

SCC Softball - Umpires' Clinic 10-16-17

Welcome - Ed

I. The Umpire - Ed assisted by Tom & Joe

A. Characteristics

1. Fair and impartial.
2. Will always give best effort.
3. Possess knowledge to do the job.
4. Ability to control the game through calmness and patience.
5. Ability to perform in the background rather than the spotlight.

B. Duties

1. Pregame

- a. backup ball.
- b. rag for cleaning ball.
- c. broom.
- d. walk agreement between managers.
- e. indicator, scoreboard or manual.

2. During game

- a. Correctly apply the rules of the game.
- b. Lightning/environmental concerns.
- c. Injuries and stoppage of play.

3. Postgame

- a. Return game ball to rack
- b. Return indicator
- c. Verify score and sign scorebook.

II. Common plays and calls we all can agree on..... or not. Joe (main) assist - Ed, Tom

- A. A runner may legally tag up after a fielder catches the fly ball.
- B. On force outs, ties go the runner.
- C. A batter who hits an over the fence home run does not have to "run it out."
- D. The home plate ump has the final decision on all disputed calls.
- E. If managers agree, certain game rules may be modified for that game only.
- F. A batted ball hitting a base can be fair or foul depending on where it ends up.
- G. If a player in fair territory touches a fly ball over foul territory, the ball is fair.
- H. If a batter loses control of his bat in the 1st inning and it hits the catcher or umpire, the batter is out and may be ejected.
- I. The batter-runner must turn to his right after over-running first base.
- J. If a batted ball hits the plate first it's a foul ball.
- K. The batter may not switch batter's boxes after two strikes.
- L. The batter who batted out of order is the person declared out.
- M. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.

III. Appeals, Protests and Umpire Judgment Tom (main) Assist - Joe, Ed

1.1 • APPEAL PLAY

An appeal play is a play on which an umpire may not make a decision until requested by a **manager, coach or player**.

A. Types of appeal plays:

1. Missing a base.
2. Leaving a base early on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (umpire's judgment).
5. After the third out in order to nullify a run.

1.52 • PROTESTS

A. Only **managers or acting managers** may notify the umpire of their intent to protest. The only basis for protest is "misinterpretation of a playing rule."

B. Protest of a misinterpretation of a playing rule must be made before the next pitch or if on the last play of the game, before the umpire leaves the playing field.

10.1 D. An umpire may consult with his partner at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpire.

10.4 • UMPIRE'S JUDGMENT

There shall be no appeal of any decision of any umpire on the grounds that he was not correct in his decision that a batted ball was fair or foul, a base runner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a **player or coach** to be ejected from the game. No decision of an umpire shall be reversed, except when he is convinced it is in violation of a rule. If the **manager, captain**, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his associate, nor shall any umpire criticize or interfere with the duties of his associate, unless asked to do so.

IV. Positioning

V. Questions and answers