



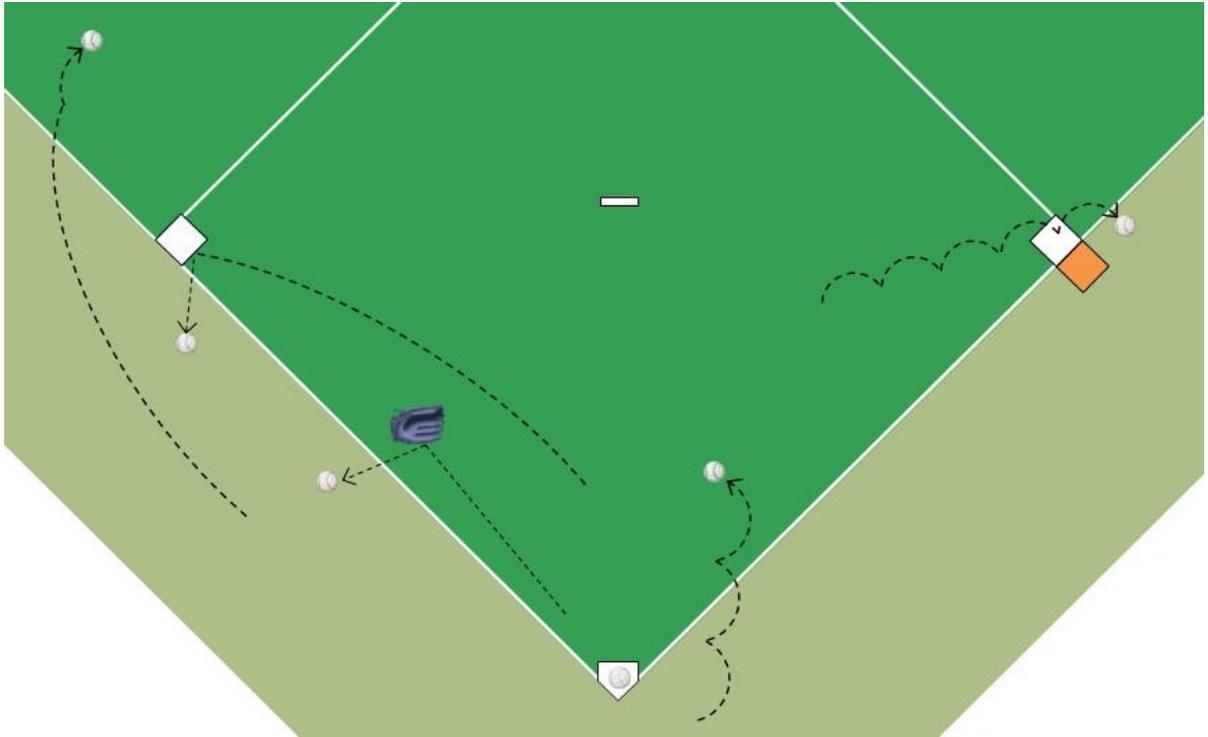
BASU TRAINING COURSE HANDOUT

Topics

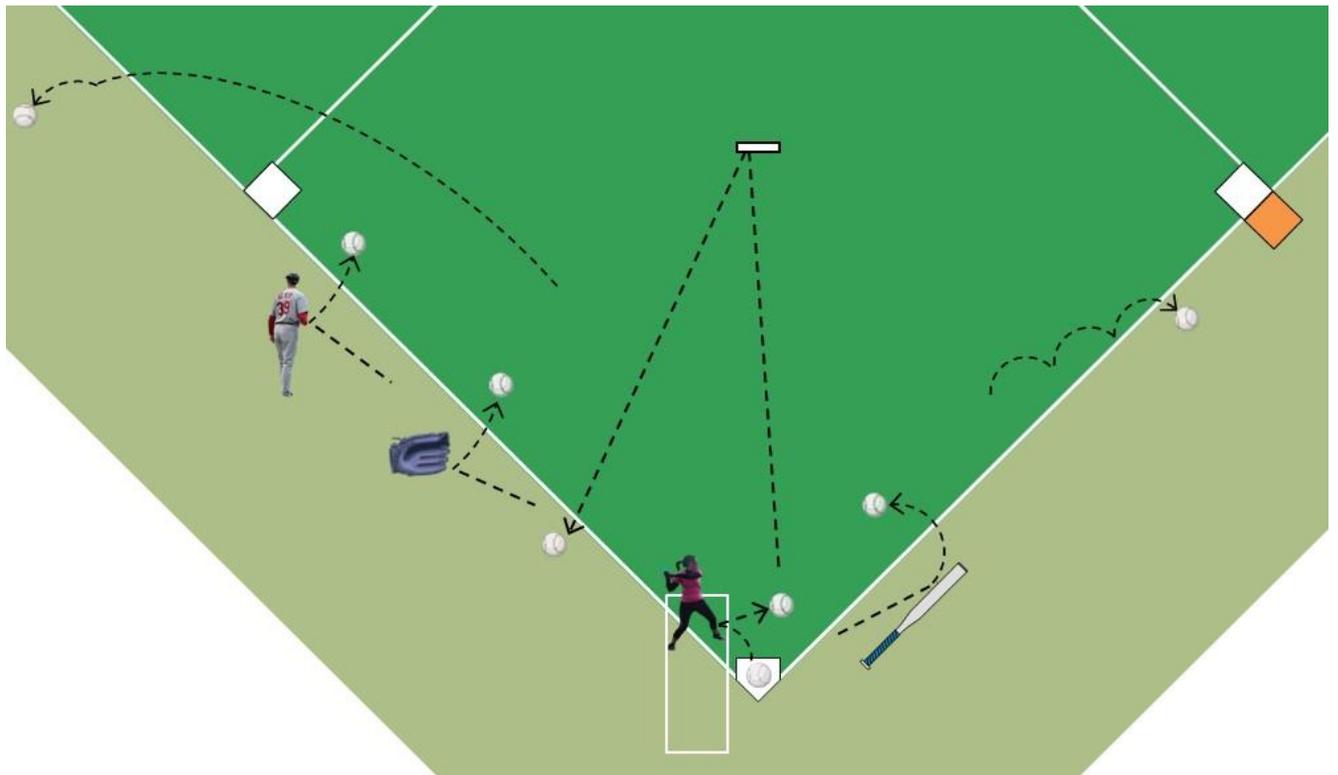
- Handout 1: Fair Ball /Foul Ball
- Handout 2: Awards
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FAIR BALL



FOUL BALL





AWARDING BASES

SITUATION	AWARD
Obstruction of a base runner:	All runners: Advance to the base they would have reached if there had been no obstruction: umpire's judgement.
Fielder contacts or catches, with cap, mask glove or any part of uniform detached from its proper place on person, A batted ball: A thrown ball: If the umpire judges it would have cleared outfield fence:	All runners: 3 bases <i>from time of pitch</i> 2 bases <i>from time of throw</i> (May advance further at own risk) Home run
If a fielder's throw: Becomes blocked: Goes out of play: If a fielder loses possession and ball enters dead ball area or is blocked:	All runners: 2 bases from last base touched <i>at time of throw</i> 1 base from last base touched at the time the ball entered the dead ball area or became blocked.
If a fair batted ball, after touching ground in fair territory, bounds or rolls: Into a stand: Over, under or through a fence: Bounds out of play unintentionally off defensive player: Leaves the boundaries of the playing field:	All runners: 2 bases <i>from time of pitch</i>
If a live ball is carried by a fielder into dead ball territory: Intentionally: Unintentionally: (includes entering dugout to deliberately tag a player)	2 bases from last base touched <i>at time of entering dead ball territory.</i> 1 base from last base touched <i>at time of entering dead ball territory.</i>



POINTS TO WATCH

- Position of runners at time of pitch can be important.
 - Try always to be aware of where base-runners are at beginning of each play
- Some awards start from runners' positions at the time the overthrow is thrown, but DON'T keep your eye on the runners if this means you're not watching the ball!

Handout 3: Appeals

LIVE BALL APPEAL

An appeal may be made during a live ball by touching the base (missed or left early on a catch), or by tagging the runner who committed the violation if they are still on the field.

- Give an immediate response.
- Runners can continue to advance.

Scoring if the 3rd out is due to an appeal:

- If the runner was forced to advance to the base where the appeal was made, then run(s) would not count.
- If the runner left early on a fly-ball catch and is attempting to re-tag a base, to where the appeal is being made, runs scored before the appeal would count.
 - This is a time dependant situation.

If a runner misses home plate and the catcher misses the tag ☐ Hesitate slightly, to allow catcher time to re-attempt tag.

