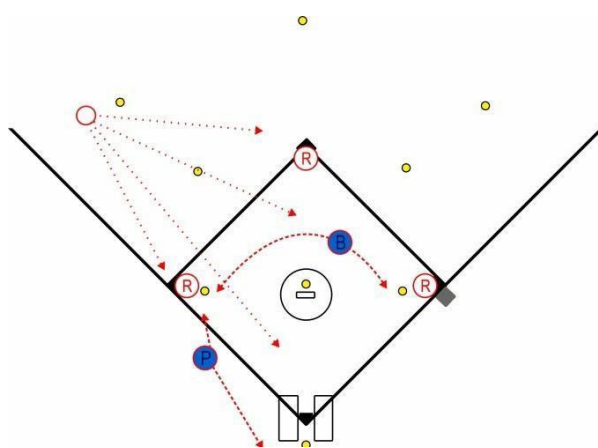


### Ball hit to the Outfield

#### Plate Umpire

- Move into Foul Territory toward third base.
- Keep your eyes on the ball.
- Judge Catch or No Catch.
- Wait to watch the tag-up at third base.
- Anticipate a play at third or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).

### 2<sup>nd</sup> Movement



#### Base Umpire

- Watch the ball.
- Run into the Infield and keep the play in front of you.
- Watch the touches and tag-ups at first and second base.
- Take R1 into second and the BR into first, second and third base.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... Wait... Call and Signal.
- Watch the Runner(s) touch base(s).



## Two-Umpire Rotation System

### Sample Plays – Who Calls?

- 1 Double Play (Infield Hit)
  - Call at 2<sup>nd</sup> base \_\_\_\_\_
  - Call at 1<sup>st</sup> base \_\_\_\_\_
- 2 Force to 3<sup>rd</sup> (Infield Hit)
  - Tag by Shortstop on runner from 2<sup>nd</sup> base \_\_\_\_\_
  - Call at 2<sup>nd</sup> base on force \_\_\_\_\_
  - Call at 1<sup>st</sup> base \_\_\_\_\_
- 3 Squeeze play (Infield Hit)
  - Call at home plate on runner from 3<sup>rd</sup> base \_\_\_\_\_
  - Call at 1<sup>st</sup> base \_\_\_\_\_
- 4 Runner at 2<sup>nd</sup> (Infield Hit)
  - Tag by shortstop on runner from 2<sup>nd</sup> base \_\_\_\_\_
  - Call at 1<sup>st</sup> base \_\_\_\_\_
- 5 Runner on 2<sup>nd</sup> (Infield Hit)
  - Call at 1<sup>st</sup> base \_\_\_\_\_
  - Call at 3<sup>rd</sup> base \_\_\_\_\_
- 6 Force at Home (Infield Hit)
  - Call at home plate \_\_\_\_\_
  - Call at 3<sup>rd</sup> base \_\_\_\_\_
- 7 Force to 3<sup>rd</sup> (Infield Hit)
  - Call at 1<sup>st</sup> base \_\_\_\_\_
  - Call at 3<sup>rd</sup> base \_\_\_\_\_
- 8 Force at 3<sup>rd</sup> Outfield Hit) – Call at 3<sup>rd</sup> base \_\_\_\_\_
- 9 Runner at 2<sup>nd</sup> (Outfield Hit) – Call at 3<sup>rd</sup> \_\_\_\_\_
- 10 Runner at 3<sup>rd</sup> (Outfield Hit) – Call at 3<sup>rd</sup> on tag-up \_\_\_\_\_
- 11 Bases loaded (Outfield Hit) – Call at 2<sup>nd</sup> on tag-up \_\_\_\_\_
- 12 Runner at 3<sup>rd</sup> – Where does the base umpire stand? \_\_\_\_\_
- 13 None On (Bunt) – Where does base umpire move to? \_\_\_\_\_
- 14 Runner at 1<sup>st</sup> (Steal to 3<sup>rd</sup>) – Call at 3<sup>rd</sup> base \_\_\_\_\_
- 15 Runner at 3<sup>rd</sup> (Pick-off by catcher at 3<sup>rd</sup>) \_\_\_\_\_
- 16 Force to 3<sup>rd</sup> (Pick-off by catcher at 1<sup>st</sup>) \_\_\_\_\_



# On-Diamond Competency Checklist

Umpire's name: \_\_\_\_\_ Association: \_\_\_\_\_

Assessor's name: \_\_\_\_\_ Date: \_\_\_\_\_

## General

<b>Attitude</b>	Has a good attitude & approach to the game	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<b>Between Innings</b>	Stands in the correct position	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<b>Signals</b>	Has generally correct signals for:	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Play Ball (Plate)	Yes	No
	Strike (Plate)	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Ball (Plate)	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Giving the Count (Plate)	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Fair Ball (Plate)	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Out	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Safe	<input type="checkbox"/> Yes	<input type="checkbox"/> No
	Generally applies the rules correctly	<input type="checkbox"/> Yes	<input type="checkbox"/> No
		<input type="checkbox"/>	<input type="checkbox"/>

## Plate Umpire

<b>Plate Mechanics</b>	Generally correct stance and movement	Yes	No
<b>Strike Zone</b>	Generally consistent calls for Strike Zone	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<b>Foul Ball/Time/Dead Ball</b>		<input type="checkbox"/> Yes	<input type="checkbox"/> No
		<input type="checkbox"/>	<input type="checkbox"/>

## Base Umpire

<b>Position</b>	Generally stands in and moves to the correct position	<input type="checkbox"/> Yes	<input type="checkbox"/> No
<b>Calls</b>	Generally makes the correct calls	<input type="checkbox"/> Yes	<input type="checkbox"/> No

**Note:** This may be completed by any softball official who has observed the applicant umpire achieve the desired level of competency. All competencies do not have to be observed in the one game. Competency can be achieved over a number of the required five games.

**This is not to be treated as an assessment; it is simply a checklist to determine that the applicant is competent at entry level.**