Mission Statement

The Board of Directors for Palm Coast Little League is committed to providing the league with a quality umpire program. Our program focus is to recruit, train and schedule umpires to maximize game enjoyment and provide a quality learning environment for our players.
Introduction

Thank you for volunteering to umpire for the Palm Coast Little League. The PCLL could not exist without you and the time you give. This manual has been assembled to help you get started and be used as a reference throughout the season.

All umpires are asked to become familiar with the contents within this manual to promote consistency through the teams and levels within PCLL. Umpires will likely want to seek out additional resources for more detail techniques and strategies. Your comments and suggestions are welcome and encouraged, as your collective experiences captured year after year will truly benefit future teams and ball players.

Umpires are responsible for interpreting and enforcing the rules of play. They rule on the results of each play—for example, an umpire determines when a player is out. Umpires have complete authority over the game. They may eject from the game players, managers, or coaches who break rules of conduct. In the major leagues, a crew of four umpires is assigned to each game. They are stationed at home plate, along the first and third base lines, and in the infield near second base.

PCLL is basically for having fun, but other things go along with the enjoyment. At the end of the season we hope the kids all had fun but they also learned a little more about good sportsmanship, teamwork, honesty, respect for authority, and fundamentals of baseball / softball. As managers and coaches you will be the primary instructors and example setters of these ideals. You are encouraged to seek out help from parents to assist with coaching, score keeping, snack schedules, and other tasks. Feel free to share this manual or pages from this manual with the volunteers helping you.

Have a great season.

Quote: "Any umpire who claims he has never missed a play is...well, an umpire."
Ron Luciano, Former MLB Umpire
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Umpire Quiz

1. The batter hits a sinking line drive to right center. The two outfielders converge...the ball falls into the centerfielder's glove just before the two collide. They both fall to the ground and the centerfielder's glove comes off his/her hand...with the ball still firmly in the glove. The right fielder picks the ball from the glove. **Is the batter out?**

2. The catcher drifts back to catch a lazy pop-up in foul territory. The ball deflects off his/her chest protector and is trapped in his/her mitt against his/her chest. He/she triumphantly holds the caught ball up in his/her mitt for the Umpire to see. **Is this a legal catch?**

3. The batter lifts a short fly ball to center field. The second baseman and centerfielder converge on the pop-up. At the last second the infielder lunges for the ball and deflects it into the umpire. The alert centerfielder catches the ball before it touches the ground. **Is this an out?**

4. There are two outs with a runner on second. Batter hits an inside the park home run. The runner missed the plate and the batter-runner is called “safe” on a close play at the plate. The catcher appeals and the umpire calls the first runner out. **How many runs score?**

5. The batter blasts a long fly ball to left field. The left fielder backs up to the wall and is in position to make the catch when an avid fan knocks his/her soft drink into the fielder's face. The ball falls untouched as the batter-runner advances to third. **Do you allow the runner to stay at third or...do you move him/her back to first or second?**

6. The pitcher takes the mound and begins to pitch with a orange, pink and green mitt along with a red, yellow and blue batting glove on the non pitching hand and a black sweatband on his wrist. **Should the pitcher be allowed to pitch?**

7. Batter attempts to avoid being hit by a wild pitch but the ball hits his bat and rolls into infield. Pitcher picks up the ball and throws to first base. **Is the batter out?**

8. Runner goes far out of base line to avoid fielder trying to field a fair batted ball. **Is the runner out?**

9. Batter steps up to plate as a right handed batter. Pitcher delivers a wild pitch for a ball. While the pitcher is returning to the mound after getting the ball from the catcher, the batter moves to the left handed batting position. **Is this legal?**
Umpire Training 2005

Purpose
- Teach the basic 6 calls (what they are and when they are called).
- What is expected of them while they officiate.
- Inform of updates of rules.
- Instill confidence by demonstrations, practical exercises and video.
- Providing available resources to expand their knowledge of umpiring.

The Role of the Umpire
- The umpire shall be responsible for the conduct of the game in accordance with the official rules.
- Maintaining discipline and order on the playing field during the game and monitoring safety of all.
- Umpiring is a demanding, but rewarding responsibility. The Little League Volunteer assumes self-training and provides a service without which there could not be Little League. Over the years the umpire has earned respect for integrity and devotion to the program.

** NO GAME IS BETTER THAN ITS UMPIRES **

Umpires Authority
- Each umpire has the authority to order a player, manager, coach or league officer to do or refrain from doing anything which affects the administering of the rules and to enforce the prescribed penalties.
- Each umpire has the authority to disqualify any player, manager or coach for objecting to the decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field.
- All umpires have the authority at their discretion to eject from the playing field any person whose duties permit that person’s presence on the field, such as ground crewmembers, photographers, newsmen, broadcasting crewmembers, spectators or other persons not authorized to be on the playing field.

Umpire Creed
I shall not criticize, seek to reverse or interfere with another umpire’s decision unless asked to do so by the umpire making the call.
Duties and Responsibilities

**Plate Umpire (Umpire-in-chief)**
- Take full charge of, and be responsible for, the proper conduct of the game.
- Call and count balls and strikes.
- Call and declare fair and foul balls.
- Make all decisions on the batter.
- Make all decisions except those commonly reserved for the field umpires.
- Decide when a game shall be forfeited.
- Inform the official scorer of the official batting order and any changes in the lineups and batting order, on request.
- Announce any special ground rules.

