



BASU Umpire Training

Introduction to Slow Pitch Softball Umpiring

2020 Season 1-Day Course – Manchester League



What is an Umpire?

Dictionary definition

“One to whom something is referred, especially for settlement, decision, or an opinion as to the thing's quality”

Appointed by game organisers to:

- Oversee safety of participants during game
- Begin and end game on time
- Interpret and enforce rules
- Give judgement on plays and events
- Handle disciplinary actions



What is an Umpire?

Should be:

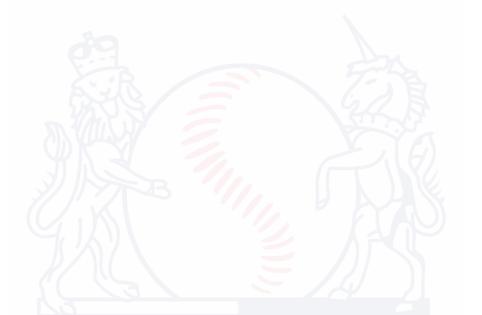
- Impartial
- Honest
- Accurate

Good umpiring comes with constant learning and plenty of experience



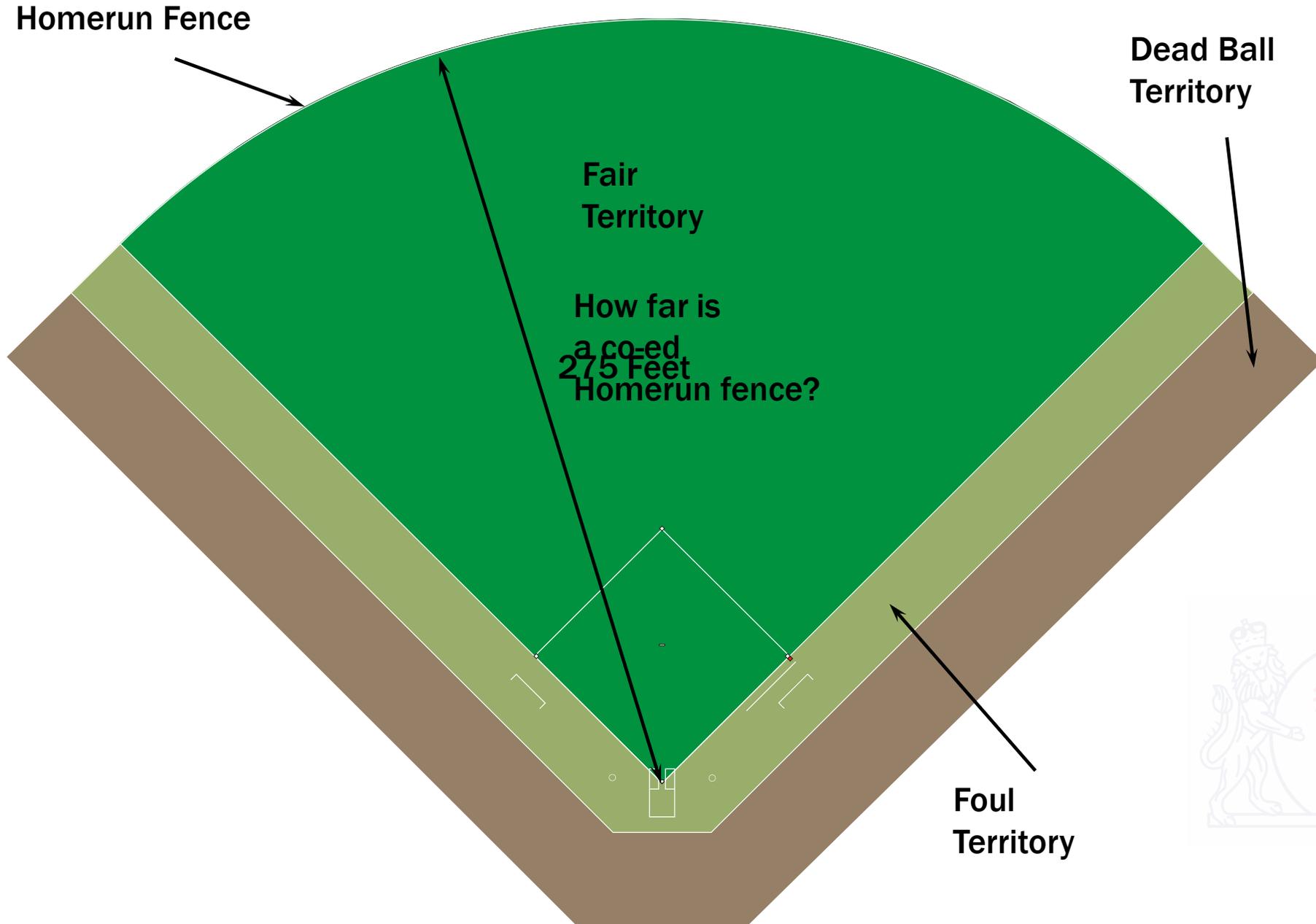
Session 1

- **The Playing Field**
- **Equipment**
- **Before the Pitch**
- **Pitching & Strike Zone**
- **Fair & Foul**
- **Basic Signals**





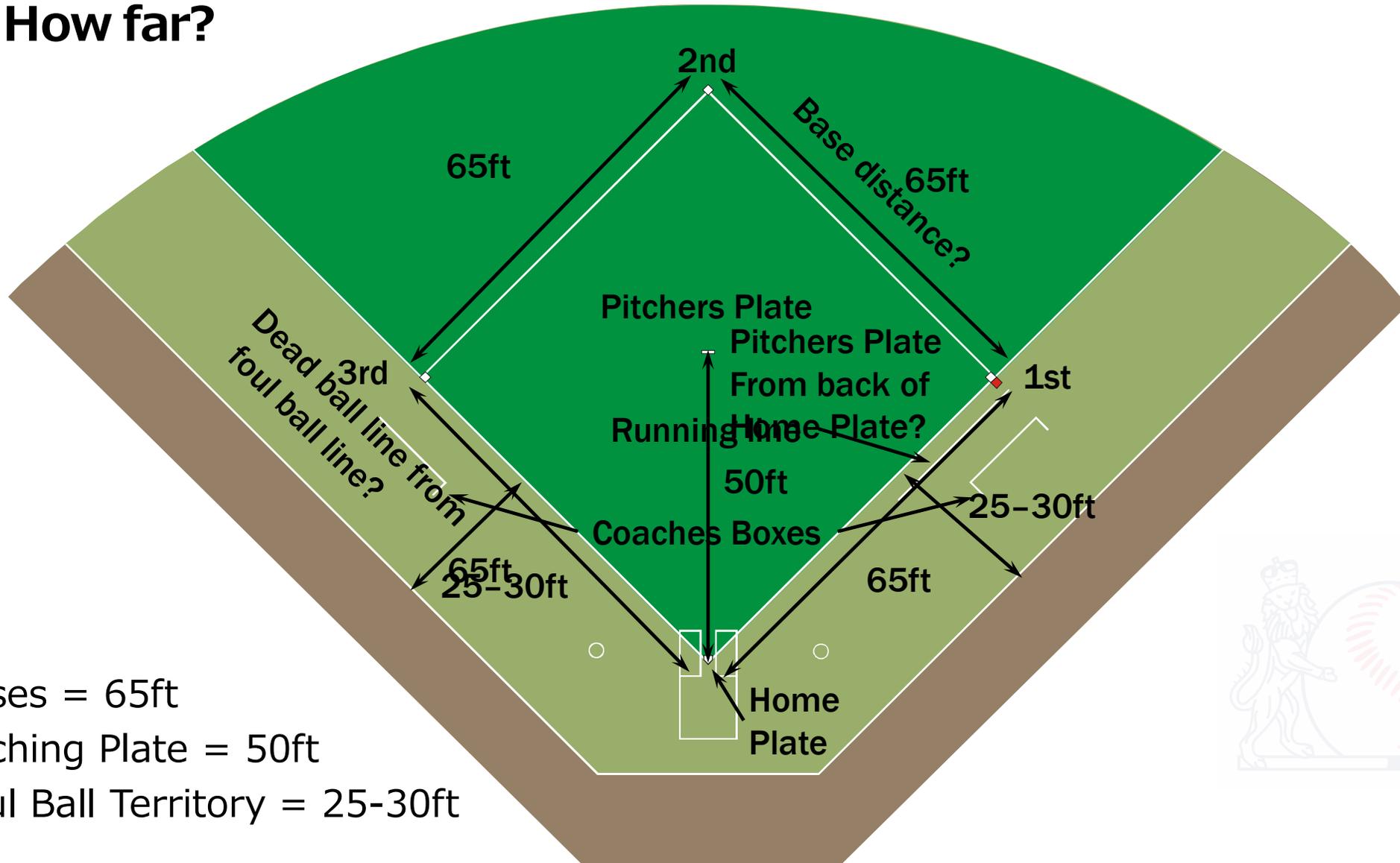
The Playing Field





The Playing Field - Infield

- How far?



Bases = 65ft

Pitching Plate = 50ft

Foul Ball Territory = 25-30ft





Ground or Special Rules

- **Ground rules establish the limits of the playing field when unable to conform to regulations**
 - Short homerun boundary
 - Immovable objects in outfield
- **May be agreed upon by leagues**
- **Must be clearly explained to both teams**
- **Courtesy runners at discretion of league**



Ground Fitness

Rules

- The fitness of the ground for a game shall be decided solely by the plate umpire
- Can consult a base umpire

Advice

- Talk to team Captains, but do not be unduly influenced
- Use common sense



Shoes

- **All players must wear shoes**
- **Canvas or leather uppers or similar materials**
- **Soles either smooth or with soft or hard rubber cleats**
 - No nylon or plastic spikes
 - Round metal spikes or metal baseball spikes are illegal
 - No shoes with detachable cleats that screw onto base
 - No exposed screw thread on sole
- **No open-toed sandals**





Accessories

■ Jewellery

■ **No Jewellery!**

- Includes leather or rubber wristband and necklaces
- Medical alert bracelets or necklaces, may be worn but must be taped to body

■ Casts/Prostheses

- Casts may not be worn
- Prostheses may be worn
 - Exposed hard surfaces must be padded



Bats

Shall be:

- Round and smooth
- No more than 34" long, 2¼" in diameter
- No heavier than 38 ounces
- Taped from the thin end, with no more than 2 layers of tape in continuous spirals



Equipment

- Bats
- Slow Pitch Softball
- Glove & Mitts
- Shoes
- Headgear
- Uniforms
- Accessories





Bats

Shall be made from:

- Metal, bamboo, plastic, graphite, carbon, magnesium, fibreglass, ceramic, or any other composite material
- Can now be multi-piece permanently assembled or two piece interchangeable construction
- If made from wood:
 - Shall be made of one piece of hardwood
 - Formed from a block of wood consisting of two or more pieces of wood bonded together





Bats

BSF approved bat

- ASA Certified: www.asasoftball.com
or
- ISF Certified: www.internationalsoftball.com
and
- Not on an ASA non-approved list





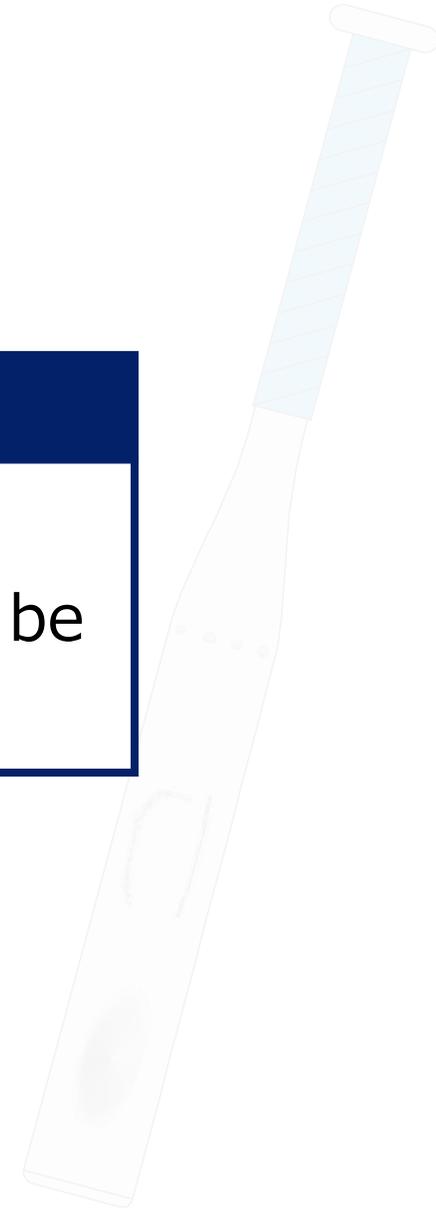
Illegal Bats

Illegal - when damaged or out of tolerance:

- Exposed metal
- Rough edges
- More than one hole
- Weighs more than 38 ounces
- Varies in length
- Longer than 34"
- Safety grip
 - Shorter than 10"
 - Longer than 15"
- Cracks; Large dents; Rattles

Procedure

When the batter steps into the batters box with an illegal bat, the batter shall be called **out**.





Altered Bats

Altered - when the physical structure of a legal soft

Procedure

More severe penalty than illegal bat.

When the batter steps into the batters box with an altered bat, the batter shall be called **out** and **ejected!**

- Appl
- Atta
- Pain
- Sand
- Inse
- Reducing handle knob angle <90 degrees
- Obvious signs of tampering





Mitts

Mitts can only be worn by

- Catcher

and/or

- First Baseman





Youth Safety

- **Facemasks and helmets are advised for adult play**
- **Youth**
 - Young players shall wear a helmet when batting and baserunning. All players under 18 who are coaching, umpiring or acting as batboys or batgirls shall wear a helmet when on the field.
 - Young players shall wear a gum shield if playing in the infield.
 - Young players must wear a catcher's mask if playing that position in slowpitch and fastpitch softball.