- If no tag is made then the runner should be called safe.

DEAD BALL APPEAL

A dead ball appeal can be made once the ball has been returned to the infield and time has been called, or if the ball goes out of play.

- All runners must return to the last base touched at the time the dead ball or time is called.
- If a runner was attempting to return to a base left early or missed when dead ball or time was called they may continue past the last base touched.
- No runners may advance during this period unless directed by the umpire by way of awarding bases.
- The appeal is made verbally by any infielder with or without the ball.



- The appeal has to be made before the next pitch, or before the defence has left the field of play.
- There can be 4 outs after a dead ball appeal in order to stop a run scoring.
- If the umpire has called 'play ball' and the pitcher requests an appeal, then time is granted for the appeal to be handled.

Handout 4: Batting Out Of Order

BATTING OUT OF ORDER

When appealed	Action	Result
Before improper batter completes a turn at bat	Proper batter replaces improper batter and assumes the count	No – further action
After improper batter completes a turn at bat, and before the next pitch to the following batter	The proper batter (who should have batted) is called out	Base runners that advance must return to the bases they were at before the last pitch. The next batter is the one that should follow the proper batter (called out)
After the next pitch to the next batter	No action	All runs scored and advances remain. Next batter is the one who follows the incorrect batter.

SUBSTITUTES

If a substitute enters the game without reported/being reported to the umpire:

When and who appealed	Action	Result
The unreported substitute's team manager or substitute themselves notifies the umpire.	No action	All play legal



<p>The opposing team appeals to the umpire after a pitch has been thrown or a play made.</p>	<p>Unreported player disqualified and the offending team has a legal substitute</p>	<p>All runners are returned to the base they occupied at the previous pitch.</p> <p>All outs made during the play will stand.</p> <p>The unreported player is called out and a replacement player is required to resume the count prior to the pitch.</p>
	<p>Unreported player disqualified and the offending team does not have a legal substitute</p>	<p>The short-handed rule applies and offending team forfeits</p>

Handout 5: One Man Mechanics

UMPIRE MECHANICS: BASIC POSITIONING, ONE-MAN SYSTEM.

Plate position:

Behind catcher & slightly to the left. Upright as the ball is released, to judge 6 / 12 foot arc. Drop level with the batter's shoulder with your head beside the catcher's head just before the ball falls into the strike zone. You must be able to see all of the plate when in position.

Plate position signs / calls:

Use right hand to hold up play until catcher & batter are in position, then 'Play ball'. Clicker / indicator held in left hand. If a BALL, make call loud enough for catcher & batter to hear. Emphasise the 'ball four' call. If a STRIKE, come up to full height, make high 'Strike' sign with right hand so outfield can see: call so all infield can hear. Emphasise the 'strike three' call. When at three balls, or two strikes, call the count and signal with number of balls with left hand fingers and strikes with right, and before all subsequent deliveries until batter is out or on base. Rotate hands so all fielders can see all fingers. If an illegal pitch, stand up, left arm straight out with fist and call 'illegal' as promptly as possible, so batter can choose to check swing: no point in calling after the ball has arrived! If ball fouled off, stand upright, both arms straight up, palms open forward, and call – loudly – 'Foul Ball'.

On a batted ball:

For a fly ball close to either baseline, take several steps down and astride the line: keep your eyes on the ball until it's touched, or touches the ground. If Foul make loud 'Foul Ball' call with both arms upraised. If Fair: Say nothing, Point into playing field, Take up position



to cover the next likely play. If caught, give upright 'Out' signal with clear call. Ball is still live: move into position for the next likely play.

For a fair batted ball hit to the infield:

With no runners or on first only: Move to get a 90 degree angle on the fielder's throw to first or double to second / first. If ball continues to the outfield: Advance into the diamond, Track around the mound, keeping the ball in sight, Move with the runner(s) to the base where the next play is likely to develop.

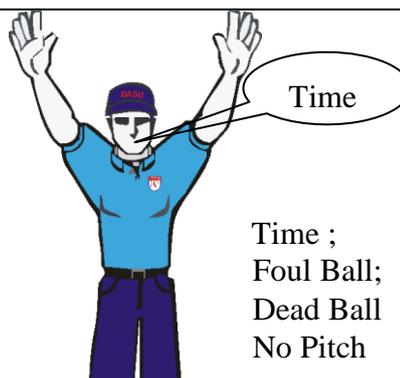
With runner(s) on second or third move up towards the middle third of the third-base line in foul territory Try for the best angle across the diamond for plays at second or first.