**Field Umpire**
- Make all decisions on the bases except when plate umpire covers 3rd base.
- Take concurrent jurisdiction with the umpire-in-chief in calling "Time", illegal pitches or defacement or discoloration of the ball by any player.
- Aid the umpire-in-chief in every manner in enforcing the rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

**If different calls are made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief shall determine which call will prevail, based on which umpire was in the best position and which decision was most likely correct.**
Umpire Twelve Commandments

I. Do Not Talk To Players Or Coaches With The Ball In Play.
II. Be Polite To Club Officials.
III. Keep Your Uniform In Good Condition.
IV. Take Your Time.
V. Keep the Game Moving.
VI. Do Not Lose Your Temper.
VII. Do Not Even Up.
VIII. Keep Your Eye On The Ball.
IX. Do Not Call Plays Too Quick.
X. Get Help If Necessary.
XI. Get Into Position
XII. Be Courteous, Impartial, and Firm.
I. **Umpire Purpose**
   A. Ensuring the safety of players.
   B. Enforcing baseball and little league rules.
   C. Exhibiting leadership in game management and sportsmanship.
   D. Establishing a positive environment to maximize a player's experience.

II. **Umpire Uniform**
   A. Clothing
      1. Shoes - No cleats, preferably black athletic shoes.
      2. Socks - Solid black, gray or dark blue.
      3. Leggings – Nylon/lycra or other breathable material for under shin guards.
      4. Pants with black belt - Solid light or dark gray pants/slacks loose enough for shin guards to fit underneath.
      5. Under shirt - Solid dark blue t-shirt or warmer ¾ length.
      6. Athletic supporter and cup.
      7. No jewelry exposed (Watch allowed).
   
   B. Equipment
      1. Shin guards - Secured underpants, straps connected on outside.
      2. Chest protector – Secured under umpire shirt, tight and at base of neck.
      3. Umpire cap - Issued dark blue Umpire caps only! Caps are worn with brim forward under mask.
      4. Mask — put on with left hand holding mask and right hand stretching mask straps behind the head, secured slightly loosely when bent over facing the ground.
      5. Ball bag - Loops connected on pants belt, secured on right side.
      6. Plate brush and indicator.
      7. Red rag - Worn in back pocket of field umpire.

III. **Umpire Responsibilities**
   A. Pre-game
      1. Arrive in uniform 30 minutes before game time.
      2. From 30 minutes to 25 minutes before game time, walk around the field looking for safety hazards.
      3. At 25 minutes before game, have visiting team warm-up for 10 minutes.
4. At 15 minutes before game, have home team warm-up for 10 minutes.
5. From 25 minutes to 5 minutes during warm-ups, meet with umpire partner and review assignments and duties. Inspect bats. No Softball bats allowed. All bats must be 33 inches or shorter metal or wood and maximum barrel diameter of 21/4 inch. Must have "Approved for Little League Baseball" label. Helmet can be of different colors with no "additional stickers, labels or paint" except for the manufacturer's labels.
6. At 5 minutes before game, meet with managers at home plate.
   a. Get two game balls from home team.
   b. Review safety concerns.
      i. Players with athletic supporters and cups.
      ii. No players in dugout doorway.
      iii. Players out of dugout must have helmets.
      iv. No on deck hitters outside of dugout.
      v. No jewelry except for medical bracelets.
   c. Review Game Length.
      i. Time Limits vary by Division:
         T-Ball: 1 hour and 30 minutes
         Minors: 1 hour and 45 minutes
         Majors: 1 hour and 45 minutes
         Juniors: 1 hour and 45 minutes
      ii. No new inning after time limit expires
      iii. Delaying game is unacceptable.
   d. Review courtesy catchers.
      i. Defensive catcher stays out to warm up pitcher if catcher not ready.
      ii. No adult shall warm up the pitcher.
   e. Review bullpen activity.
      i. Catcher must be a player and must be equipped with full catchers gear (mask with throat guard, chest protector, shin guards, athletic supporter with cup and catchers mitt).
      ii. Player with helmet and glove to catch any foul balls heading toward pitcher.
   f. Review ground rules.
      i. Ball under fence or stuck under fence ground rule double.
   g. Review substitutions.
      i. Managers communicate substitutions to home team and visiting team scorekeepers.
   h. Review sportsmanship.
      i. Managers responsible for the conduct of themselves, their players and their fans.
      ii. Notify Home Score Keeper of game time start and call out, "Play Ball".
B. Post-game
   1. Assign sportsmanship ratings for managers, players and fans on official
game score sheet Ratings:
      1 = Unacceptable (needed to warn Manager/Coach, player or fans)
      2 = Normal game (no problems)
      3 = Above normal (Manager/Coaches, players and fans making it enjoyable for all)

IV. Home Plate Mechanics

A. Slot Position
   1. Chin just above top of catchers head.
   2. Chin aligns with inside edge of home plate.
   3. Knees are bent.
   4. Feet are slightly staggered with foot behind batter slightly more forward
      than foot behind catcher - provides angle to see outside corner of home
      plate.
   5. Indicator in left hand.
   6. Calls using right hand.

B. Strike Zone.
   1. The Strike Zone is top of knees to arm pits.
   2. Most importantly - Be Consistent.

C. Timing
   1. Establish timing when making calls.
   2. Always...Pause, Read, React, Do NOT rush calls as something can change
      at the last moment.
D. Common Calls

1. Strike -
   Read pitch, make body upright, loudly call "strike", use hammer motion with right hand.

2. Ball -
   Read pitch, keep body bent down, loudly call "ball" only.

3. Ball and Strike Count -
   Loudly call number of balls and number of strikes, balls are shown on left hand, strikes are shown on right hand, turn so each manager can see count.

4. Outs -
   Loudly call number of outs before each batter, outs are shown on both hands with arms extended from sides.

5. Foul ball -
   Arms outstretched with hands above head, loudly call “foul ball".
6. Time out -
   Arms outstretched with hands above head, loudly call “time”, walk away from back of catcher.