Players

A team must have the regulation minimum number of players present at start

- Starting number of players must be maintained throughout game
- Fewer than 10 at start and throughout forfeits the game
- Can not change batting order

Single-Sex

- 10 players
or
- 11 players (1 Extra Player)



Players

Co-ed

- 10 players – 5 male and 5 female
or
- 12 players (2 Extra Players) – 6 male and 6 female
 - Any 10 (5 male and 5 female) can field
- Each gender must bat alternately through entire batting order
- 2M & 2F in outfield, 2M & 2F in infield, M & F pitcher and catcher

Extra Players can swap on field, during any dead ball situation, with a player of same sex

Check local league rules for variations



Batting Order

- **The batting order must be the same throughout the game**
 - Delivered to the umpire at the beginning of the game
 - Unless there is a player replaced by a substitute
- **The first batter in each inning shall be the batter whose name follows the last batter of the previous inning**
- **When a third out is made to end the inning before the batter has struck out, the same batter will return to bat first in the next inning with a 0 and 0 count**



Courtesy Runners

Not allowed under WBSC rules

However, local rules may permit same gender

- UK guidelines are:
 - Courtesy runner requires opposing captain's agreement
 - Batter must bat and reach 1st base
 - Should be same-sex player furthest away in batting line up



Regulation Game

- **Any game that consists of a full 7 innings**
- **Called by the umpire after 5 innings for**
 - Darkness, Rain, Fire
 - Other causes, which put the patrons or players in peril
 - If non-regulation or regulation tie, game to be replayed from the beginning
- **Run ahead rule:**
 - 20 or more runs after four innings
 - 15 or more runs after five innings (or six)



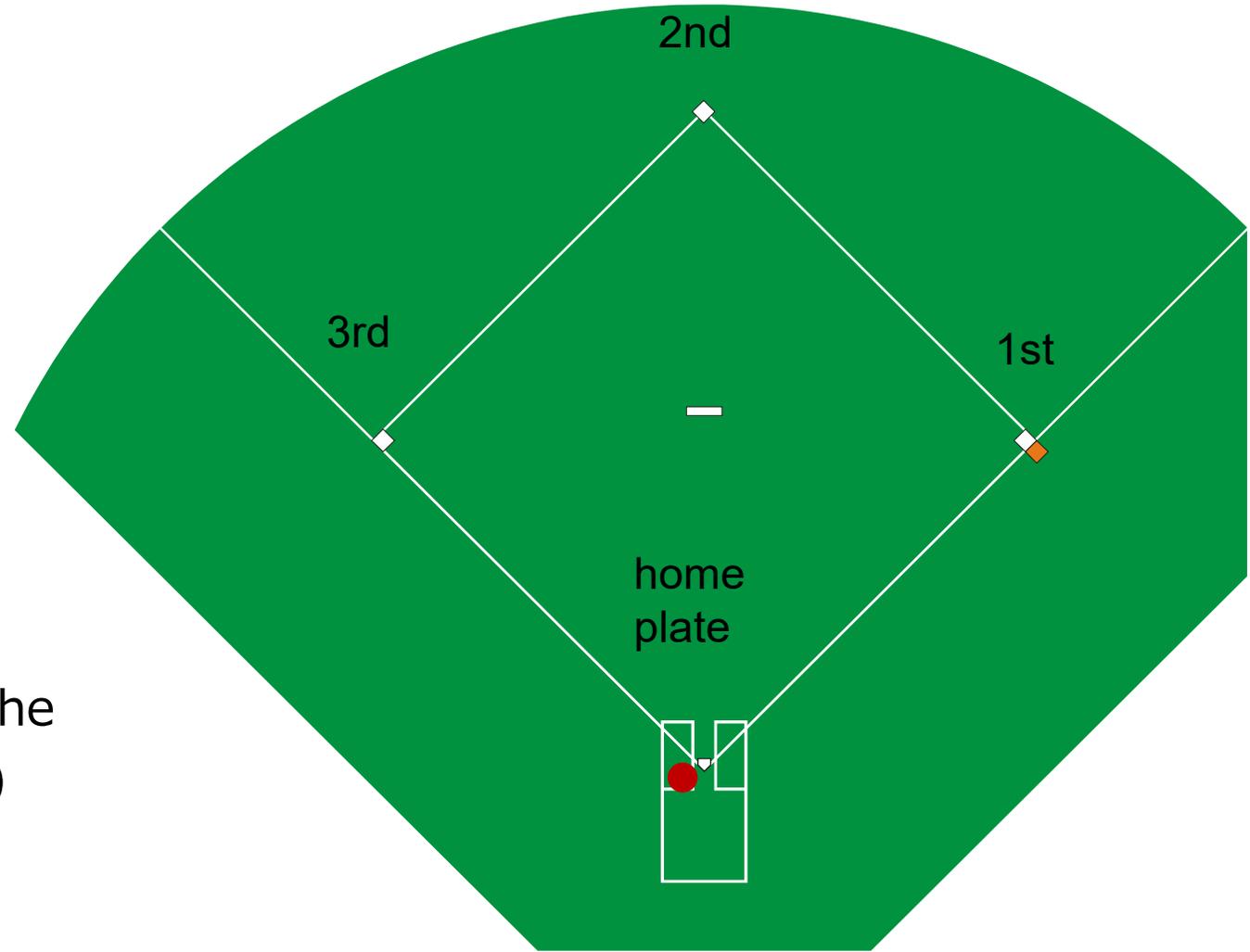
Scoring of Runs

To score one run, a runner must touch...

...in legal order

No runs will score if the 3rd out is:

- A force out
- An appealed force out
- An appeal on a scored runner (no runner behind the appealed runner can score)





Preliminaries

Before the pitch is made:

- The batter must be in the batters box and ready
- The catcher must be in a ready position
- All other de
- Both pitcher and batter must be in contact with the ground
- Front of body facing the batter
- Come to a complete stop with the ball in one or both hands in front or side of the body
- Position to be maintained at least 1 second before start of delivery

Procedure

Delayed Dead Ball is called

An illegal pitch ruled



12" & 11" Ball

- 12" Ball pitched to a male batter

- 11"

Procedure

If the incorrect ball is used, the offense will have the option to:

- accept the result of the play, or
- request a re-pitch using the correct ball at the same ball and strike count.



Preliminaries

- **A pitcher shall not wear any tape or any type of glove on the pitching hand**



Position of Feet - Batter

At the pitch

- Batter must be fully in the batters box
- Box not usually marked!

On the hit

- Batter must not be outside the box



Position of Feet - Catcher

- **Must remain within the lines of the catcher's box until the ball is released**
- **Shall return the ball directly to the pitcher after each pitch**
 - Including after a foul ball
- **Procedure**
 - An additional "Ball" will be awarded to the batter



Through the Pitch

- **Release time within 10 seconds of receiving the ball**
- **The windup**
 - Pivot foot in contact with pitcher's plate throughout
 - Smooth motion
 - Ball past hip forward once
 - No stop or reversal
- **The release**
 - Simultaneous with step
 - Not between legs, behind back or from glove



Through the Pitch

- The arc
 - Must touch 6 feet
 - No more than
 - Not too fast

Procedure

Delayed Dead Ball is called
An illegal pitch ruled



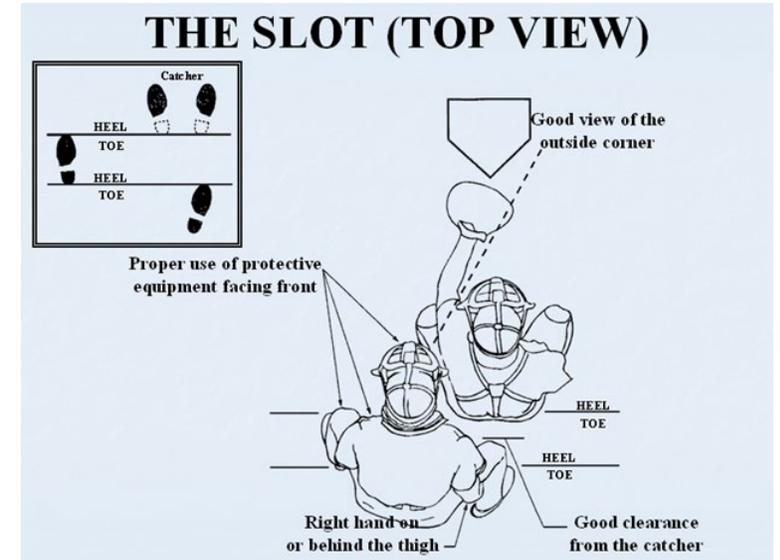
Plate Umpire Position

Hold up play until all players are ready

- Batter
- Catcher
- Pitcher

“The Slot”

- Stay upright until the pitcher starts their windup
 - Batter’s stance may change when windup begins
- Drop to watch the ball pass through the strike zone area
- When making the call always keep eyes on pitcher





Illegal Pitch

A pitch is illegal when it's:

- T
- T
- T

Procedure

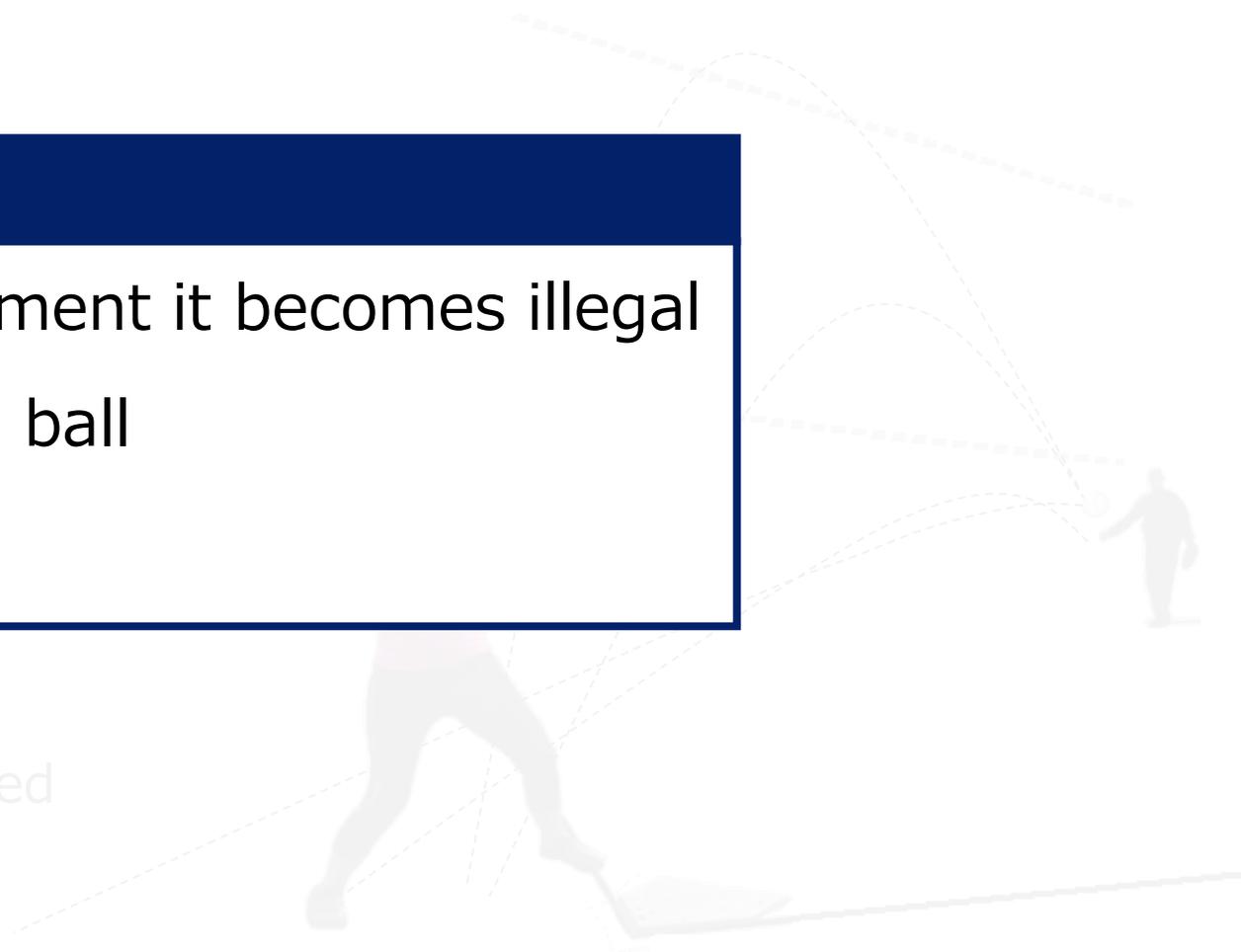
- Call "illegal" the moment it becomes illegal
- Signal delayed dead ball
- Ball against pitcher

An illegal
swing

For excessive speed

- First offence – Pitcher is warned
- Second offence – Pitcher is removed from pitching, but may continue to field