For outfield hits:

Anticipate if the play will be at three or home and move up / down the middle third of third-base line to get closer to the likely action. With many possible plays in prospect - and players do not always make the play you expect - be clear on your priorities. The closer to home the runner gets, the more important is the call. Move quickly to your optimum position as soon as the ball is hit, but do not make calls 'on the run'. As the ball is fielded, stop and steady yourself. As the ball is thrown, allow the flight of the ball to carry your eyes to the base where the play is.

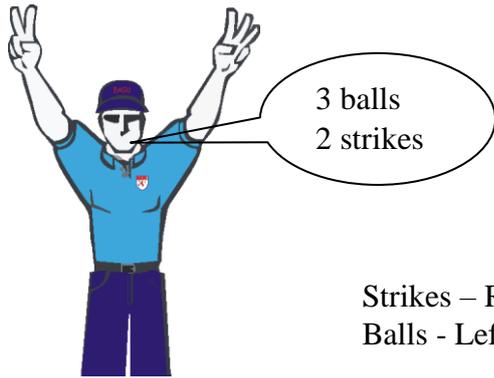
Remember: the fielder may fake the throw, and actually release in an unexpected direction or try a tag.

Handout 6: Signals

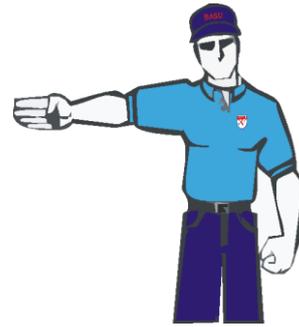




Strike

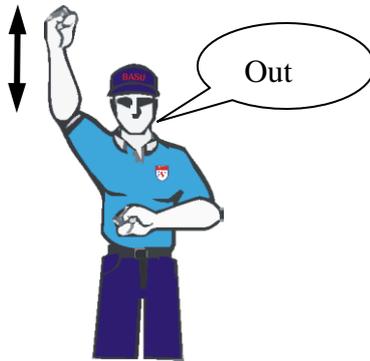


Strikes – Right
Balls - Left

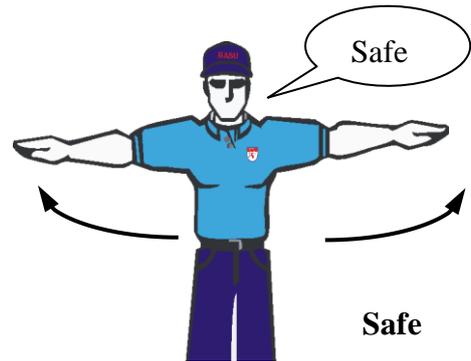


Fair Ball

The Count



Out



Safe



Infield Fly



Delayed dead Ball

BASU would like to acknowledge the use of NCAA original material



Handout 7: New Umpire Reminders

- Are you correctly dressed? BASU cap, BASU shirt (tucked in), dark blue trousers, black socks and black shoes (clean).
- Arrive in plenty of time for your game so that you can check the field for any obstacles or problems.
- Captains Meeting - you should be concise and notify both captains of any problems on field (see above) and go over any ground rules.
- Meeting should be early enough for the game to start on time.
- Get the game started on time. Hustle teams if necessary.
- Do you have the correct balls?
- Confidence - are you prepared? Remember to make your calls loud and clear and all your hand signals visible to all players (remember the outfield).
- Remember to verbalise and indicate the count for balls and strikes when you have either 3 balls and/or 2 strikes because something is going to happen on the next pitch.
- Plate position - are you ready in the slot? Are you ready to follow the ball from the pitch through the strike zone?
- Are you ready to move infield on a play to the appropriate base? Correct angle and distance to make the call?
- Remember the holding zone between 3rd and home if you are not infield.
- Can you remember the base awards?
- Are you looking out for obstruction/interference? Can you remember the difference?
- Remember to call time when no further play is possible. Don't let it drag on. Keep the players moving.
- Hustle the players between the innings. Keep them moving.
- Be firm, be courteous, be confident. Don't be over-friendly during the game. Do not discuss your calls during or after the game with the players.
- Remember you can always discuss things with an experienced umpire after the game.