7. Time In -
   Point to pitcher with right hand, loudly call “play ball”.

8. Fair ball - Point to fair territory, do NOT say “fair” - Point Only.
9. Infield fly rule -
Communicate to partner by right index finger in front of brim of cap, partner should respond in-kind.

E. Base Coverage
1. Responsible for home plate (exception: 1st to 3rd) optional.
2. If at third base and play at home plate, ask partner to cover home plate.
3. To make a safe or out call, position yourself at a 90 degree angle and be stationary.

F. Runner on Third
1. With a runner at third base tell the batter to step out of box after each pitch.

G. Warm-up pitches
2. Limited to eight pitches for the start of game.
3. Eight pitches for new pitchers, six pitches between innings or 1 minute, call “balls in” with 2 pitches left.
4. Allow the catcher to throw to second base one time.
V. **Base Mechanics**

A. **Base Coverage**
   1. Responsible for first, second and third base.
   2. No runners on base, position yourself 10-12 feet behind first base next to the foul line in foul territory, in ready position.
   3. Runner on first base, position yourself ¾ between first base and second base and behind the second baseman.
   4. To make a call at first base, watch for foot hitting base, listen for ball hitting glove.
   5. Runner on first base, position yourself for call at second base, make call as repositioning yourself for call at first base.
   6. For a double hit to the outfield, position yourself to the infield watching the runner touch first base, and then position yourself in the infield for the play at second base.
   7. To make a safe or out call, position yourself at a 90 degree angle and be stationary.
   8. If home plate umpire at third base cover play at home plate.
   9. Base runners cannot leave base until pitched ball passes batter.

B. **Timing**
   1. Establish timing when making calls.
   2. Always...Pause, Read, React, Do **NOT** rush calls as something can change at the last moment.

C. **Common calls**
   1. **Safe** -
      Loudly call “safe”, from ready position (hands on knees) arms raise in front of body, extend to the sides, return to raised position in front of body.

*Common Base Call #1*
**Showing “Safe”**
2. Out -
Loudly call “out”, use hammer motion with right arm.

3. Infield Fly Rule –

Infield Fly Situation
Communicate to partner by right index finger in front of brim of cap, partner should respond in-kind.

Remember:
Less than 2 outs, bases loaded or runners on 1\textsuperscript{st} and 2\textsuperscript{nd}.
VI. **Removing Your Mask**

For the Plate Umpire (Also apples to hockey style masks)

Using your Left Hand to grab the mask  
Start from the bottom left corner

Grab the mask firmly while lifting it off of your head and holding it securely.  
This will leave your right hand free to make a call.
Conferences

I. Pre-Game

A. Umpires
   1. Introductions.
   3. Tag-ups/Touches.
   4. Fly Balls to the Outfield.
   5. Fly Balls to the Infield.
   6. Coverage of Third Base.
   7. Live Ball (Restart after foul/dead balls).
   8. Dropped Third Strike (Junior/Senior/Big League Baseball and Softball).
   9. Batted Ball Hits Batter While In The Box.
   11. Umpire Positioning.
   12. Signals.
   13. Ensure the safety of players.

B. Coaches and Players
   1. Inspect Equipment in Both Dugouts
      a. Players
         • No throwing of helmets or bats! (Automatic game ejection)
         • Helmets must be worn at all times for all offensive players on the field.
         • An offensive player, with a helmet, not in the line-up, will retrieve the bats.
         • No jewelry (Except for Medical Alert).
         • Hustle.
      b. Coaches
         • Are all your players properly equipped?
         • No arguing of judgment calls by umpires. (Safe, Outs, Balls, Strikes, Etc.)
         • Do not leave the dugout until time-out is recognized and granted.
         • Cover the ground rules.
Key Communication Terms

1. **Batter**
   “Ball. No he didn’t go.”
   Plate Umpire: Check swings...not a strike...give count.
   "Yes he went"
   Plate Umpire: Check swing...strike, with hand signal...give count.
   "Did he go?"
   Plate Umpire: Left hand pointing to partner.
   "Yes he did" or "No he didn't."
   Base Umpire: Signals both with hand signal(s).

2. **Ball down right field line (90 ft Field)**
   "I’m going out"
   Base Umpire: (1) Trouble ball (2) Fair / Foul (3) Catch / No catch
   "I’ve got the plate" or "I’m at home"
   Base Umpire has gone out and comes back to cover home.

3. **Infield Fly**
   "Infield fly, the batter is out"
   Preventive Umpiring - prevents trick play".
   "Infield fly if fair"
   Make sure runners hear you point straight up and give out signal.

4. **Rundowns**
   "I’ve got it all"
   Plate Umpire: Rundown between third and home with multiple runners.
   "I’ve got this half"
   Plate Umpire in cut out at 1st or 3rd base with rundowns between 1st and 2nd or 2nd and 3rd.

5. **Runner 1st to 3rd**
   "I’ve got third if he comes"
   Plate Umpire; Watch R1 as he turns second...stay in foul territory.
   "I’ve got third"
   Plate Umpire: As play develops at third... be in the cut out.
   "I’m going home"
   No play develops at third.
   "I’ve got the ball"
   Plate Umpire going down third base line on fly ball.
   "I’m on the line" Plate Umpire going down first base line on fly ball and he will not beat third base should runner try to advance.
The Slot Position

The purpose of the Slot Position is to give the Plate Umpire the best possible view of the strike zone while maintaining the correct head position.

**Three things control the proper head position:**
1. The width of the stance.
2. The amount of the squat.
3. Forward body tilt.

The proper slot stance (or view) is achieved by locating your ear off the shoulder of the catcher, between the batter and the catcher. The catcher’s heel controls the feet position of the umpire. The umpires toe, forward foot, (slot foot) is placed just behind and in-line with the catchers heel. The toe of the umpires trail foot should not be further back than the heel of his forward foot.