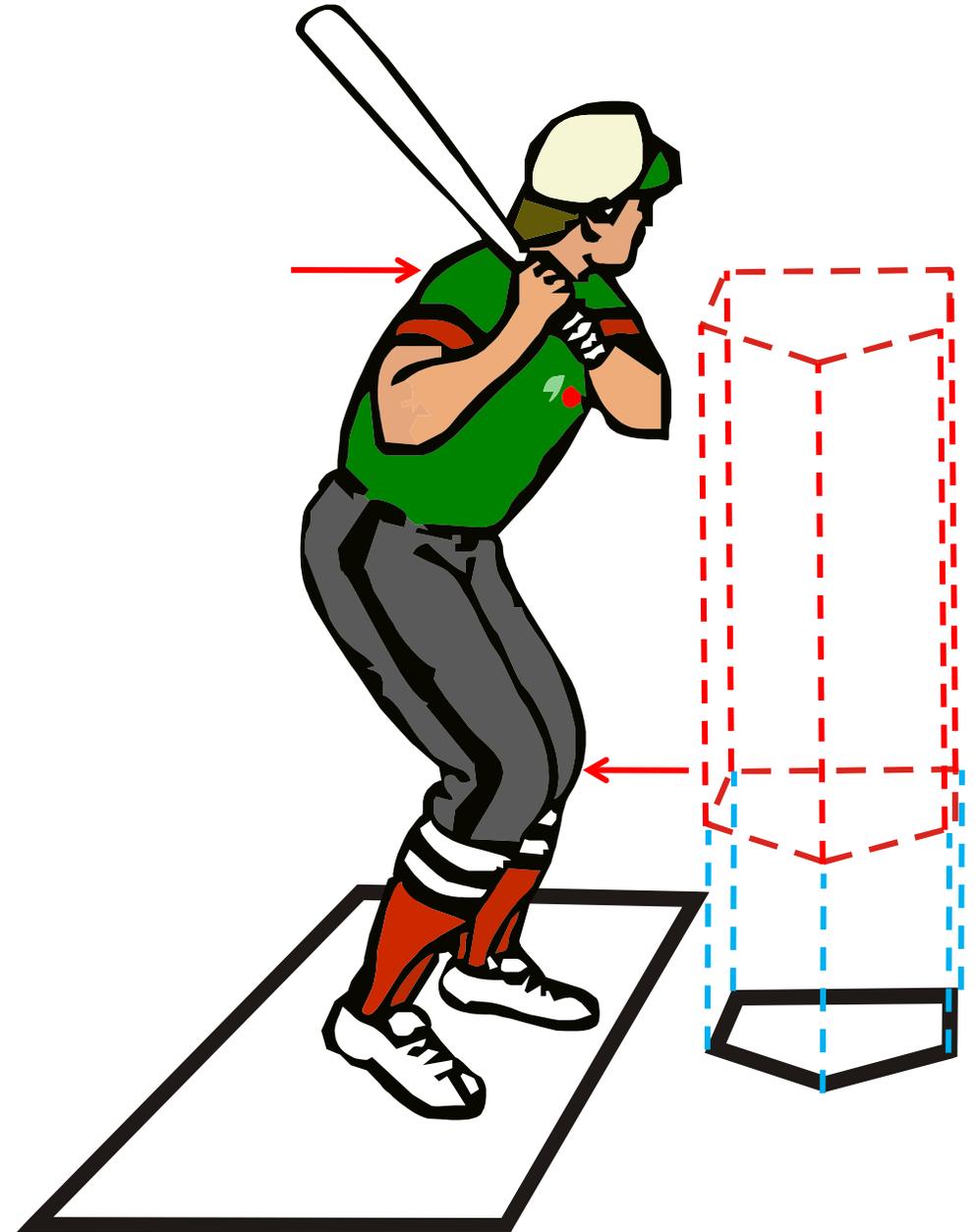
12ft





Strike Zone

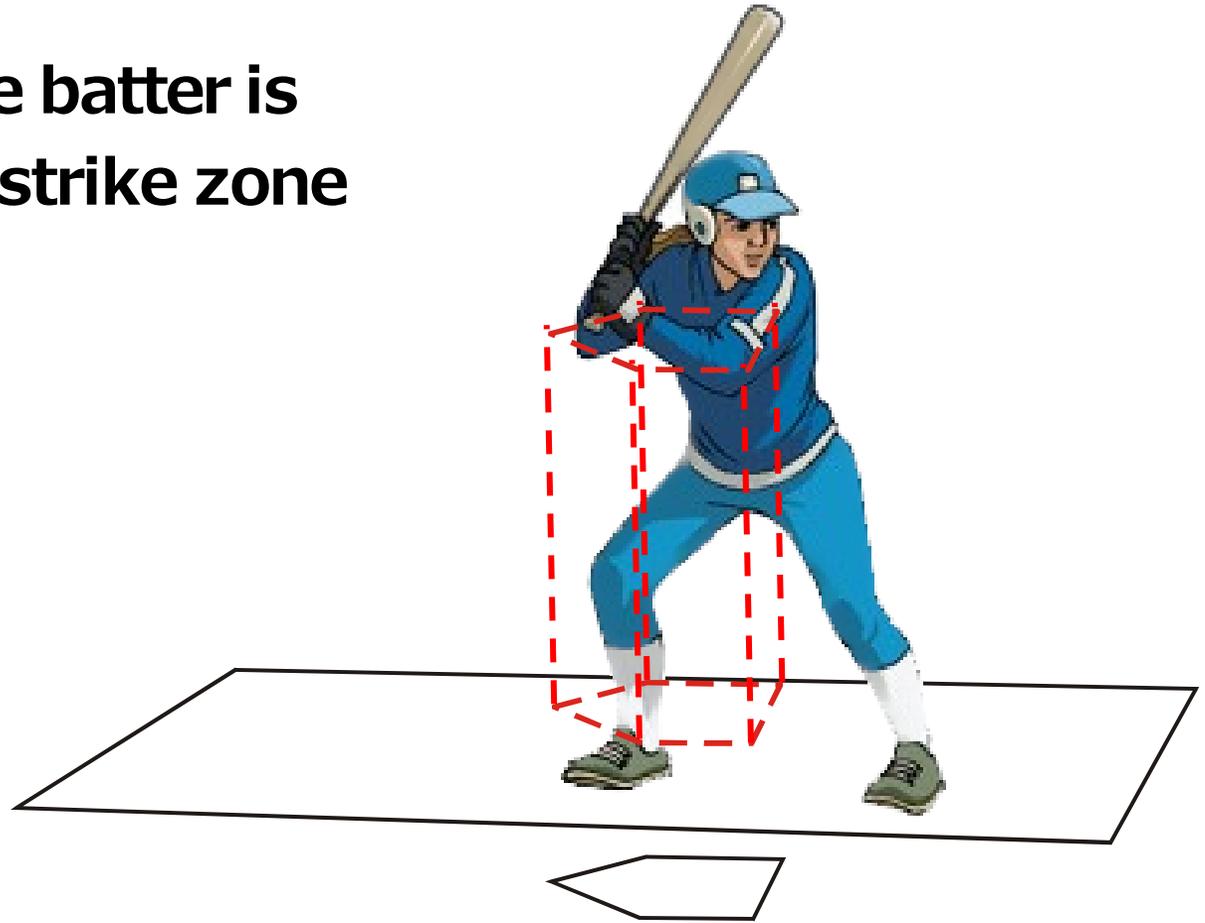
- When assuming natural batting stance, space over any part of home plate between batter's
 - Back shoulder
 - Front knee
- Ball just needs to "touch" strike zone edge





Strike Zone

- Irrespective of where the batter is standing in the box, the strike zone is always:
 - Back shoulder
 - Front knee
 - Over the plate

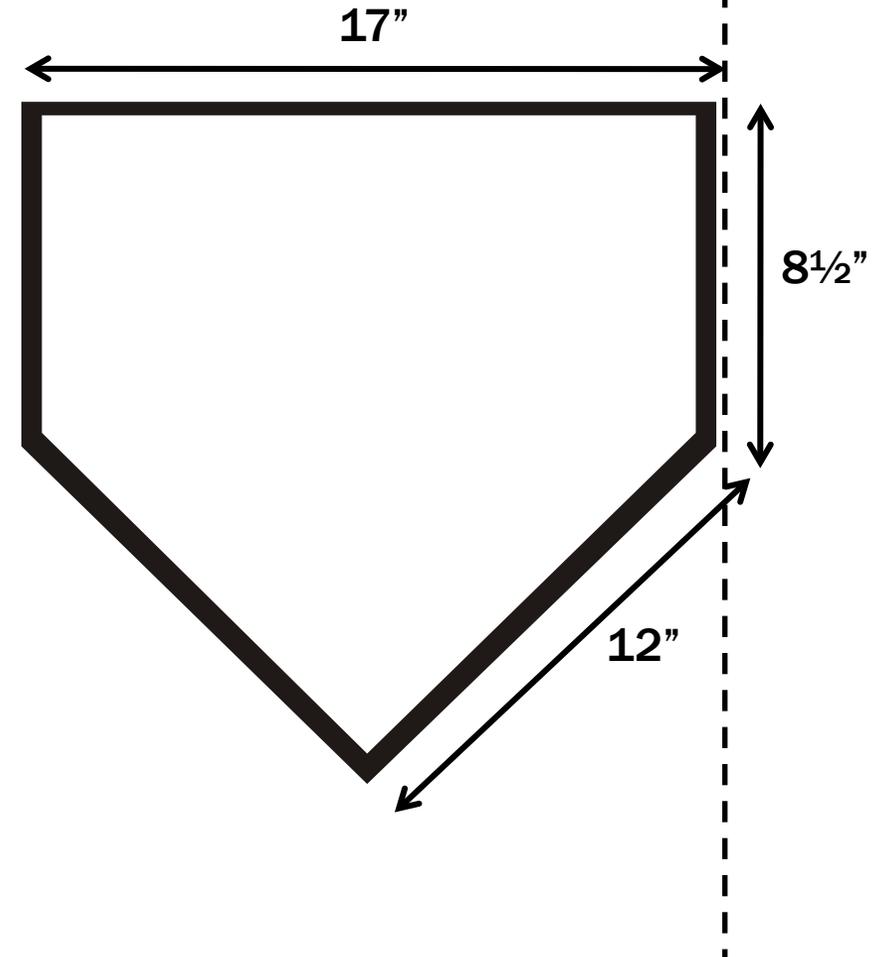




Balls and Strikes



- **A pitched ball that:**
 - Passes through the strike zone
 - Not swung at
 - Hits the plate**...is always a ball**
- **A pitched ball that hits the ground before the plate is a dead ball (and a ball)**
- **Plate dimensions**

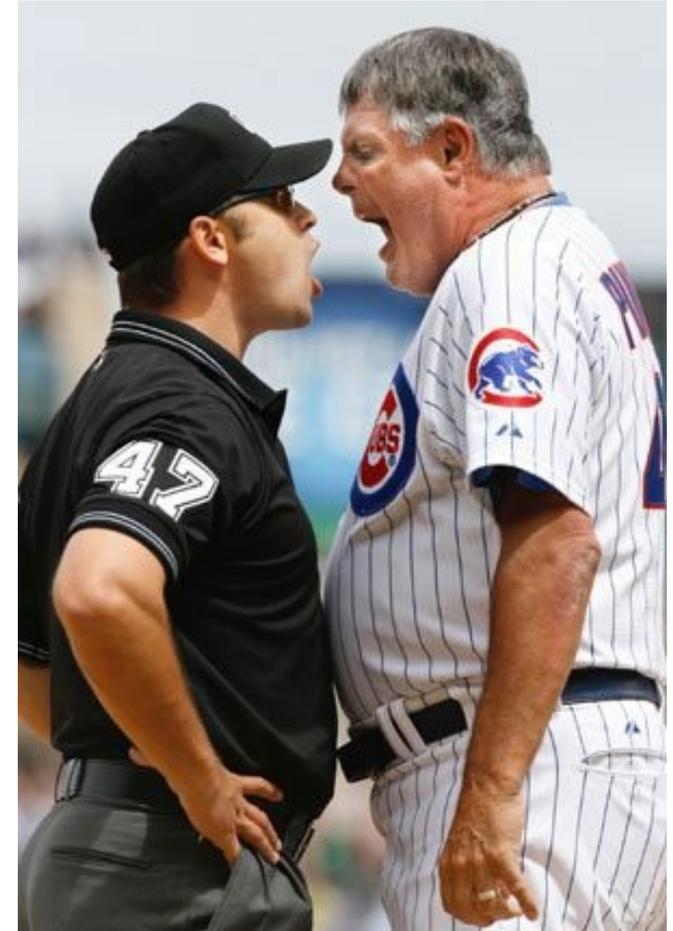


Are the following Balls or Strikes?



