



Umpire Training & Information Resources

Reducing the margin of error.

1. Positioning + Timing = Good judgment.

2. Pause, Read, React

3. Priorities: Fair/Foul-Catch/No Catch

4. Angle First, then Distance

5. Play= Ball and Runner

6. Watch the ball, glance at runners

7. Settle in

8. Open the Gate

9. No Tunnel Vision!

10. Be stopped for all plays

11. Relax, Concentrate, Hustle

12. TIMING, TIMING, TIMING!!

Basic Mechanics

I. Set Positions

A. Basic Set Position

1. Feet - Shoulder width or wider. Right foot slightly back.
2. Hands - On knees.
3. Shoulders - Squared off to base or play.
4. Head and Eyes - On field, base or play.

B. Standing Set position

1. Same as basic set position except you are in a standing position, arms at sides, Knees slightly bent.

II. Out and Safe Calls

A. Out Call

1. From a set position, right hand extends out as if to shake someone's hand, and continues upward to a right angle with closed fist slightly forward from the body.
2. Body - Straight up with knees slightly flexed. Weight aggressively forward.
3. Voice - To be coordinated with closed fist, "HE'S OUT!"

B. Safe Call

1. From a set position, stand and extend hands straight out in front of body. In a continuous motion, spread hands out to the sides, arms parallel to the ground.
2. Voice - To be coordinated with the outward extension of the arms, "SAFE!"

III. Fair and Foul Calls

A. Fair Signal

1. Step and point inside the diamond with the inside arm.
2. Head and eyes stay on ball.
3. NO VOICE!

B. Foul Call

1. Raise hands above head as in the "TIME" signal and yell, "FOUL!"

- C. Both fair and foul calls require you to be stopped straddling the foul line.

IV. Catch / No Catch

A. Catch

- 1. Standing set position.**
- 2. Normal out signal.**

B. No Catch

- 1. Standing set position.**
- 2. Normal safe signal, yelling, "NO CATCH!" and repeating two or three times, as is necessary.**

C. Balls that are hit close to the foul lines, point fair or foul first, then catch or no catch.

Priorities

- 1. Fair or Foul**
- 2. Catch / No Catch**
- 3. Everything else**

JURISDICTION: NO RUNNERS

PLATE UMPIRE

Fair/Foul

- *Any batted ball that settles or is touched before reaching 1st base.**
- *All batted balls down the 3rd base/Left field line**

Catch / No Catch

- *All fly balls to the outfield that the base umpire does not go out on.**
- *All fly balls to the infield, except line drives to the 2nd baseman straight in or towards the base umpire, or line drives to the 1st baseman.**

Touching Bases

- *Batter-runner at all bases when base umpire goes out.**

45- Foot Lane

- *Responsible for all interference calls.**
- *Batter-runner when tagged before reaching 45-foot lane.**

Out of Play

- *Responsible for any balls going out of play in the outfield when the base umpire has not gone out.**

JURISDICTION: NO RUNNERS

BASE UMPIRE

Fair/Foul

- *Any batted ball that touches the 1st base bag.
- *Any batted ball that bounds beyond the 1st base bag.
- *Any fly ball near the right field line.

Catch/No catch

- *Any fly ball to center, right center, or right field that is a problem ball.
- *Line drives to the 2nd baseman straight in or towards the base umpire
- *Line drives to the 1st baseman.

Touching Bases

- *Batter-runner at 1st, 2nd, and 3rd bases when base umpire does not go out.
- *Batter-runner at home plate if possible after base umpire has gone out and returned.
- *Batter-runner being tagged after reaching the 45-foot lane.

45-Foot Lane

- *Base umpire has no responsibility for calling interference in the 45-foot lane.
- *Has full responsibility of calling all swipe tags at 1st base. DO NOT ASK FOR HELP!

Out of Play

- *Responsible only for balls out of play when he has gone out.

JURISDICTION: RUNNERS ON BASE

PLATE UMPIRE

Fair/Foul

***Responsible for all fair/foul decisions.**

Catch/No catch

- *All fly balls in front of the base umpire (imaginary box.)**
- *Fly balls handled by any fielder going towards and near the foul lines.**
- *Any fly balls in foul territory.**

Touching Bases

- *All runners touching 3rd except the batter-runner.**
- *All tag-ups at 3rd base.**

Pick-Offs/Steals

- *No pick-off responsibility.**
- *Steal of home only.**
- *Can help out on rundowns at 1st or 3rd if possible.**