**HEEL - TOE - HEEL - TOE**

For a right-handed batter the left foot is the slot foot and the reverse is true for a left-handed batter.

The width of the stance should be at least shoulder width apart, wider if necessary to account for the squat. (Wider is Better)

The appropriate squat is when the thighs are parallel to the ground. Anymore squat than this will hinder mobility.

The forward body tilt should be to a minimum to reduce fatigue and instability. You must maintain stability of the upper body.

The correct location of the head height is to not have the chin of the umpire below the top of the catchers head.

With proper head height and correct location of the slot the umpire will have the best view of the strike zone and should maintain a strong, stable working position.
When first setting up for the slot position the umpire should remember that the slot foot goes into position first and the trail foot sets up second. This is often referred to the "A" position of the slot.

While going to the squat posture (position "B") the umpire should move in one crisp movement. Constant eye contact with the pitcher during this "A" to "B" movement is imperative.

Once in the squat position minor head adjustments may be made by slightly tilting the upper body forward. This forward body tilt should be kept to a minimum. As mentioned above, too much forward body tilt will cause fatigue and an inconsistency with the view of the strike zone.

With proper feet placement and correct head height the “proper use of the equipment” is insured. The upper body will be facing both the pitcher and the strike zone.

“PROPER USE OF THE EYES” will develop a good “tracking” of the ball. Every pitch should be followed completely through the strike zone and into the catcher’s glove before making a call.

When working the slot position, the umpire will have the best stance for “Opening the Gate” on passed balls. The consistency of the umpire will improve by repeating this movement and holding a steady head position.

**REMEMBER**
Proper Head Position Is Controlled By:
- The width of the stance.
- The amount of the squat.
- Forward body tilt.

Proper Feet Location:
From the catcher: Heel - Toe - Heel - Toe.

When calling balls, be sure to stay down in the squatted position for ball calls.

When making Strike calls, lock your legs into the "A" position, raise your right fist high in front of you and call "strike.

Finally: After each pitch, learn to step back and relax.
The Slot (Top View)

- Proper use of protective equipment facing front.
- Right hand on or behind the knee.
- Good clearance from the catcher.
- Good view of the outside corner.
The Slot (Front View)

Proper head position is controlled by:
1. Width of stance
2. Amount of squat
3. Forward body tilt

Proper use of protective equipment facing front

Proper head height

Wrist relaxed and forearm wrapped

Nice wide stance shoulder width or greater
The Slot (Side View)
Base Umpire Positioning

Basic Starting Position

- Base Umpire shall stand in foul territory with right foot adjacent to but not touching the 1st base foul line.

- Base Umpire shall position himself approximately 10 — 12 feet behind the 1st baseman.

- Base Umpire shall use discretion in the event that the 1st baseman is playing exceptionally deep and reduce his starting position distance to 5 - 6 feet behind the 1st baseman.

- Base Umpire shall assume the hands-on-knees set position on each pitch.

- Base Umpire shall "settle" into his set position rather than "jump into position."

- Base Umpire shall distribute weight forward in his stance to enhance mobility and agility.

Important Tips:

- Stay alert. You must be ready to help your partner on half-swings, trapped strikes, foul balls in the dirt, and batted balls hitting the batter.

- Do not move your eyes or head in an attempt to follow the pitch "in flight" to the batter. When the pitcher is totally committed to pitch, focus immediately on the plate area.
Common Calls

Obstruction (defensive)

a. The act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction.
(Note: Obstruction shall be called on a defensive player who blocks off the base, base line or home plate from a base runner while not in possession of the ball)

Rule 7.06 - When the obstruction occurs, the umpire shall call or signal "obstruction". If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be out to the bases they would of reached, in the umpires judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any proceeding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.

Interference

a. Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

b. Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

c. Umpire interference occurs, when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or when a batted fair ball touches an umpire on fair territory before passing a fielder.

d. Spectator interference occurs when a spectator reaches out of the stands or goes onto the playing field, and touches alive ball.

e. On any interference the ball is dead.

Foul Tip

a. Is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by a catcher.
Infield Fly

b. Is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied before two are out. The pitcher, catcher and any outfielder stationed in the infield during the play shall be considered infielders.

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched or caught as with any fly ball. If the hit becomes afoul ball it is treated the same as any foul ball.
Baseball Rule Myths

A list of some of the most misinterpreted Baseball rules and their explanations.

All of the following statements are... FALSE

1. **HANDS RULE MYTH** - The hands are considered part of the bat.

   The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base.

   Definitions/Terms: 2.00 PERSON, TOUCH, STRIKE (e)
   Rules: 6.05(e)

2. **RIGHT TURN RULE MYTH** - The batter-runner must turn to his right after over-running first base.

   The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over sliding it.

   Rule: 7.08(c and j)

3. **BREAKING WRISTS RULE MYTH** - If the batter breaks his/her wrists when swinging, it's a strike.

   A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules.

   Definitions/Terms: 2.00 STRIKE

4. **HIT PLATE RULE MYTH** - If a batted ball hits the plate first it's a foul ball.

   The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.

   Rule: 1.05
5. **BATTER BOX INTERFERENCE RULE MYTH** - The batter cannot be called out for interference if he/she is in the batter's box.

The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. The batter is protected while in the box for a short period of time. After he has had time to react to the play he could be called for interference if he does not move out of the box and interferes with a play.

Many people believe the batter's box is a safety zone for the batter. It is not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation.

An umpire must use good judgment. The batter cannot be expected to disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then immediately avoid a play at the plate. However, after some time passes, if a play develops at the plate, the batter must get out of the box and avoid interference. The batter should always be called out when he makes contact and is outside the box.

