

## B.C. Little League District 1 UMPIRE CLINIC

Introduction – Instructors – Sessions A B C D

A – umpire SIGNS and overview of basic RULES

B – working the PLATE

C – working the BASES

D – discussion of rare RULES

### SESSION A:

#### SIGNS used by UMPIRES

SET POSITION – on the bases – at the plate

CALLS – OUT / SAFE / TIME / FOUL BALL

STRIKE / BALL / “Batter Up” / “Play (ball)”

FOUL TIP / FAIR BALL (quiet)/ INFIELD FLY

COUNT / OUTS / TIME-PLAY / OBSTRUCTION

Pointing & Verbalizing - Emphasize your decision

#### BASIC RULES

CATCH = secure possession

= complete control

= voluntary release

“in the act of throwing”

“must survive the crash”

FOUL TIP = sharp & direct to catcher’s mitt

= caught by the catcher

= could be hits mitt first then caught

= is a strike and ball is alive

= runners are in jeopardy

INFIELD FLY = fair fly ball

= “INFIELD FLY – BATTER OUT” (=, “IF FAIR”)

= ordinary effort by player in infield

= runners at 1 & 2 or bases loaded

= less than two out

= runner hit by I/F on base is not out!

#### ILLEGAL PITCH

= pitcher’s pivot foot not in contact rubber

or = quick pitch or = balk equivalent (LL!)

BALL called, unless batter gets on base.

#### DELAYED DEAD BALL SITUATIONS

DEAD BALL – RUNNERS ADVANCE 1 base

DEAD BALL – RUNNERS RETURN

DEAD BALL – RETURN unless FORCED

TWO-BASE AWARDS from TIME of THROW

TWO-BASE AWARDS from TIME of PITCH

## **SESSION B:**

### **WORKING THE PLATE**

- Equipment
- How Close to the Catcher – feet positioning
- Height – no lower than top of catcher’s head
- Slot – between batter and edge of plate
- Strike zone
- STRIKE CALL – rise and speak – Strike 3!
- BALL CALL – down and speak – Ball 4.
- Calling FAIR & FOUL – straddle the line
- CATCH / NO CATCH. “Out”/”No Catch”
- CLEARING THE BAT – for safety at Home
- OPENing the GATE – for Passed Ball & WP
- POP-UPS behind the plate (open the gate)
- PLATE UMPIRE has 3<sup>rd</sup> on 1<sup>st</sup> to 3<sup>rd</sup> play.
- 3-foot line
- Plays at home plate – positioning
- CALL ALL FLY BALLS – infield/outfield
- Work with Partner – Infield Fly:Count:Outs
- Consult with Partner – “what did you see?”

You are in control of the game: from line-ups exchanged or first pitch to everyone leaves field.  
Be polite and firm. Resolve all questions: consult rules/your partner if necessary – avoid Protests.

## **SESSION C:**

### **WORKING THE BASES – 2 Umpire System**

**POSITION A** – bases empty – down foul line

10-15 feet from first base. Set position/Ready to move into 90 degree angle to make call 1B.

Ready to move into infield and pivot to follow the batter/runner wherever he/she goes.

**POSITION B** – runner on 1<sup>st</sup> only – between 1<sup>st</sup> and 2<sup>nd</sup> at the outfield grass behind 2<sup>nd</sup> baseman.  
Ready to Call out/safe/steal/double play/pick offs.

The **WORKING AREA** for base umpire is that area just behind the pitching mound. This is where you should be when ball is in outfield and you are waiting and watching for return of the ball. From there you can move toward the base where the action is likely to be. Remember, when in B position, the batter/runner is yours, the runner on 1B is the plate umpire’s to call at 3<sup>rd</sup> base.

**POSITION C** – between 2<sup>nd</sup> and 3<sup>rd</sup> behind the shortstop at the edge of the outfield grass. Watch for tag-ups at 1B & 2B. (Plate umpire has 3B).

Move to the **WORKING AREA** on a hit to the outfield – and follow the runners to ensure they touch each base, and be ready to call play at the base where the ball is heading from the outfield.

**DOUBLE PLAY MECHANICS** – Set Position.

**MULTIPLE PLAYS** on the BASES – remember

that the **WORKING AREA** is where you should be!! Watch out for Plate Umpire and HIM telling you where he is going – “I’ve Got 3<sup>rd</sup>” – “I am going HOME”. (avoid double calls!)

## SESSION D:

### RARE RULES

#### INTERFERENCE

Defensive by Catcher – Optional Play by Coach

Offensive by Runner / Coach– TIME – OUT and place

Umpire – behind the plate or in the infield (rare)

Spectator – in the field of play – TIME – judge

INTERFERENCE continued                      OUT/not OUT

BALL hits runner:

Before TOUCHING any infielder              YES

After TOUCHING any infielder              NO

Before PASSING any infielder              YES

After PASSING any infielder              NO

Except if another infielder had opportunity to field

#### OBSTRUCTION

Batter/Runner before reaching 1B – TIME – then

make award for B/R and other runners on base

On Obstructed Runner – TIME – then award/place

OTHERWISE – Let the Play Proceed after “sign”

All runners will advance or return by umpire

judgment – how far would each have gone but for the obstruction that occurred.

LEADOFFS – use FLAG – penalty by plate ump

APPEAL MUST be before next pitch, play or  
Attempted play (Appeal is not a play)

BALL MUST BE ALIVE

TAG RUNNER or the BASE

ONCE on same runner at same base

CAN RESULT in a 4<sup>th</sup> OUT.

HOW MANY RUNS SCORE ON APPEAL? (leadoff may also hamper how many runs score)

If APPEAL causes FORCE for 3<sup>rd</sup> OUT – ZERO

Or ALL AHEAD of APPEALED RUNNER called OUT would SCORE.

BATTING OUT-OF-TURN (Appeal Play)

ALWAYS – the PROPER BATTER is OUT.

The Next Batter is the One after the Proper Batter.

Runners that moved due to batter’s action go back.