Balls & Strikes

- **Each batter gets:**
 - 3 strikes
 - 4 balls
- **Call what you see**
 - Use good mechanics to get best view
 - Don't rush the call
 - Double check batters shoulder and knee
 - It can only be a "Ball" or a "Strike"
 - Nobody is ever perfect!!
- **Players and coaches cannot argue balls and strikes**





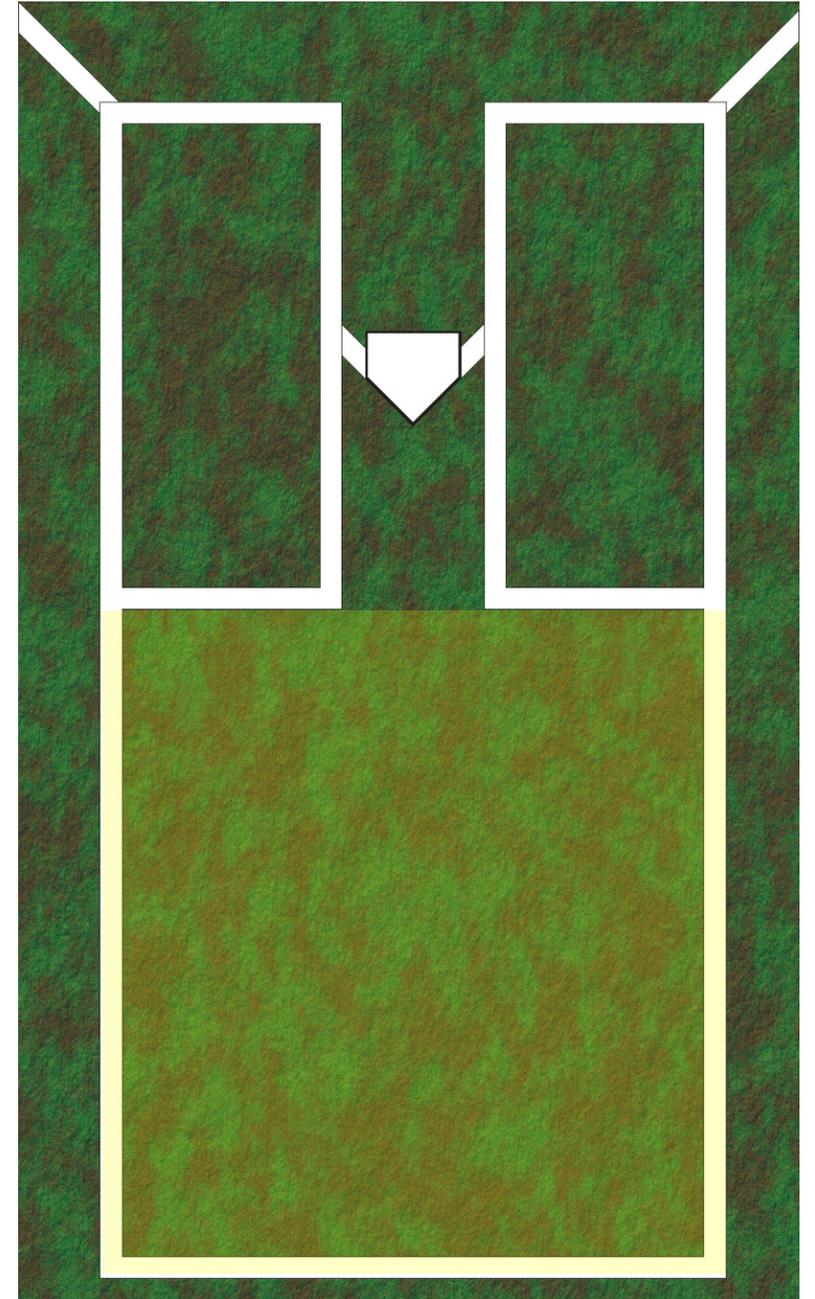
Intentional Walk

- **If the pitcher, catcher or manager desires to walk a batter intentionally they notify the plate umpire who shall award:**
 - The batter first base (single sex)
 - A female batter first base (co-ed)
 - A male batter second base (co-ed)
 - Once a male has been walked to second, the following female batter must bat, unless there are two outs, when she can opt to bat or walk to first
 - Once this choice is made, by the Female batter either entering the batter's
- **The notification to the umpire shall be considered a pitch**
 - The notification can occur at any time while a batter is at bat, regardless of the count
- **The ball is dead and runners cannot advance unless forced**



Catcher's Box

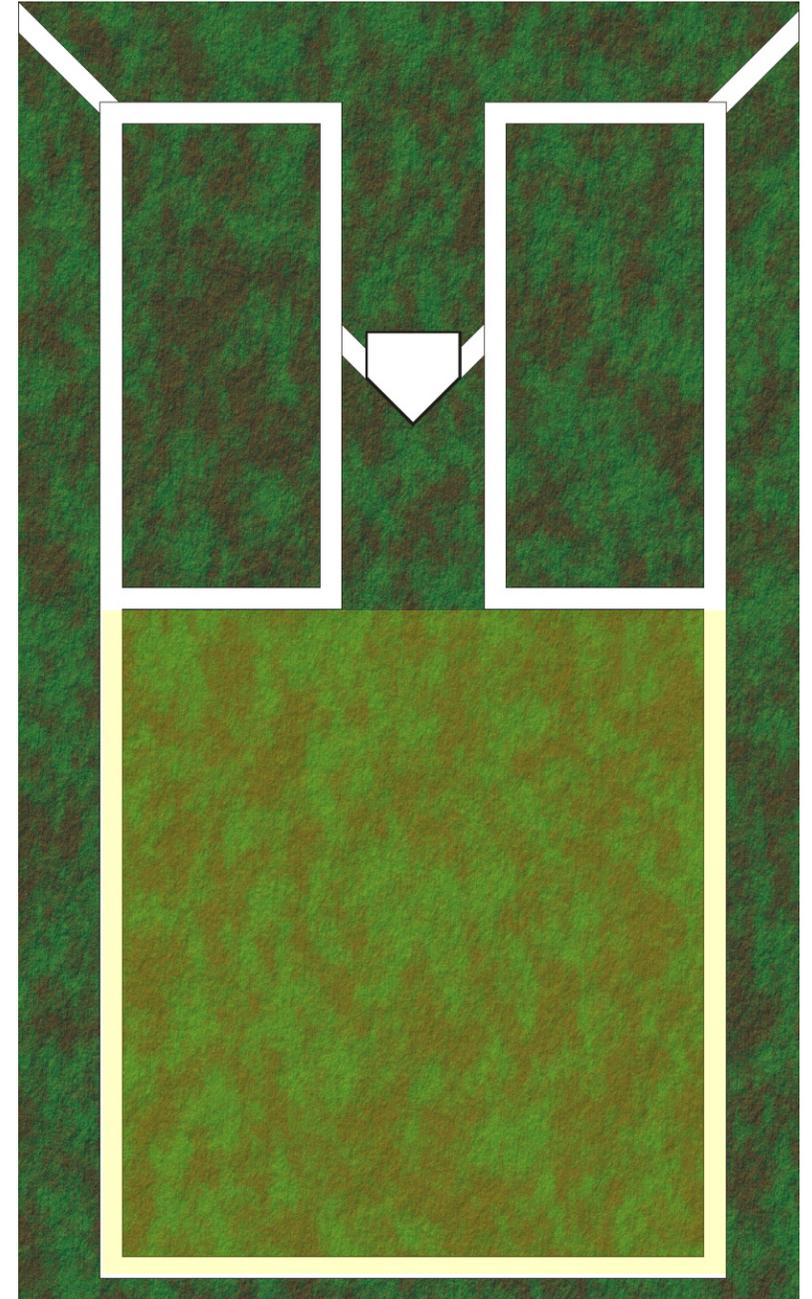
- Catcher must remain in the catcher's box until ball is:
 - Hit
 - Hits the ground or plate
 - Reaches catcher's box
- Procedure
 - Illegal pitch is called
 - Delayed dead ball





Catcher's Box

- Shall return the ball directly to the pitcher after each pitch, including a foul ball
 - Penalty: A Ball is called

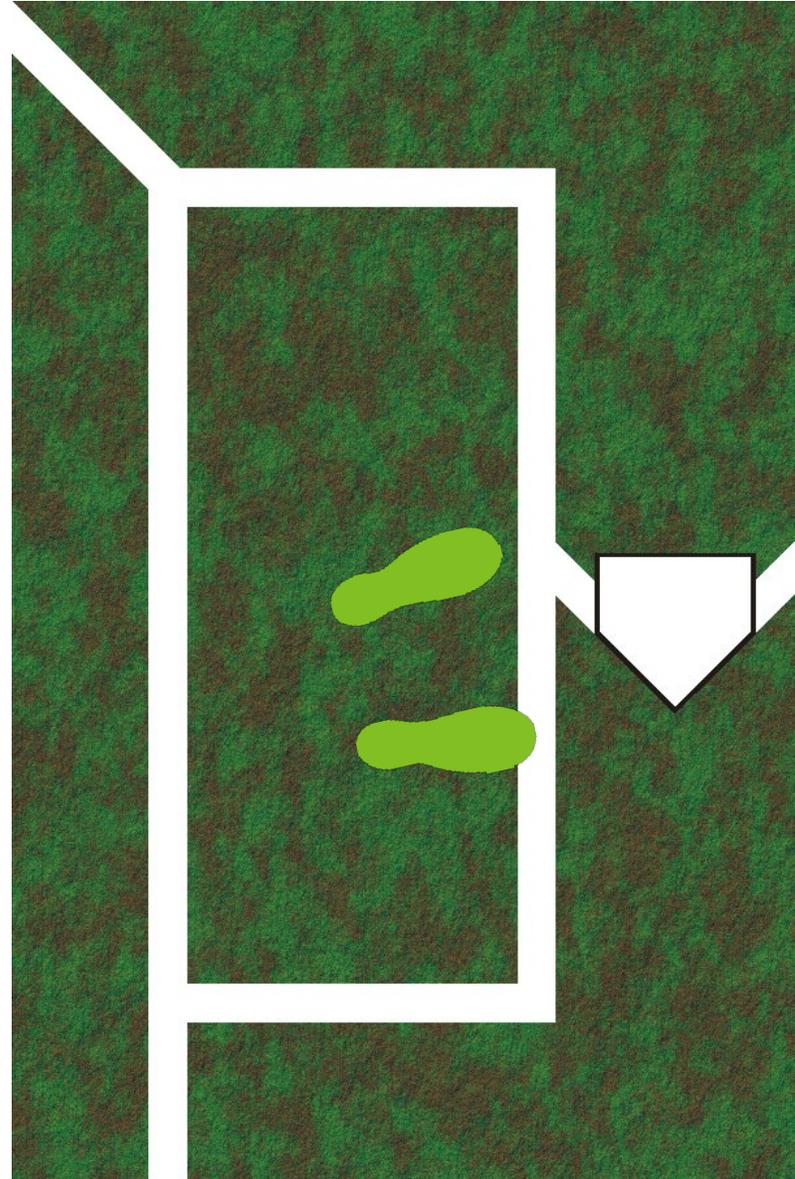




Batter's Box – Before Play

Do not call "Play Ball" until the batter is inside the lines of the batter's box

- The lines are part of the box



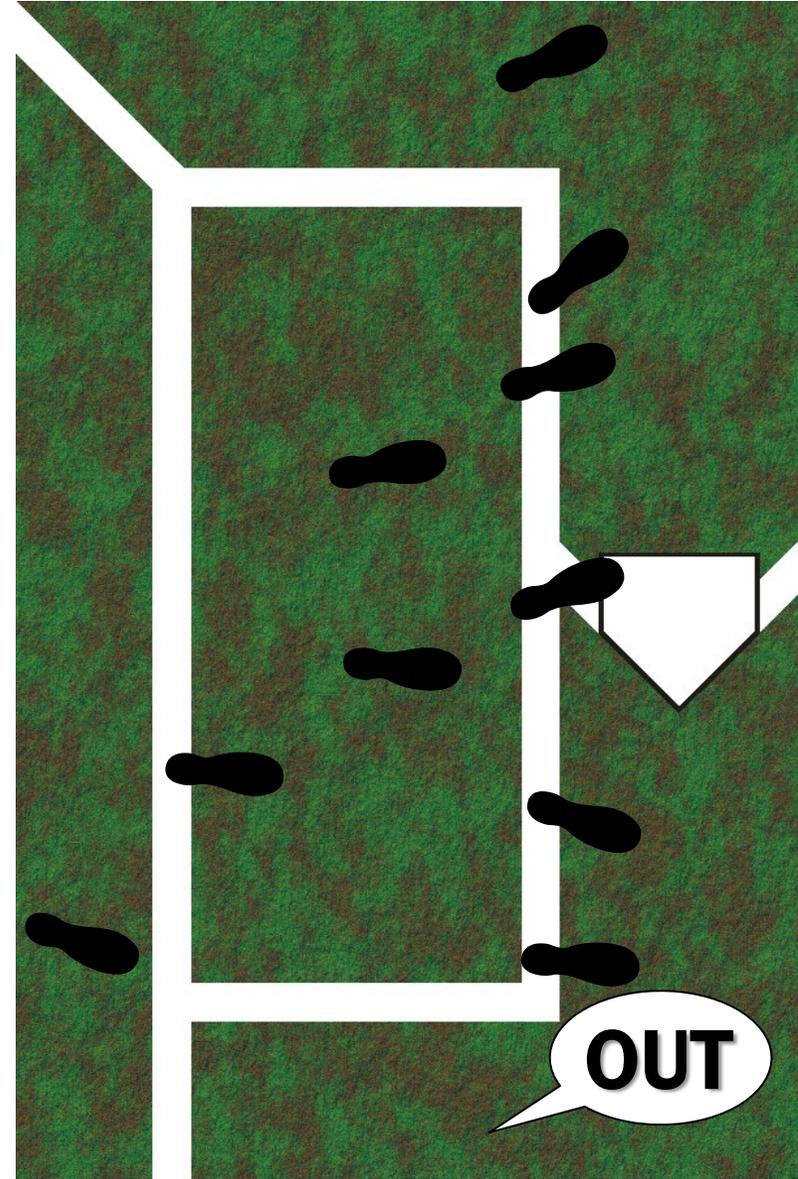


Batter's Feet - During the Hit

When making contact with the ball, the batter's foot must not be:

- Completely out of the box and on the ground
 - Touching home plate
 - Stepped out of the box during the pitch and back in
- **Procedure**
- "Dead Ball", Batter is out

Are these feet positions a Hit or Out?