Definitions/Terms: 2.00 INTERFERENCE
Rules: 6.06(c)

6. **SWITCH BOX RULE MYTH** - The batter is out if he/she switches from one batter's box to the other during an at-bat.

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch.

Rule: 6.06(b)

7. **OVERRUN FIRST BASE RULE MYTH** - The batter may not overrun first base when he gets a base-on-balls.

A batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike. To overrun means that the runners' momentum carried him straight beyond the base after touching it. It does not mean to turn and attempt to advance. Nor does it mean that he stepped over it or stopped on it and then got off of it.

Rule: 7.08 (c) (j)
8. **BUNTING STRIKE RULE MYTH** - If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike.

Rule 2.00 STRIKE
A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment.

Rule 2.00 BUNT
A bunt is a batted ball not swung at, but INTENTIONALLY met with the bat. The key words are "intentionally met" If no attempt is made to make contact with a ball outside the strike zone, it should be called a ball. An effort must be made to intentionally meet the ball with the bat.

9. **FOOT TOUCHES PLATE RULE MYTH** - The batter is out when hitting the ball the batter’s foot touches the plate.

To be out, the batter's foot must be ENTIRELY outside the box when he contacts the pitch and the ball goes fair or foul. He is not out if he does not contact the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box.

Rule: 6.06 (a)

10. **THE TIE RULE MYTH** - Tie goes to the runner.

There is no such thing in the world of umpiring. The runner is either out or safe. The umpire must judge out or safe. It is impossible to judge a tie.

11. **MUST SLIDE RULE MYTH** - The runner must always slide when the play is close.

There is no "must slide" rule. When the fielder has the ball in his possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.

If the fielder does not have possession but is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious.

Rule: 7.08 (a,3)
What kind of Umpire are you?

1. You are sitting in the stands watching the game when you are asked to ump the bases - OH NO!!!

   *Result* - Panic.

2. You attend a clinic or two and you know just enough to be dangerous.

   *Result* - Embarrassment.

3. You attend the weeklong School for umpiring! You go back and show everyone you’re the "rules man". You call the game by the letter of the rule and show your knowledge of the rules.


4. You know your mechanics and rules. You don’t have to prove your knowledge to anyone - you let your umpiring do your talking.

   *Result* - Umpiring becomes FUN!!!
Basic Responsibilities

<table>
<thead>
<tr>
<th>Runners on Base</th>
<th>Plate Umpire</th>
<th>Base Umpire</th>
</tr>
</thead>
<tbody>
<tr>
<td>FAIR / FOUL</td>
<td>ALL fair / foul decisions.</td>
<td>No fair/foul decisions from inside diamond.</td>
</tr>
<tr>
<td>CATCH / NO CATCH</td>
<td>All fly balls in front of pitcher’s mound.</td>
<td>All fly balls to infield except those to infielders &quot;close to and going toward&quot; the foul line.</td>
</tr>
<tr>
<td></td>
<td>Fly balls straight back to the pitcher.</td>
<td>All fly balls to outfield except those to Outfielders &quot;close to and going toward&quot; the foul line.</td>
</tr>
<tr>
<td></td>
<td>Fly balls handled by infielders or out-fielders &quot;close to and going toward&quot; the foul line.</td>
<td></td>
</tr>
<tr>
<td>TOUCHING BASES</td>
<td>All runners touching 3rd except batter-runner.</td>
<td>All runners touching 1st and 2nd.</td>
</tr>
<tr>
<td></td>
<td>No responsibilities for runners touching 1st or 2nd.</td>
<td>Batter-runner touching 1st, 2nd and 3rd.</td>
</tr>
<tr>
<td>TAG-UPS</td>
<td>All tag-ups at 3rd.</td>
<td>All tag-ups at 1st and 2nd.</td>
</tr>
<tr>
<td>PICK-OFFS</td>
<td>No pick-off responsibility.</td>
<td>All pick-offs at 1st, 2nd and 3rd.</td>
</tr>
<tr>
<td>STEALS</td>
<td>Steal at Home only.</td>
<td>All steals at 1st, 2nd and 3rd.</td>
</tr>
<tr>
<td>RUNDOWN</td>
<td>May advance into position to take 1&quot;or3rd end of rundown, if practical.</td>
<td>Total responsibility except when PU assumes one end at either 1st or 3rd.</td>
</tr>
<tr>
<td>PLAY COVERAGE</td>
<td>Limited responsibility at 3rd when no play is possible at home : (1) Runner on 1st only, PU takes play at 3rd on base hit to outfield. (2) Runners on 1st and 3rd PU takes play at 3rd on R1 on base hit to outfield. (3) Runners on 1st and 2nd with less than 2 outs when runner from 2nd is tagging up, PU takes play at 3rd. (4) PU never leaves plate area with possibility of a Time Play.</td>
<td>All plays on the bases with the following exceptions: (1) PU covers 3rd in specified situations. (2) PU covers all plays on the BR when BU goes out. (3) PU assists in rundown, if possible.</td>
</tr>
<tr>
<td>OUT OF PLAY</td>
<td>Responsible for any ball going out of play in the outfield when the base umpire has not gone out. Responsible for any errant throw back in the infield that goes out of play.</td>
<td>Responsible only for ball out of play when he goes out.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Initiates out of play call in the infield area only when PU fails to.</td>
</tr>
</tbody>
</table>
## Basic Responsibilities