45-Foot Lane

***Responsible for all interference calls.**

Out of Play

***Has responsibility for all balls going out of play in foul territory.**

Covering Bases

- *Will help out on plays at 3rd: a) In 1st to 3rd situations and b) In tag-up situations with runners on 1st and 2nd.**
- *Stays at home in any time play situation (runners in scoring position and 2 outs.)**

JURISDICTION: RUNNERS ON BASE

BASE UMPIRE

Fair/Foul

***No jurisdiction for any fair or foul call.**

Catch/No catch

***All fly balls to the infield that are behind the base umpire, except those which take any fielders near the foul lines.**

***All fly balls to the outfield except those which take any fielders near the foul lines.
(Ron Barnes 80/20 rule.)**

Touching Bases

***All runners touching 1st and 2nd.**

***Batter-runner at 1st, 2nd, and 3rd.**

Tag-Ups

***All tag-ups at 1st and 2nd.**

Pick-Offs/Steals

***All pick-offs at all bases.**

***All steals at 1st, 2nd, and 3rd.**

***Has all rundowns until plate umpire can get into position to help.**

45-Foot Lane

***Has no responsibility for making interference calls.**

***Has full responsibility for all swipe tags at 1st base, DO NOT ASK FOR HELP!**

Covering Bases

***Always has the first play in the infield.**

***All plays on the bases except when the plate umpire covers 3rd or an end of a rundown.**

Out of Play

***Responsible for balls going out of play in fair territory, providing there is no fair/foul possibility.**

PLATE MECHANICS

Head Height

- *Umpire's chin at the top of the catcher's head.
- *If your too high, the angle of attack of your eyes will be too steep.
- *If your too low, you will get blocked by the catcher's head.

Slot Position

- *Umpire's ear on point of catcher's shoulder.
- *Set up this position while in your relaxed/ready position.

Position of Feet

- *Heel-Toe

Timing

- *Strive to let catcher receive ball before making up your mind. Let your brain develop the picture that your eyes just took.

Voice

- *Coincide your voice with your strike mechanic, this will appear more aggressive.
- *Bring your voice from your diaphragm.

Mechanics

- *Use one full motion.
- *Stand all the way up, especially if you are not very tall.
- *Use a crisp, aggressive signal. Snap it off, don't be lazy.

Use of Equipment

- *Indicator in left hand.
- *Lead foot straight at pitcher. (Shin guard.)
- *Shoulders and head level and square to pitcher/slot. (Chest protector.)

Judgment/Consistency

- *Timing, timing, timing.
- *Call strikes.
- *Relax and concentrate.

Aggressiveness

- *Have some bounce in your step.
- *Good strong voice.
- *Keep chin up.

Body Language

- *Stay aggressive. Stand straight.**
- *Remember the poker face, don't let your mistakes show.**
- *Don't act bored, even if you are.**

Proper use of eyes

- *Don't stare.**
- *Relax your eyes and follow the pitch to the glove.**
- *Use your eyes and not your body or head.**

Half Swing Mechanics

- *Step away from the catcher.**
- *Point with your left arm.**

ANGLE/DISTANCE

In umpiring, regardless of how many umpires there are, getting the proper angle is the most important part of positioning. Angle is extremely important in the 2 man system. Many times, in the 2 man system, you will find yourself farther away from a play than you'd like. In these instances angle is crucial. It is much better to have a good angle, and be farther away, than to have a bad angle and be close.

Plays at 1st.

The base umpire will try and achieve a 90 degree angle to the throw and take a position 20-25 feet from the bag. (An easy way to achieve the 90 degree angle is to run directly at the fielder fielding the ball.)

Be careful not to over-run your angle. When you over-run the angle at 1st base, your view of the bag can get blocked by the 1st baseman. We would rather see you be a little short of your angle than overshoot it.

Watch the fielder field and throw the ball to 1st. Read the throw. When you know the throw is true, pull your eyes ahead of the ball and on to the bag. Watch the batter-runner's foot hitting the bag, and listen for the ball popping in the 1st baseman's mitt. The play is called by sound. Use your timing and let your brain develop the picture that your eyes and ears just took.

If the throw is off line, you must try and develop an angle for a possible swipe tag. To do this, take a step towards the foul line. (You'll only have time for one.) Watch the 1st baseman tag the runner, and wait... see if he drops or juggles the ball. Timing on swipe tags is critical.

Remember, you must be set before the play at 1st happens. This means that you must be getting set while the ball is being thrown to 1st base. If you wait too long, the play will happen while you are still moving and will "explode" on you.