Foul Tip / Bunt

- **Contact between bat and ball**
- **Caught by catcher in hand or glove**
- **How high?**
 - If it's no higher than batter's head
 - Dead ball – 'foul tip' – strike
 - If it's over the batter's head height
 - Pop-fly, not a foul tip!
 - Good catch – 'batter out' – live ball
- **Bunting is not allowed**



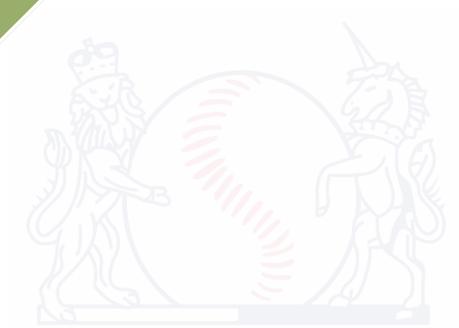
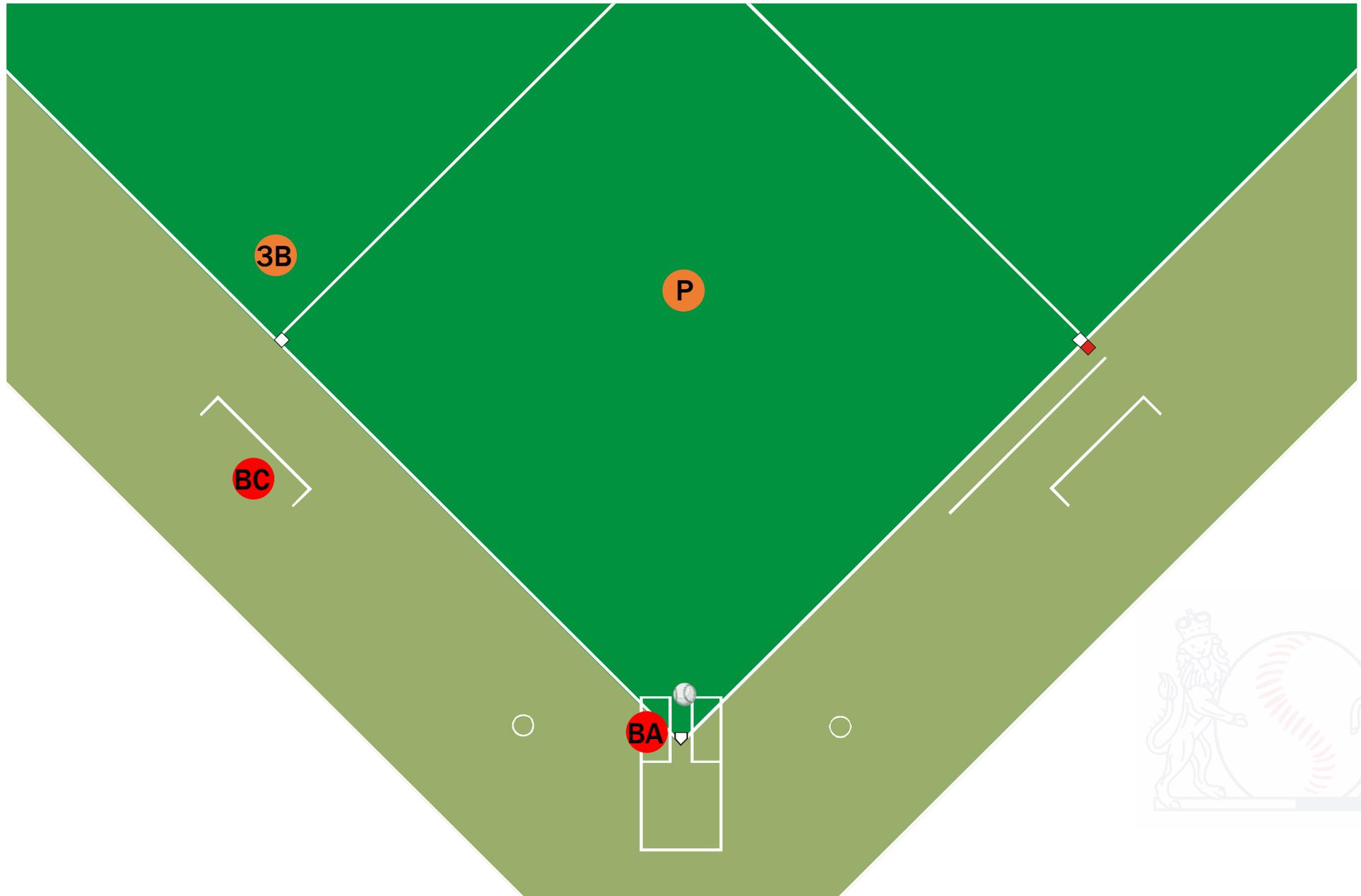
Fair & Foul Ball

Four areas to consider

- Infield
 - Where the ball is first touched or settles
- Outfield
 - Where the ball is touched or first falls
- The Bases
- Ball hits the batter

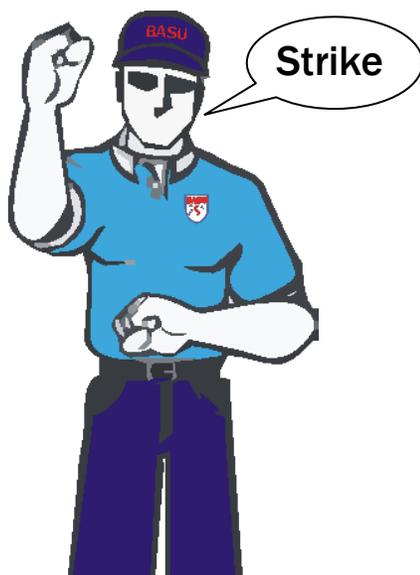


Fair or Foul ?

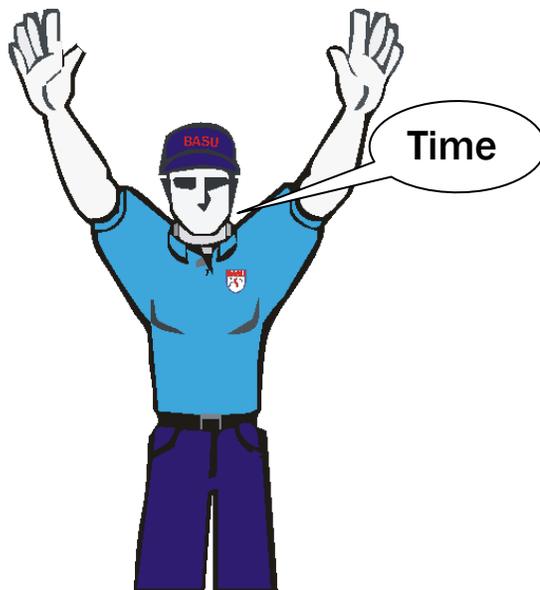




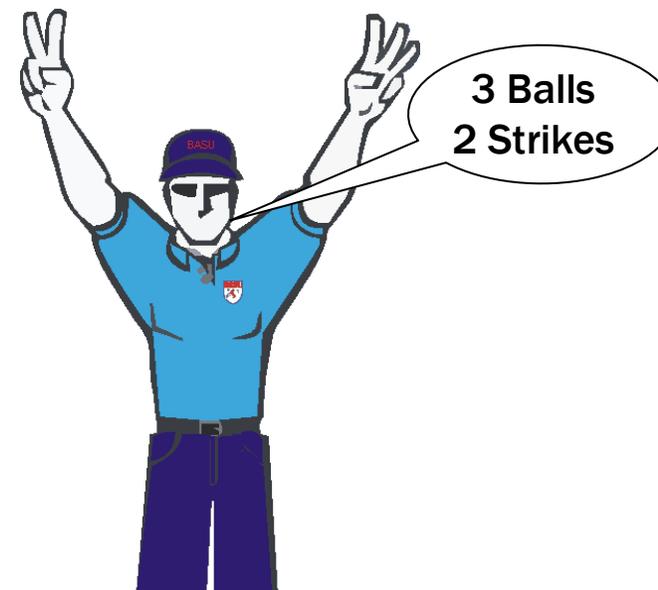
Basic Signals



Strike



Time
Foul Ball
Dead Ball
No Pitch



The Count
Strikes – Right
Balls - Left





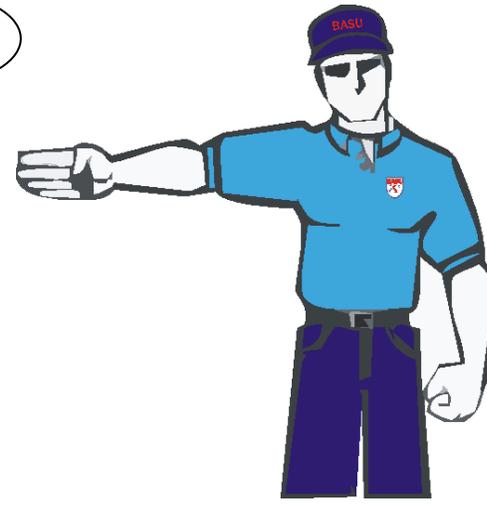
Basic Signals



Safe



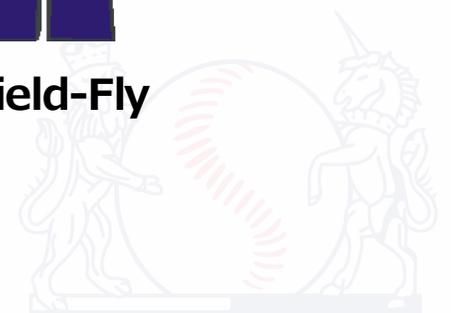
Out



Fair Ball



Infield-Fly





Delayed Dead Ball

The umpire recognises the delayed dead ball situation and the ball remains live until the conclusion of the play

There are five situations when this is enforced:

- An illegal pitch
- Obstruction
 - Verbally indicate 'obstruction!'
- Catcher's obstruction
- Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball
- Plate umpire interference





Session 2

Umpire Positioning





Session 3

Practical Field Work





Session 4

Classroom Session 2

- After the hit
- Catch
- Base Running
- Base Awards
- Appeals
- Managing the Game
- Q&A





Batted Ball Hitting Bat 2nd Time

Batter holding bat with
both feet in box

Procedure

Dead ball

'Foul ball'

Strike





Batted Ball Hitting Bat 2nd Time

If ball hits lo
fair territory

Procedure

If ball remains in **fair** territory

- Remains live
- No penalty against batter

If ball goes **foul**

- Dead ball
- 'Foul ball'
- Strike



Batted Ball Hitting Bat 2nd Time

Ball hits loose bat in foul territory

Procedure

Dead ball

'Foul ball'

Strike





Loose Bat Hitting Ball

Bat hits ball in fair territory

Procedure

Dead ball

Batter is **out!**





Loose Bat Hitting Ball

Bat hits Ball in foul territory

Procedure

Dead ball

'Foul ball'