### No Runners on Base

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<th>Plate Umpire</th>
<th>Base Umpire</th>
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<tr>
<td><strong>FAIR / FOUL</strong></td>
<td>Any batted ball that settles or is touched before reaching the 1st base bag. &lt;br&gt;Any slow roller that touches the 1st base bag and does not proceed past the bag. &lt;br&gt;All batted balls down the 3rd base line.</td>
</tr>
<tr>
<td><strong>CATCH / NO CATCH</strong></td>
<td>All fly balls to outfield that the BU does not go out on. &lt;br&gt;All fly balls to infielders except those to 2nd baseman or 1st baseman going toward the base umpire.</td>
</tr>
<tr>
<td><strong>TOUCHING BASES</strong></td>
<td>Batter-runner at all bases when base umpire goes out. &lt;br&gt;Batter-runner when tagged before reaching 45 foot lane.</td>
</tr>
<tr>
<td><strong>TAG-UPS</strong></td>
<td>No responsibility for runners touching 1st or 2nd.</td>
</tr>
<tr>
<td><strong>PICK-OFFS</strong></td>
<td>All tag-ups at 3rd.</td>
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<td><strong>STEALS</strong></td>
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Page 32 of 44
Umpire - Coach Relationships

Umpires are an integral part of any baseball program. In order to enjoy the game of baseball, umpires, ballplayers and coaches must have an understanding of the rules. Coaches must accept and respect the role of an umpire as the interpreter and enforcer of these rules.

Umpires should be treated with respect and an awareness of the coach's and umpire's duties and responsibilities relating to game procedures and situations should be established.

The umpire's function is to conduct and control all games in a competent and confident manner. They should always officiate to the best of their ability and along with coaches maintain emotional poise at all times.

It is the coach's responsibility to have control of the players and to prevent unsportsmanlike conduct. Young players often follow the example of their coach; therefore, they should not yell, shout at or berate umpires.

Coaches should be aware of the code of ethics which govern the umpire's behavior. Likewise, the umpiring staff should be aware of the coach's code of ethics.

Coaches, players and umpires are involved in the game of baseball because they enjoy it. We must accept the fact that all of us are going to make mistakes and we must be strong enough to admit that we have done so. This can often serve to eliminate confrontation.

As an umpire, you must remember that coaches do have a right to request interpretation of a call for they represent their players. Give them a moment of your time.

Coaches must accept the fact that not every call by an umpire is going to be in their favor. The umpire may sometimes be wrong, but their decision is final. If you wish to discuss some aspect of the game with the umpires, then be sure to respect them.
Nine Principles of Umpiring

1. **PAUSE, READ, AND REACT (P RR)**
   Read the position of the fielders to help determine the play.

2. **PIVOT**
   Enables you to get into position on the field.

3. **WATCH THE BALL, GLANCE AT THE RUNNERS.**
   Must know when to take your eye off of the ball.

4. **CHEST TO THE BALL.**
   Always Face The Ball At All Times.

5. **ANGLE & DISTANCE.**
   Get As Much Distance As Play Will Allow, Angle First!!!

6. **BE SET.**
   You Must Be Set To See The Play, To Make The Call.

7. **ADJUST.**
   Constantly.

8. **OPEN THE GATE.**
   Know When To Do It.

9. **ECHO YOUR PARTNER.**
   Know Responsibilities; Balks, Overthrows, Time. Knowing these will lead to less Confusion on the Field.
Vulnerable Spots for Umpires
...to Loose Concentration

1. **First inning...**
   Pitcher struggles, you do too. Not mentally prepared.

2. **Two outs in an inning...**
   Cruising along.

3. **After a close play...**
   Refocus.

4. **After an argument/ejection...**
   Your mind is somewhere else.

5. **After a pitching change...**
   Break in the action.

6. **After a big inning...**
   Lose intensity, lose concentration.

7. **After a great or bad call...**
   Thinking about that last call.

8. **During threatening weather...**
   Stay focused, concentrate.

9. **After a rain delay or long delays...**
   Start over mentally prepared.

**NEVER UNDERESTIMATE THE IMPORTANCE OF YOUR LAST CALL OR THE IMPORTANCE OF YOUR NEXT CALL!!!**
Quick Rule Index

2.00  -  Definition of Terms (Interference, Infield Fly, Obstruction)
3.09  -  Managers or Coaches May NOT Warm Up Pitcher
4.03  -  Placement of Defensive Players in Fair Territory
4.06  -  Inciting Demonstrations or Use of Foul Language
3.17  -  Players and Substitutes on Bench in Dugout
4.19  -  Protesting Game
5.09  -  Dead Ball
5.10  -  One Offensive Time-out
6.02  -  Batter Shall Take Position in the Batter’s Box
6.03  -  Batter’s Legal Position
6.05  -  A Batter is Out When
6.06  -  A Batter is Out for Illegal Action When
6.07  -  Batting Out of Turn
6.08  -  A Batter Becomes a Runner Without Liability to be Put Out
6.09  -  A Batter Becomes a Runner When
7.04  -  Runners Advance One Base
7.05  -  Runner(s) Including Batter-Runner Advance Without Liability
7.06  -  Penalty for Obstruction
7.08  -  Any Runner is Out When (Tagged, Out of Baseline, Intentional Interference, Forced,
Touched by Batted Ball, Fails to Slide or Get Around Defensive Player, etc.)
7.09  -  It is Interference by a Batter or Runner When
7.10  -  Any Runner Shall be Called Out on Appeal When
7.11  -  Manager, Coach, Player Interference
7.12  -  Status of Following Runner if Preceding Runner Misses Base
7.13  -  Leaving Early
8.02  -  Illegal Pitches (Call Ball and Warn Pitcher)
8.03  -  Warm-up Pitches (8 Pitches or One Minute of Time)
8.05  -  Balk Definitions
8.06  -  Trips to Visit Pitcher
9.01(c)  -  Safety
9.02  -  Judgement Calls, Appeals to Umpires
9.05  -  Report to League President of Protest, Violations of Rules Within 24 Hours
10.00  -  Scorekeeper Responsibilities and Duties
Fair or Foul Quiz

Before taking the quiz, you will need to refer to the "Playing Field" illustration on page 41. Here you will see a playing field showing the twelve "points" of reference you must see for the quiz.

