

Umpire Training - 11 April 2022

General

Umpires work as a team. Talk before the game, go over who covers what. Look to help your partner.

Home umpire covers outfield catches, fair/foul calls, plays at third and home.

Base umpire covers plays at first and second, runners leaving early.

Make calls loudly and decisively, call only foul balls, just indicate emphatically fair balls, call strikes loudly, balls can be called in normal voice or just indicated.

Safe/out calls should be immediate but can be corrected if there is a dropped catch or throw.

Managers can not appeal a judgement call to the other umpire. You can ask your partner for help if you're unsure of your call. If sure the other umpire's call was incorrect, reverse the call. If not completely sure, let call stand.

Call time when play stops. Don't let runners delay game by faking moves or play-acting on base paths.

Senior League Rules

Batter starts with 1 and 1 count

If 3rd strike is a foul ball, batter gets a courtesy foul. If next batted ball is foul, batter is out.

Double base at first. Runner must cross orange base, if crosses white base runner is out. If there is no play at first, such as on hit to outfield, runner may cross white base as turns towards second base.

Commitment line between third and home. White line in foul territory, if runner crosses this line going towards home they may not return to third. They must continue to home.

Scoring plate is a home plate positioned in foul territory on third base side of the normal home plate. Runners must run to this plate and touch it to score. If a runner runs to and touches the normal home plate they are out.

A runner is out if a fielder in possession of the ball touches the normal home plate before the runner touches the scoring plate.

There are no tag plays at home, the only way a runner is put out is by the fielder in possession of the ball touching the normal plate before the runner touches the scoring plate (a force play).

Outfielders, other than the short fielder, must begin play behind the 160 foot line in the outfield. They may not cross that line until the ball is struck.

No outfielder may throw out a batter-runner at first base on a force play, except the short fielder if they begin play in the infield area.

All fielders except the catcher must begin play in fair territory.

Game time is kept by scorekeeper. No inning may begin after 80 minutes from time game began. Teams will receive a warning when 70 minutes have expired. An inning begins after the final out of the previous inning.

If a game is tied after regulation play (7 innings or 80 minutes invoked after earlier inning) one extra inning will be played. If game is tied after this one extra inning, it is final and recorded as a tie.

A team's turn at bat in an inning is complete after three outs or their scoring 5 runs, regardless of how many outs have occurred, except for the final (typically 7th) inning or any extra inning. In the final or extra inning, a team may score limited runs.

If a team is ahead by 15 runs or more after 5 innings (4 and 1/2 if home team) the game is declared over.

Substitute runners. Players with injuries may request a substitute runner from the Board of Directors. This is not a game time action. Managers will advise the umpires and scorekeepers of players who have approved substitute runners and who that runner is. Absent injury to the substitute runner during the game, that runner will always be the same player and may not also be a courtesy runner for another player during the game. The substitute runner starts from a designated position behind home plate and may not start running until the ball is struck.

Courtesy runners. A runner reaching base safely may request a courtesy runner if they are injured. The courtesy runner will be the player who made the last batted out, unless that player is on base in which case it will be the player who made the previous batted out.

If a substitute or courtesy runner is on base when their turn to bat comes up in the batting order, they are declared out as a batter and remain on base as a runner unless the inning ends by their being declared out.

Base running

Runners may not leave a base before ball is hit, if they do they are out, time called and no pitch declared.

Tagging on fly. Runners may not leave base until fly ball is touched by fielder. If leave base early, they may be put out by a fielder with the ball tagging the base they left or tagging the runner while off base while play continues. If break in play, defense must appeal to home umpire before next pitch for a ruling.

Overthrow. If overthrown ball contacts fence in foul territory, runners get one base at own risk unless ball is put in play by fielder. If ball put in play by fielder, runners advance at own risk until completion of play.

Infield fly. If there are runners on 1st and 2d, or bases loaded and less than 2 out, a fly ball that can be caught by an infielder (including pitcher and catcher) with routine effort should be called "Infield fly, batter is out" and runners may advance at own risk.

If a fielder intentionally drops a batted ball to try to turn a double play, umpire should declare batter out and return runners to the base they occupied.

Runner not on a base hit by a batted ball is out, time called, batter gets first base and no runner advances unless forced. EXCEPTION: if runner is behind the fielder, the ball remains live and play continues.

If two runners occupy the same base, the trailer runner may be tagged out (must be tagged). If trailing runner passes lead runner or makes contact with lead runner, trailing runner is immediately declared out.

On a home run over the outfield fence, all runners score immediately. There is no need for them to touch the bases.

Runners may not run more than 3 feet out of the base line, if they do they should be declared out.

No runner may attempt to dislodge a ball from a fielder or run into a fielder with the ball. A runner who does is declared out.

Obstruction. If a fielder blocks a runner (sometimes happens to runner rounding 1st base), the runner is awarded the base the umpire believes they would have obtained if not for the obstruction. A fielder may not physically or vocally deceive a runner.

Fake tags are not allowed. A fielder may be ejected for a fake tag and the runner is awarded the base the umpire believes they would have obtained.

Interference by runner. After a force out a runner must veer out of the way of play. No waving of arms or blocking the fielder's play is permitted. If a runner interferes with a fielder attempting a play, the following runner should be declared out, resulting in a double play.

Batting

Fair/foul. Ball in air goes past first or third base, where ball lands determines if fair or foul. If fielder touches ball in air, location of ball determines fair or foul, not location of fielder.

Batted ball hitting ground before first or third base, fair or foul determined by where ball is when crosses base. If any part of ball is above base, ball is fair.

Ball hit twice by a batter is foul.

Home plate is fair territory.

Foul tip. Straight back to catcher is a strike, if third strike batter is out (no courtesy foul). If foul ball travels with a visible arc, if caught batter is out.

A third strike foul fly caught for an out, runners may tag up. Treated as foul out.

Catcher's interference. If catcher reaches in and glove gets hit by batter it is a delayed call. If batter or runner put out, batter's team has option to take play or have batter awarded first base and no runner advances unless forced.

If player becomes injured and cannot bat, there is no penalty but they may not re-enter the game.

Batting out of order. If discovered while batter is batting the correct batter assumes the count and continues the at bat. If illegal batter completes the at bat and it is discovered before the next pitch, the correct batter is out. All runners return to base. The next batter in the order bats next and the correct batter misses their turn at bat. If discovered after the next pitch, the next batter is the batter after the incorrect batter. The correct batter loses their turn at bat.

A batted ball intentionally chopped, bunted or partially swung at to gain an advantage, such as to beat out for an infield hit, is a dead ball and the batter is declared out. All runners return to base they occupied at time of at bat.

A ball trapped against the fence is not a catch, same as a ball touching the ground (live if a fair ball).

Pitching

Pitching distance is 50 feet (WSSL rubber in place). Pitcher must have one foot in contact with rubber when releases pitch.

Pitch must be 6 feet above ground, but not more than 12 feet high. If too low or too high, umpire should call "illegal pitch." If batter swings at illegal pitch it counts. If batter does not swing, pitch is a ball. Illegal pitch must be declared while pitch is in air, not after pitch is complete.