Strike





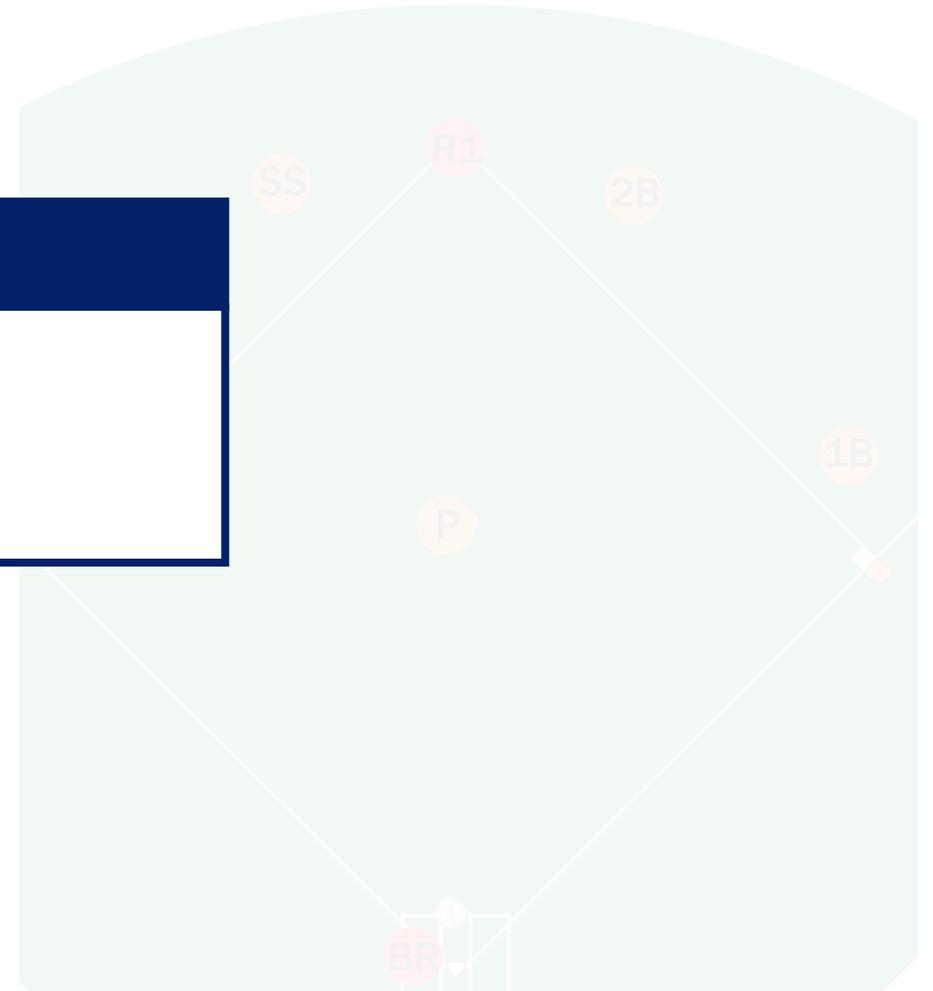
Batted Ball Hitting Runner

Situation 1

- Ball passes fielder untouched
- Hits runner
- No other fielding opportunity

Procedure

- Ball remains live
- Runner **not out**





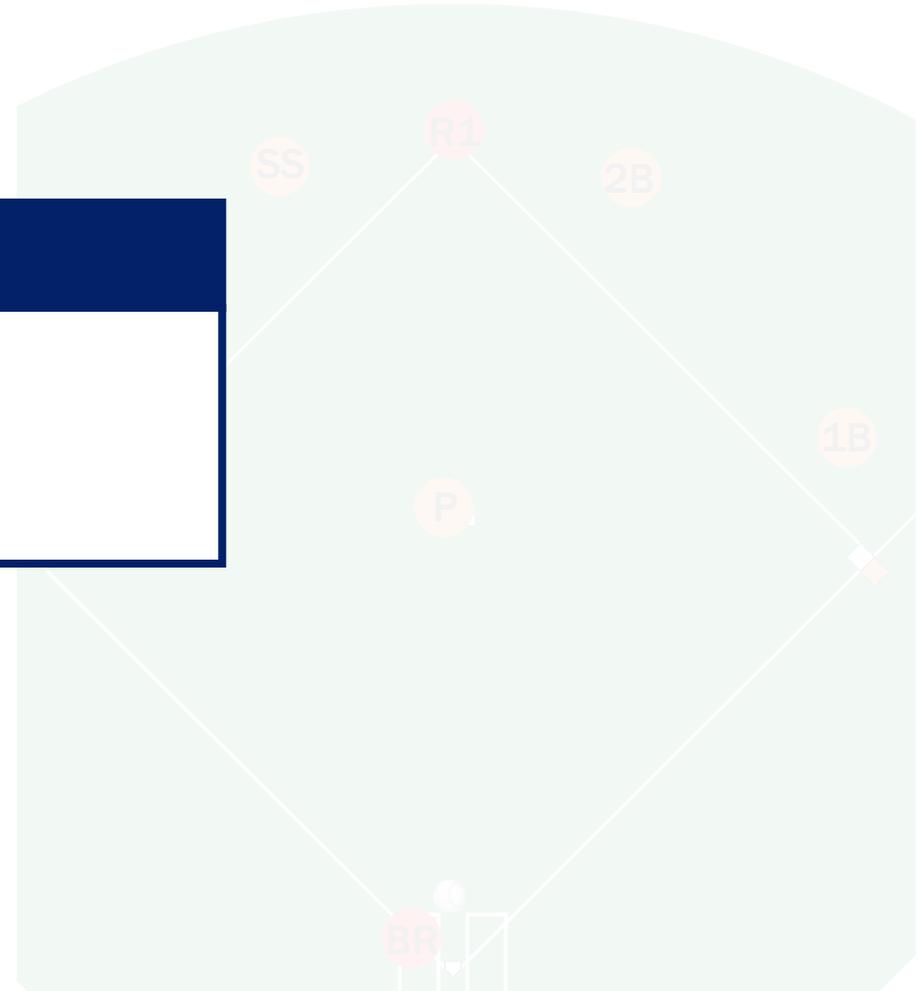
Batted Ball Hitting Runner

Situation 2

- Ball passes fielder untouched
- Hits runner
- No other fielding opportunity

Procedure

- Ball remains live
- Runner **not out**





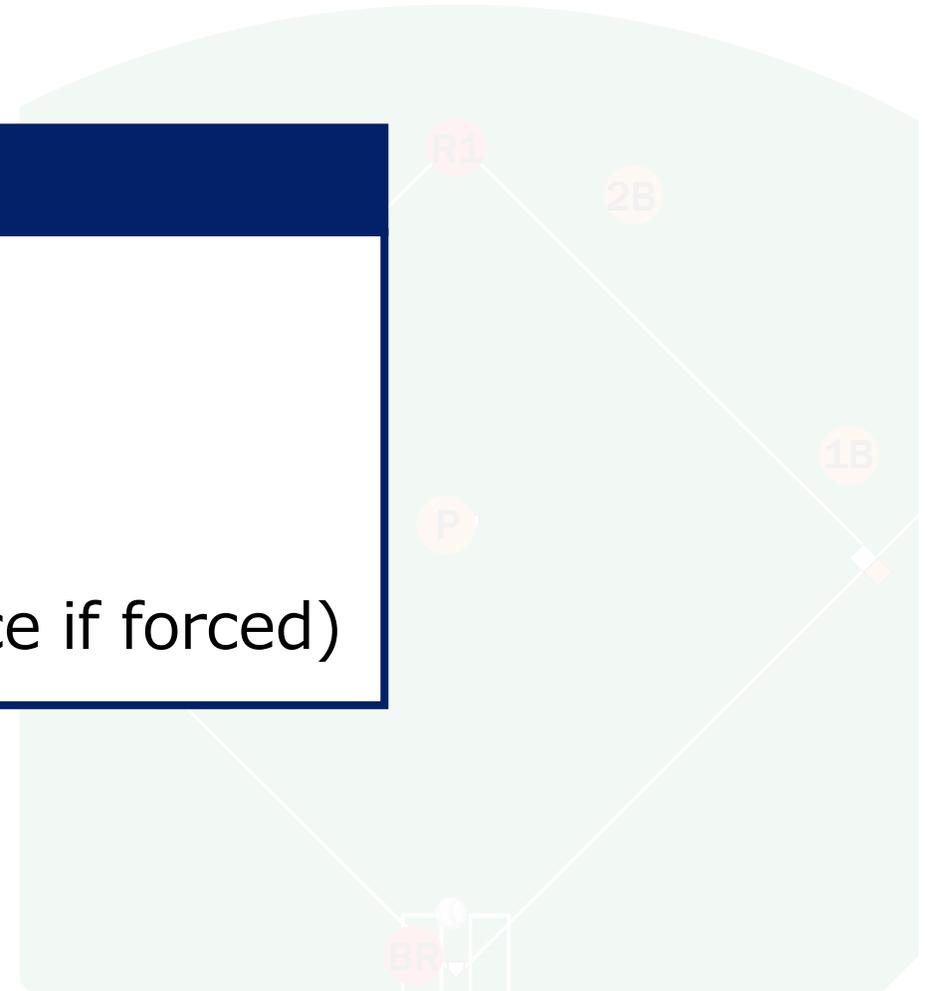
Batted Ball Hitting Runner

Situation 3

- Fielder
- Untouch
- touchin
- Fielder
- make a

Procedure

- 'Dead Ball'
- Runner **not out**
- Batter awarded 1st
(Other runners advance if forced)





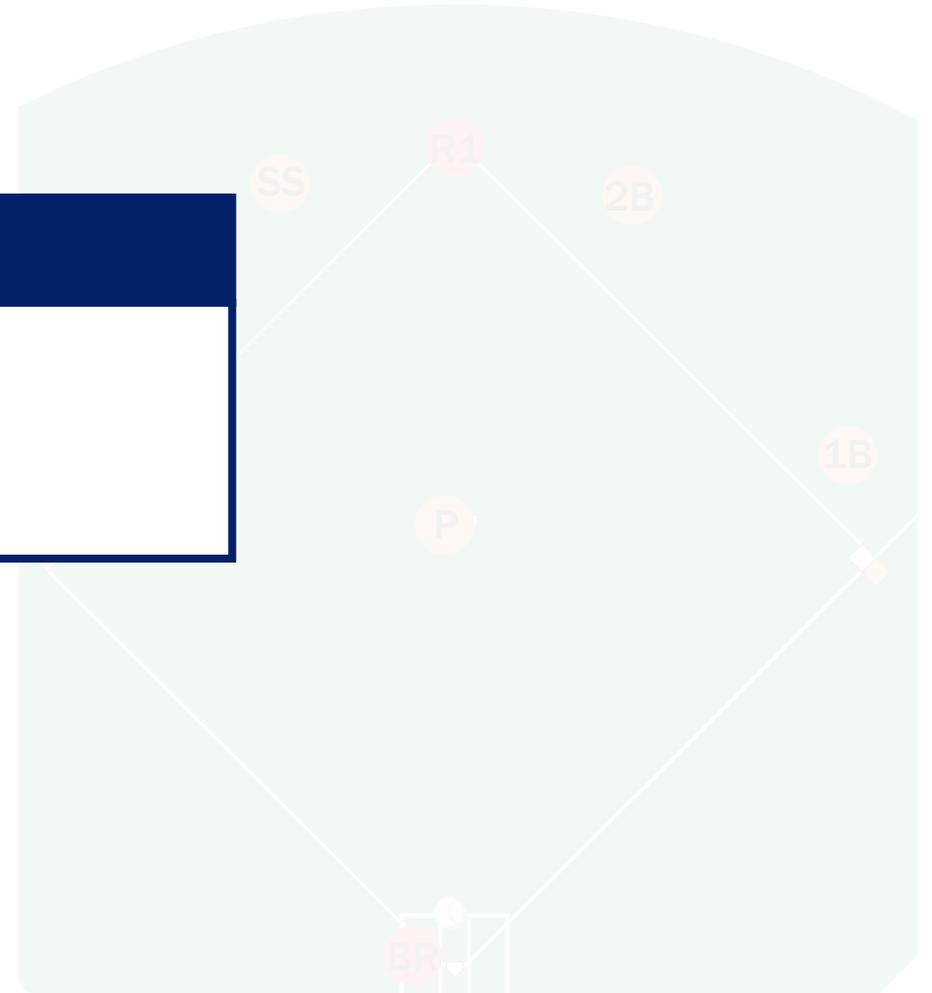
Batted Ball Hitting Runner

Situation 4

- Fielder beyond baseline
- Untouched ball not touching base
- No fielder has touched the ball to make an out

Procedure

- Ball remains live
- Runner **not out**





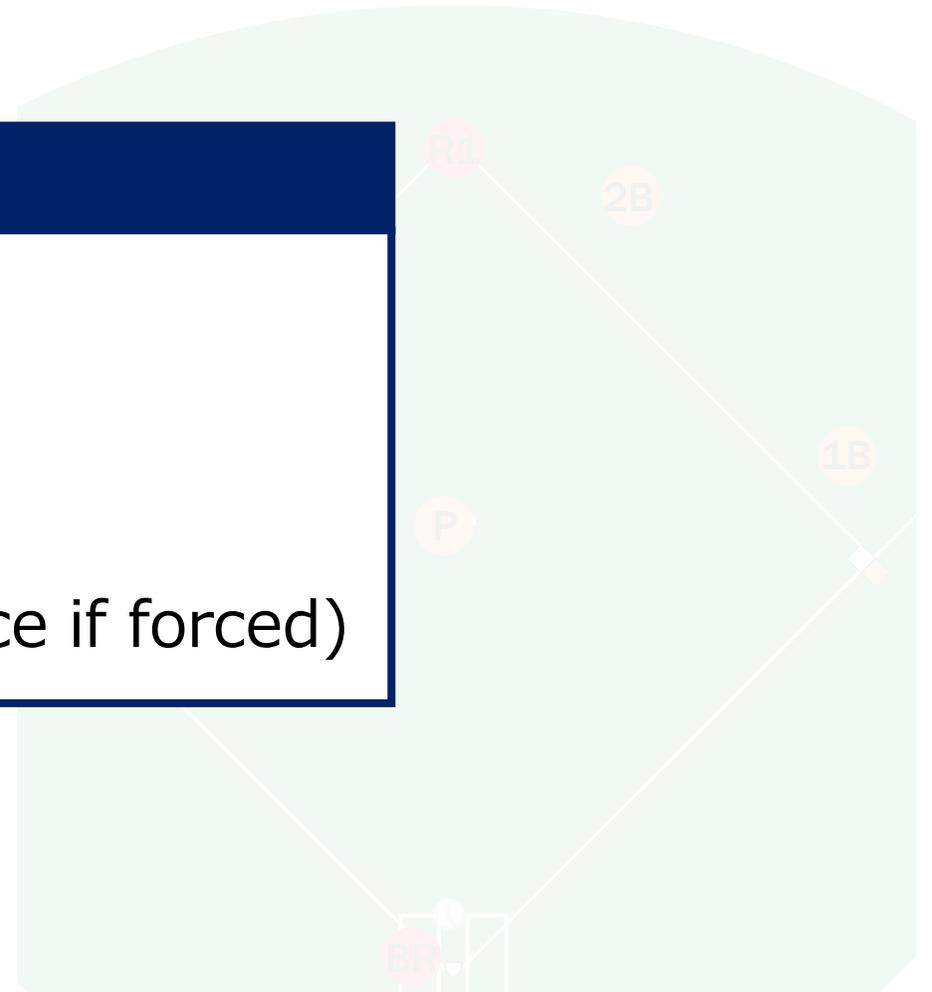
Batted Ball Hitting Runner

Situation 5

- Fielder
- Untouch
- off base
- Fielder
- to mak

Procedure

- Ball is dead
- Runner is **out**
- Batter awarded 1st
(Other runners advance if forced)





Infield Fly

Conditions for Infield Fly

Procedure

- Call 'in-field fly' when ball is at top of arc
- Raise right arm, with clenched fist, straight up
- Ball is still live
- Runners advance at own risk
 - Normal fly ball conditions apply to runners



Infield Fly

If you miss an infield fly and 2 or 3 runners are put out:

- Put all players back
- Call batter out
- Tell captains why



Catch

- **Feet/body**
 - Within playing area
 - Touching the “out of play” line
 - In the air after leaving live ball territory
- **In the hand or in the glove in its proper place**
- **Fielder should have control**
 - Not while juggling
- **Release is intentional**