Once you have completed the entire quiz, you can check with the Chief Umpire for the Answers.

The ruling to each item is either: Fair or Foul.

Keep the following thoughts in mind:

- Do not "read" any more into the situation than what is described.
- Any ball described as traveling from one "point" to the another "point" travels in a direct and straight line, unless stated otherwise.
- Any player described as touching or catching a ball at a "point" on the field does so completely on the spot where the point is located, unless stated otherwise.
- All rulings should be made under "pro" rules.
The Questions

1. The batted ball is lined, without touching the ground, off the pitcher’s kneecap and lands at point 2 and settles at point 10.

2. The batted ball is a line drive that strikes the pitching rubber and lands untouched by any player at point 2 and settles at point 10.

3. The batted ball is lined, without touching the ground, hits the third base bag, touches the ground at point 8 and settles at point 5.

4. The batted ball is lined, without touching the ground, hits the third base bag, touches the ground at point 8 and settles at point 11.

5. The batted ball is a fly ball that lands untouched by any player at point 3, it rolls and settles at point 4.

6. The batted ball is a fly ball that lands untouched by any player at point 1, it rolls and settles at point 2.

7. The batted ball is a fly ball that lands untouched by any player at point 3, it rolls directly to and settles at point 2.

8. The batted ball is a fly ball that lands untouched by any player at point 6, it rolls directly to and settles at point 4.

9. The batted ball is a fly ball that lands untouched by any player at point 6, it rolls directly to and settles at point 2.

10. The batted ball is a fly ball that lands untouched by any player at point 2, it rolls directly to and settles at point 3.

11. The batted ball is a bunted fly ball that lands untouched by any player at point 1, it rolls directly to and settles directly on top of home plate.

12. The batted ball is a bunted fly ball that lands untouched by any player at point 1, it rolls directly to and settles directly on top of the foul line nearby.

13. The batted ball is a fly ball that lands untouched by any player at point 8, it rolls directly to and settles at point 11.
14. The batted ball is a fly ball that lands untouched by any player at point 7, it rolls directly to and settles at point 8.

15. The batted ball is a fly ball that strikes the left foul pole, in flight, after passing over the homerun fence and settles at point 5.

16. The batted ball is a line drive that lands untouched by any player at point 7, bounces and strikes the left foul pole after passing over the top of the homerun fence and settles at point 5.

17. The batted ball is a bunted fly ball that is touched by the first baseman, but not caught, at point 1, it rolls directly to and settles at point 2.

18. The batted ball is a bunted fly ball that is touched by the first baseman, but not caught, at point 2, it rolls directly to and settles at point 1.

19. The batted ball is a line drive that strikes the runner who is leading off of third base at point 12 and settles at point 9.

20. A runner is standing on the third base bag with both feet. He bends over to avoid being hit a the batted ball. His upper body is extended out over the foul side of the line when the ball hits him on the helmet over foul territory.

21. The batted ball immediately strikes home plate, bounces up and hits the batter's arm while still in the batter's box, the ball rolls and settles at point 1.

22. The batted ball immediately strikes the overhang of the backstop directly above home plate, bounces off and strikes the ground at point 2 and settles at point 3.

23. The batted ball is a bunted fly ball that is touched by the third baseman, but not caught, standing at point 9, but the balls fall to the ground and settles right on top of the foul line nearby.

24. The batted ball is a bunted fly ball that is touched by the third baseman, but not caught, standing at point 12, but the balls fall to the ground and settles right on top of the foul line nearby.

25. The batted ball is a bunted fly ball that is touched by the third baseman, but not caught, standing at point 9, but the ball touched his glove as he reached for it over point 12, the balls fall to the ground and settles at point 12.
26. The batted ball is a bunted fly ball that is touched by the third baseman, but not caught, standing at point 12, but the ball touched his glove as he reached for it over point 9, the balls fall to the ground and settles at point 9.

27. The batter bunts a fly ball that is touched by the third baseman, but not caught, standing at point 9. The ball touches his glove as he reaches for it over point 12. Then the balls fall to the ground at point 12 and rolls back and settles at point 9.

28. The batter bunts a fly ball that is touched by the third baseman, but not caught, standing at point 12. The ball touched his glove as he reached for it over point 9. Then the ball falls to the ground at point 9 and rolls back and settles at point 12.

29. The batted ball is a bunted fly ball that is popped straight up and is touched by the catcher, but not caught, standing at point 13. The ball touched his mitt extended out over home plate. Then the ball falls to the ground on home plate and rolls to, and settles at point 1.

30. The batted ball immediately strikes home plate, bounces up, is touched by the catcher standing at point 13 and settles at point 1.

31. The batted ball immediately strikes the ground behind home plate at point 13, the ball then rolls to and settles at point 1.

32. The batted ball immediately strikes the ground behind home plate at point 13, the ball then rolls to and is touched by the first baseman at point 1, he boots it and it settles at point 2.

33. The bunted ball is slowly rolling up the third base line on a smooth artificial turf infield with crisply painted foul lines. The infielders allow the ball to roll to a stop. The ball stops, untouched, with about one third of the ball over the white foul line, and the rest of the ball over the green turf on the foul side of the line.

34. The batted ball immediately strikes the ground at point 12, bounces and hits the third base bag then the ball then rolls directly to and settles at point 8.

35. The batted ball immediately strikes the ground at point 9, bounces and passes directly over the top of, but does not touch, the third base bag, the ball then rolls directly to and settles at point 8.