No Catch

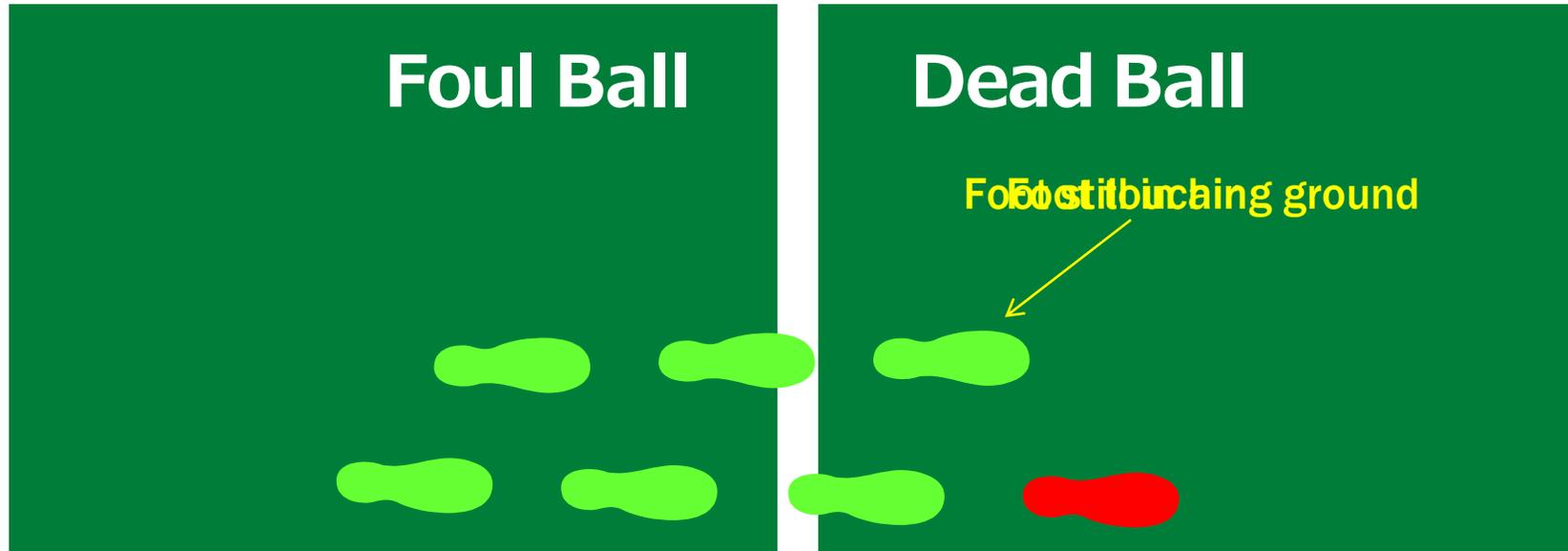
- **Trapped ball**
- **Either foot completely touching ground out of play**
- **Ball caught off umpire or offensive player**



Catch or No Catch?

For a good catch

Neither foot has touched the ground completely outside of the dead ball line before the catch



“Catch and Carry” if good catch is carried into dead ball territory

- 1-base award to all runners





Interference and Obstruction

- **Interference and obstruction are both cases of normal play being disrupted by either intentional and non-intentional acts of:**
 - Players
 - Umpires
 - Spectators
 - Equipment
- **In the case of players:**
 - Interference is committed by the offensive team on a fielder
 - Obstruction is committed by a defensive player on a runner
- **Interference overrules Obstruction**



Interference

Definition

■

Procedure

- 'Dead ball'
- There is always at least one **out**
 - Usually offending player
- In some cases there are additional outs

rs or



Interference

Batter

- Crossing from one box to the other prior to the release of the pitch after pitcher is set
- Hindering the catcher from a play
- Throwing the bat to prevent a double play
 - Runner closest to home is also out

Batter-runner

- Batter-runner, running outside 3ft line, to interfere with fielder attempting out at 1st
- Touching white portion and crashing into first-baseman during force play



Interference

Runner

- Interferes with a fielder trying to field a ball
 - If to break up a double play:
 - Runner is out
 - Following runner is out
- Intentionally kicking a ball which an infielder missed
 - Runner is out
- After being called out or scoring, interferes with a fielder making a play
 - Runner closest to home is also out
- Crashing upright into fielder when he has ball
 - Runner is out
 - Player is ejected if interference was flagrant



Interference

By coach or non-runner

- A coach interferes with a thrown ball or a fielder making a play
 - Runner closest to home is out
- Third base coach runs towards home to draw throw
 - Runner closest to home is out
- One or more team members collect around a base, to which a runner is advancing to confuse the fielders
 - Runner is out



Interference

Other scenarios

- Spectator interference
 - 'Dead ball'
 - Runners placed where umpire judges they would have been if interference had not occurred
- Umpire Interference on a fair batted ball
 - 'Dead Ball'
 - No out
 - Batter-runner awarded 1st base
- Coach Assistance
 - Coach or other non-runner assists runner
 - Ball remains live
 - Assisted runner is out



Obstruction

Procedure

- Delayed dead ball signalled
 - Protection is given to the impeded runner to the base they would have made if they had not been obstructed
 - This is not a base award
 - Runners cannot be called out between bases where obstruction occurred
- If impeded runner barges into fielder then interference is ruled



Catcher Obstruction

Procedure

- Delayed dead ball is signalled
- If batter and all runners did not achieve 1 base each then offensive team have option of:
 - Taking result of play
 - Taking award of 1 base for the batter, other runners advance if forced



Fake Tag

Fa

Procedure

- Signal 'delayed dead ball'
- Ball is still live
- 'Dead ball' if affected runner is 'put out' prior to reaching intended base
- Award runner base they would have reached
- Warn offending player
- If serious enough, eject offending player



Runner Off Base

Procedure

- Call 'No pitch'
- Offending runner is **out**
- Other runners must go back to their starting base
- Batter resumes count faced before the pitch
- If this is the 3rd out of an inning, this batter will resume as lead-off in next inning with 0 and 0 count



Runner Leaving Early

On a caught fly ball, runners must either be in contact with the base when the ball is first touched, or return to touch the base when the ball is first touched.

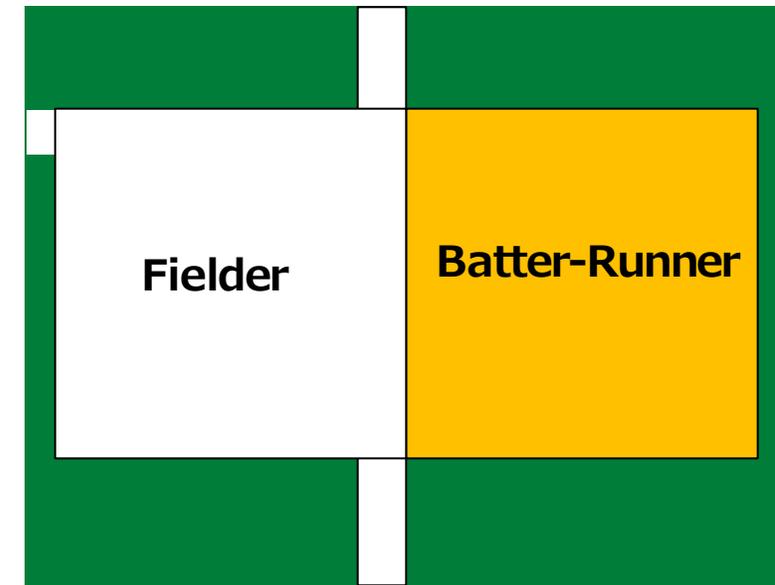
Procedure

- Appeal play
- Offending runner is **out**
- Other runners keep gained bases



The Safety Base

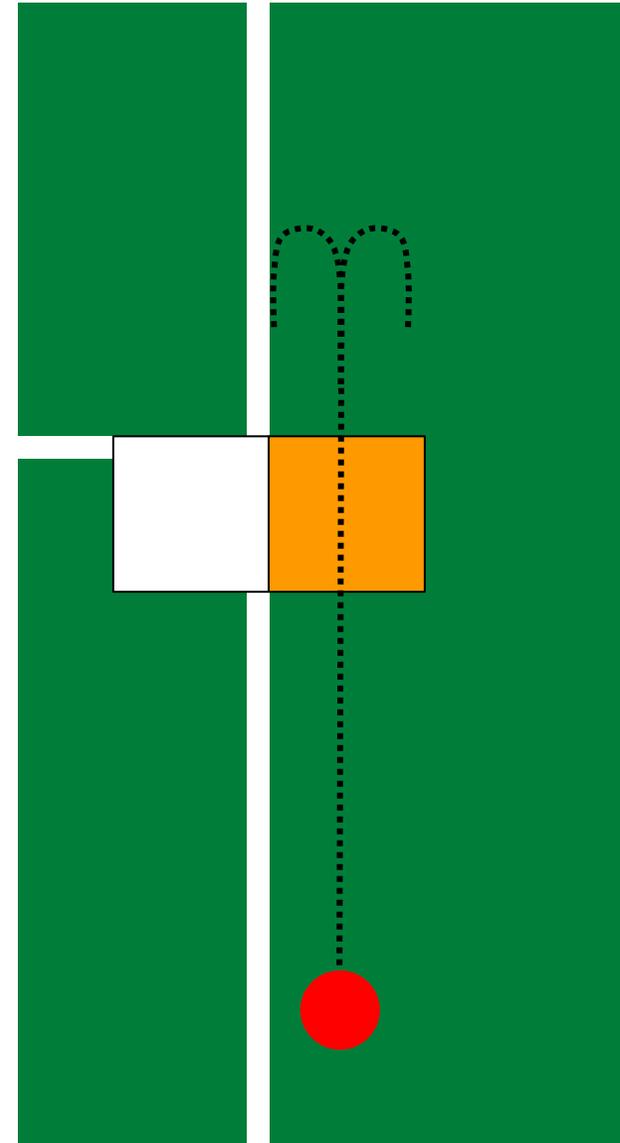
- **There to help prevent collisions**
- **On a play at 1st**
 - The orange portion is only used by the batter-runner
 - White only used by the fielder
 - If fielder is pulled across the base by a wild throw, the runner can use white portion instead
- **If no play at 1st**
 - Batter-runner may use either portion
- **Runners starting from first base must use white portion**





Over-running 1st Base

- **A batter-runner is legally allowed to over-run 1st base**
 - Should use orange part of safety base
 - The runner may legally turn right or left to return to white portion
- **If the runner, in the opinion of the umpire, makes an attempt to run to 2nd:**
 - They are liable to be tagged out
 - Live ball appeal
- **Advice**
 - Wait for appeal. Do not make it obvious!



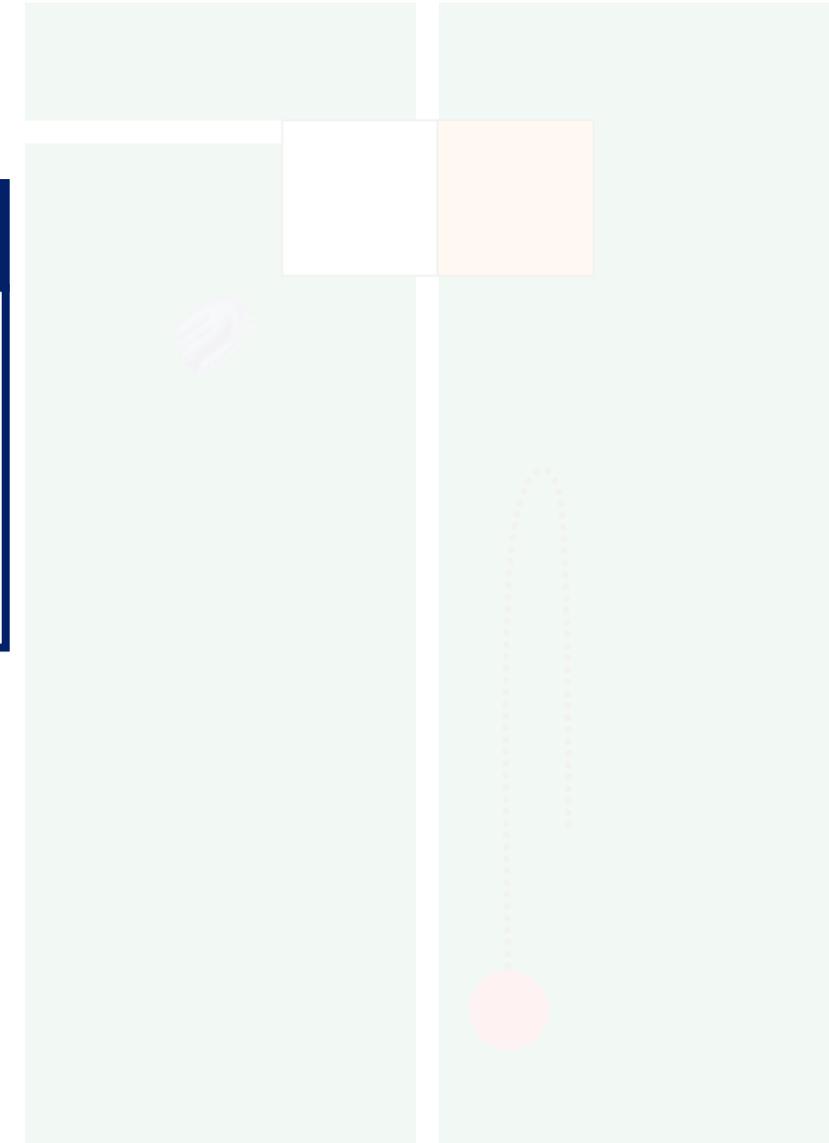


Batter-Runner Reversing

- The Batter-runner can not step back towards home plate to avoid or delay a tag
- This is a foul