36. The batted ball strikes the ground at point 12, rolls slowly rolls over to and settles in contact with the third base bag. It comes to rest touching the side of the base facing foul territory.
37. A fly ball is declared an Infield Fly. The ball is allowed to land untouched by any fielder at point 1. Then the ball rolls directly to and settles at point 2.

38. A batted ball strikes the batter's foot while still in the batter's box. Then it rolls to and settles at point 1.

39. A fly ball is declared an Infield Fly. The ball is touched by a fielder at point 2, but is not caught. Then the ball rolls directly to and settles at point 1.

40. A low line drive is not touched by the pitcher. It strikes the second base bag and rolls to, untouched by any fielder, and settles at point 10.
### Umpire Quick Reference Card

**BATTING OUT OF ORDER**

<table>
<thead>
<tr>
<th>At Bat</th>
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</tr>
</thead>
<tbody>
<tr>
<td>• If appeal is made before improper batter completes time at bat. • Proper batter</td>
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</tr>
<tr>
<td><strong>On Base Before Next Pitch</strong></td>
<td><strong>On Base Before Next Pitch</strong></td>
</tr>
<tr>
<td>• If appeal is made after improper batter completes time at bat before next pitch or play. • Proper batter is called out. • Base runner advances due to actions of</td>
<td>• If appeal is made after improper batter completes time at bat before next pitch or play. • Proper batter is called out. • Base runner advances due to actions of</td>
</tr>
<tr>
<td><strong>After Pitch</strong></td>
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</tr>
<tr>
<td>• If appeal is made after next pitch or play. • Improper batter is legalized.</td>
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<tr>
<td><strong>On Base Before Next Pitch</strong></td>
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<tr>
<td>• If appeal is made after improper batter completes time at bat before next pitch or play. • Proper batter is called out. • Base runner advances due to actions of</td>
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</tr>
<tr>
<td><strong>After Pitch</strong></td>
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<tr>
<td>• If appeal is made after next pitch or play. • Improper batter is legalized.</td>
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</tbody>
</table>
Just For Fun

Umpire Heckles
Perhaps the most well known heckle of all time, "Kill the Ump!" was first recorded in Ernest L. Thayer's 1888 poem "Casey at the Bat." Today, possibly because of the legal repercussions of screaming a threat on a mans life, the term is seldom used. The majority of Umpire heckles revolve around a common theme - the Ump is blind. The Professional umpire is not usually within earshot of the bleachers. For this reason heckles must be short enough to bellow, usually not exceeding one line.

1. Sweep the plate! It's the least you can do.
2. You're killing me, blue.
3. Can I pet your Seeing Eye dog after the game?
4. How'd you get a square head in that round mask?
5. Did they stop printing the rulebook in Braille?
6. Pull the good eye out of your pocket.
7. I thought only horses slept standing up!
8. Flip over the plate and read the directions.
9. Wipe the dirt off that called strike.
10. Sure you don't want to phone a friend?
11. You can open your eyes now!
12. Sit down, bus driver!
13. That was a strike in any bowling alley.
14. You flipping coins?
15. Is that your final answer?
16. Take off that welding mask.
17. Lenscrafters called...they'll be ready in 30 minutes.
18. Open your good eye.
19. When your dog barks twice, it's a strike!
20. Next time buy a ticket if you're going to watch!
21. Loose your dog, he's lying to you!
22. Do you get any better or is this it?
23. You're blinking too long!
24. Come on, MCI doesn't make that many bad calls!
25. You should break your cane and give back your dog.
26. You couldn't make the right call if you had a phone book.
27. You couldn't make a call in a phone booth.
28. Move around Ump, you're killing' the grass!
29. Leave the gift giving to Santa!
30. Take out your glass eye and wash it.
31. OK....the next call should be ours.
32. Hey blue, do you feel guilty?
33. Be careful when you back up, so you don't fall over your dog.
34. If the pitcher is throwing too fast for you, we can ask him to slow it down.
35. Your strike zone is a moving target.
36. You're getting better, you almost made the right call that time.
37. Punch a hole in that mask, you're missing a good game.
38. Hey Ump, how can you sleep with all these lights on?
39. If you're just gonna watch the game, buy a ticket.
40. I've seen potatoes with better eyes!
41. Do your sleeping at home ump!
42. Why don't you get your seeing eye dog to call it for you?
43. For a guy that almost works 2 hours a day, you're doing a pretty bad job!
44. Hey blue, if you had one more eye you'd be a Cyclops.
45. Hey Blue, try looking BETWEEN the bars on your mask!
46. You couldn't see the plate if your dinner was on it!
47. Wake up ump, you're missing a great game!
48. Where can I get an application?
49. Shake your head ump, your eyes are stuck!
50. If that pitch were any more inside it would've... (if near his gut) taken out his appendix!... (if near his knee) been arthroscopy surgery!
51. If that pitch were any further outside it would've been in the Stands.
52. Come on, ump! If that pitch were any lower it would be in China.
53. Just 'cause it's a night game, doesn't mean you should be asleep!
54. Those are radio balls he's throwing--you can hear 'em but you can't see 'em.
Appendix A

Revision History

<table>
<thead>
<tr>
<th>Version No</th>
<th>Date</th>
<th>Description of Update</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.0</td>
<td>09/12/03</td>
<td>Initial release.</td>
</tr>
<tr>
<td>2.0</td>
<td>01/23/06</td>
<td>Addition - Fair or Foul Quiz</td>
</tr>
<tr>
<td>3.0</td>
<td>09/06/05</td>
<td>Addition - Basic Responsibilities - Runners on Base</td>
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<tr>
<td></td>
<td></td>
<td>Revised - Basic Responsibilities - No Runners on Base</td>
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</tbody>
</table>

Acknowledgments