Procedure

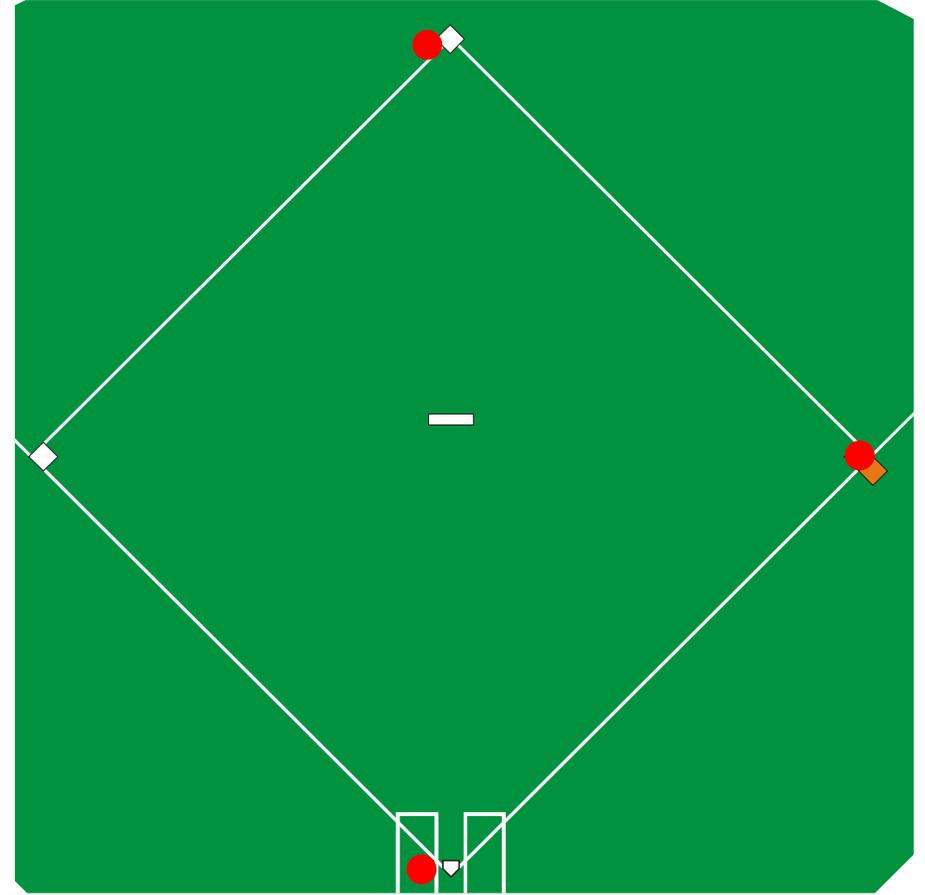
- 'Dead Ball'
- The Batter-runner is **out**, runners must return





Two Runners on the Same Base

- **The runner who first legally occupied the base shall be entitled to it**
 - Unforced runner can be tagged while on base
- **Unless forced to advance, in which case the runner going to the base is entitled to it**
 - Forced runner can be tagged while on base

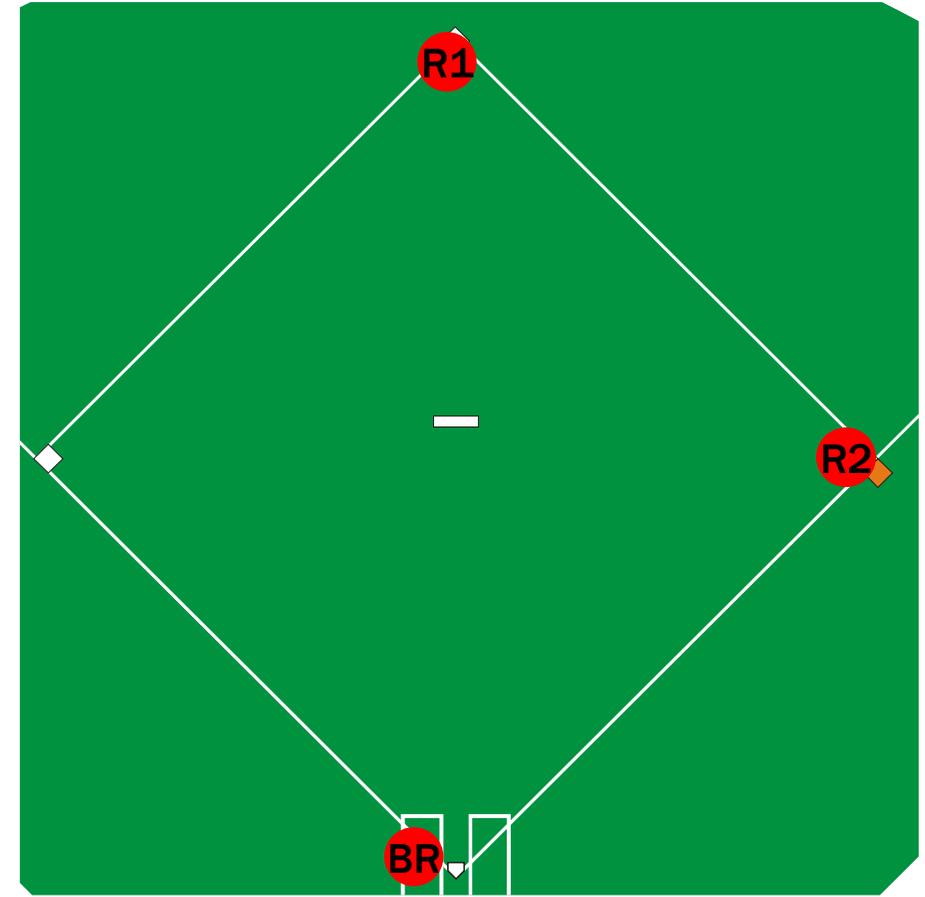




Runner Passing Another Runner

A runner who overtakes another is out

- Ball remains live





Base Line/Base Path

Distinction

- Base Line
 - A direct line between 2 bases
- Base Path
 - A runner's "natural route" between bases
 - Allowed 3 feet either side
 - Runner allowed out of base line to avoid fielder attempting batted ball

Advice

- Pay attention during run downs



Dislodged Base

If a base becomes dislodged from its proper position during play, there are 3 scenarios, decide whether the runner is safe or out when they:

- Remain in the original position of the base
- Are separated from the dislodged base and the original position of the base
- Remain in contact with the base





Dislodged Base

Note

- The ball remains live and in each case the runner is safe
- The runner is in jeopardy again if they attempt to advance from a dislodged base
- Subsequent runners should aim for the original position of the base



Awards

1 Base Awards

- 4 balls pitched to
 - Female batter (Co-Ed)
 - Any batter (single sex)
- Unintentional carry out of play
- Fielder loses possession of ball and ball enters dead ball territory
 - e.g. attempted tag
 - **From the time the ball went dead**



1



Awards

2 Base Awards

- 4 balls pitched to male batter (co-ed)
 - **Runners advance only if forced**
- Batted Ball Deflected out of play
- Hit ball rolling into dead ball territory, landing fair, past line of bases
- Bounces over, rolls under or is trapped by boundary fence
 - 'Ground Rule Double'
 - **From time of the pitch**



2



Awards

2 Base Awards (continued)

- Intentional kick, carry, push or thrown dead ball
 - **From the time the ball went dead**
- Overthrown out of play or blocked
- Fielder intentionally contacts a thrown ball with any detached equipment
 - **From the time the ball was thrown**



2



Awards

3 Base Awards

- Fielder intentionally contacts a fair batted ball with any detached equipment
 - 3 base award is a minimum
 - **From the time the ball was pitched**



3



Awards

4 Base Award

- Hit clear over boundary fence
 - Homerun
 - Would have gone over if not impeded by detached equipment
 - **From the time the ball was hit**



4



Awards - General

For 2 base awards, when 2 runners are between bases

- Award applied to leading runner first, then place following runner(s) accordingly
 - 1st and 2nd – awarded 3rd and 2nd
 - 2nd and 3rd – awarded home and 3rd

Umpire's judgement as to how many bases to award when:

- Calling 'time' for an injured player
- Spectator interference





Appeal Plays

Certain infractions are not immediately called by Umpire; defence must make appeal

- Missing a base
- Leaving a base too soon on a fly ball
- Attempting to advance to 2nd base after crossing 1st base
- Batting out of order
- Illegal re-entry
- Changing runners on bases during offensive conference
- **Two types of appeal**
 - Dead Ball Appeal
 - Live Ball Appeal



Live Ball Appeal

- **Live ball appeals are made before 'time' is called**
- **Can be made by any fielder, with the ball, by touching base or runner**
- **Runners can advance at own risk**
- **More than one can be made at a time**



Dead Ball Appeal

- **Dead ball appeals must be made before:**
 - Next pitch
 - Defence leave fair territory
 - Umpires leave field after last play of game
- **Made verbally by infielder, coach or manager (after stepping onto the field)**
- **Runners can not advance during appeal**
- **It is possible to make more than one appeal at a time**
- **Fourth out (to remove run)**



Appeals on Runners

Runners can not return to tag up or touch a missed base if:

- A following runner has scored
- The runner has left the field of play
- The ball is dead and they have advanced, touched and remain on a base beyond



Plate Umpire

The Plate umpire shall

- Have full charge of, and be responsible for, the proper conduct of the game
- By agreement and in cooperation with the base umpire, call:
 - Plays
 - Fair/foul hit balls
 - Balls, strikes, illegal pitches
 - Caught balls
 - In-field fly
- Determine when a game is forfeited
- Assume all duties involved in calling a game, when assigned as a single umpire



Base Umpire

- **Take such positions on the playing field as required in accordance with the relevant umpire system**
- **Assist the plate umpire in every way, to enforce the rules of the game, such as:**
 - Keeping track of balls and strikes
 - Illegal pitches
 - Calling Infield-Fly
 - Ball touches the person, or clothing of the batter



Game Management

Players, coaches, or managers shall not:

- Make disparaging or insulting remarks to or about:
 - Opposing team members
 - Game officials
 - Spectators
- Commit other acts that could be considered unsportsmanlike conduct

Always stay calm

- Complaints are rarely made by winners!
- Do not be insulted because someone does not agree with what you saw or think





Game Management

Players get angry when they lose a play

- Allow them time to let off steam
- This is not always the umpires' fault!

Let them know where your limits are

- Do not accept verbal abuse, direct personal insults, swearing, physical intimidation or violent contact against you, a fellow umpire or anyone participating in or watching the game

Disagreements and arguing can be used as a tactic to wear you down until you give in



Managing Players

- **Early identification of player(s) demonstrating unacceptable behaviour**
 - Preventative umpiring can prevent situations escalating
- **Quiet word with team manager enables them to control the player**
- **Issue personal warning**
 - 'That is an ejectable offence – be warned' is better than
 - 'Do that again & I'll throw you out!'



Managing Players

- **Issue team warnings via managers**
- **Further infraction(s) then warrant ejection**
 - IF ejected, OUT OF SIGHT and OUT OF EARSHOT
- **If they do not go**
 - Quietly remind their manager that in one minute he will forfeit the game 7-0
 - This works!



Managing Managers

- **Manager asks for 'Time' to challenge or discuss a decision**
- **Listen to his issue respectfully**
- **Can they protest?**
 - Judgement call: **NO**
 - But you may want to think again.
 - Only you can reverse the call, but you can refer to a colleague.
 - Rule interpretation / Penalty awarded: **YES**
 - Ask him for his perspective: acknowledge.
 - Refer to colleague if you need to.
 - Change, if you need to, or 'My call stands. Play Ball'



Managing Managers

- **If they still insist, accept that they have the right to protest, and carry out the procedure**
 - While you discuss, colleagues keep all players away
 - You may need to explain to other manager



Judgement

- **There shall be no appeal from any decision of any umpire, on the grounds that he was not correct in their conclusion as to whether:**
 - A batted ball was fair or foul
 - A runner safe or out
 - A ball or strike
 - Or any play involving accuracy of judgement
- **Either team may seek a reversal of a decision based solely on a point of the rules**
 - The umpire whose decision is in question shall, if in doubt, confer with their associate before taking any action



Protests

There are 2 types of protest:

- The eligibility of a team roster member
 - Should be submitted to the appropriate authority within a reasonable timeframe, not to the umpire
- Misinterpretation or incorrect application of playing rule by an umpire
 - Teams cannot protest against the judgement of an umpire



Protests

Protests must be made before:

- The next pitch
 - No protest can be made on any umpire ruling after one pitch has been thrown, legal or illegal
- All infielders have left fair territory after end of inning
- The umpires leave the playing field after last play of the game – EXCEPTION : Player ineligibility



Umpire Duties Before the Game

- **Know the rules and mechanics**
 - Local rules may vary from ISF
- **Arrive at the field in plenty of time**
- **Be smart and tidy**
- **Make a good first impression**



On Arrival

- **Let the managers or captains know you are there**
 - Confirm the start time
 - Do not fraternise too much with teams or players
- **Check and prepare (if necessary) the field and equipment**
 - Get the game balls, check all bats
 - Proper dimensions
 - Fit for purpose
 - Safe



On Arrival

- **Call captains 5-10 minutes before you intend to start the game**
 - Collect team line-ups
 - Agree ground rules with both teams



After the Game

- **Allow any final appeals or protests to be made**
- **Be courteous to those who wish to approach you**
- **Do not enter into post-mortems of the game with the teams**
 - If you are not sure of the correct ruling ask one of the more experienced umpires or crew chief away from the teams



Q&A

- **Please feel free to ask any questions**
- ***Please complete and submit your feedback form***