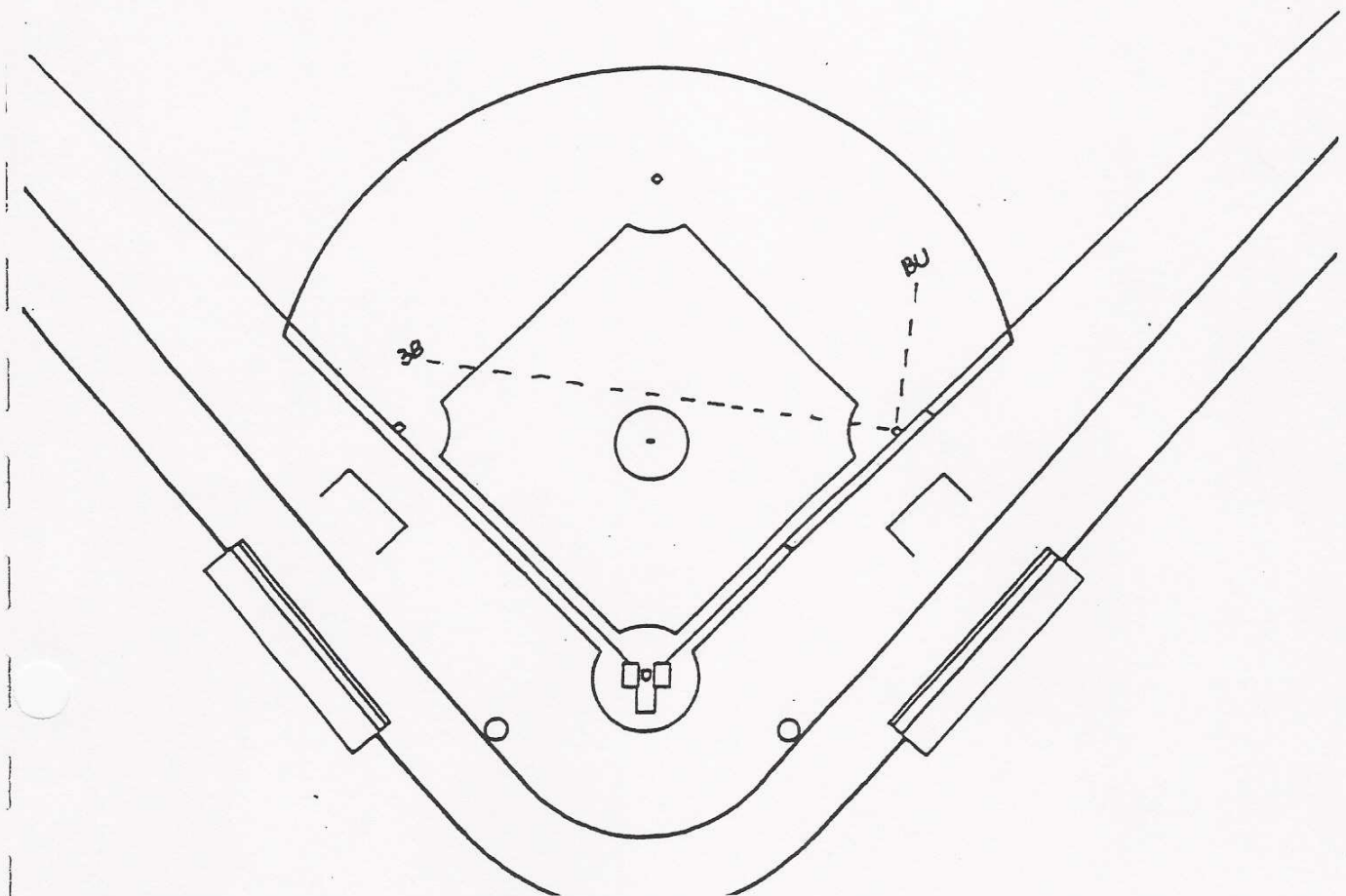
The base umpire will try and move into fair territory on as many plays as possible. The only times to move into foul territory are when the 2nd baseman is giving you pressure, and possibly when the ball is hit to the 1st baseman and bringing him into you. By staying in fair territory, you are already a step ahead, and can get into the diamond much easier if you need to.

Pitcher covering.

With balls hit to the 1st or 2nd basemen, and the pitcher covering 1st, the best position is still in fair territory.

From fair territory, you have a much clearer view of the 1st base bag and the pitcher's foot as he tries to touch the bag. (Pitchers generally try and touch the inside edge of 1st base, and from foul territory the bag can block you out.)

From fair territory you also have a great view of any tag that may be made by the pitcher as he runs to the bag.



Base Umpire Positioning

No Runners

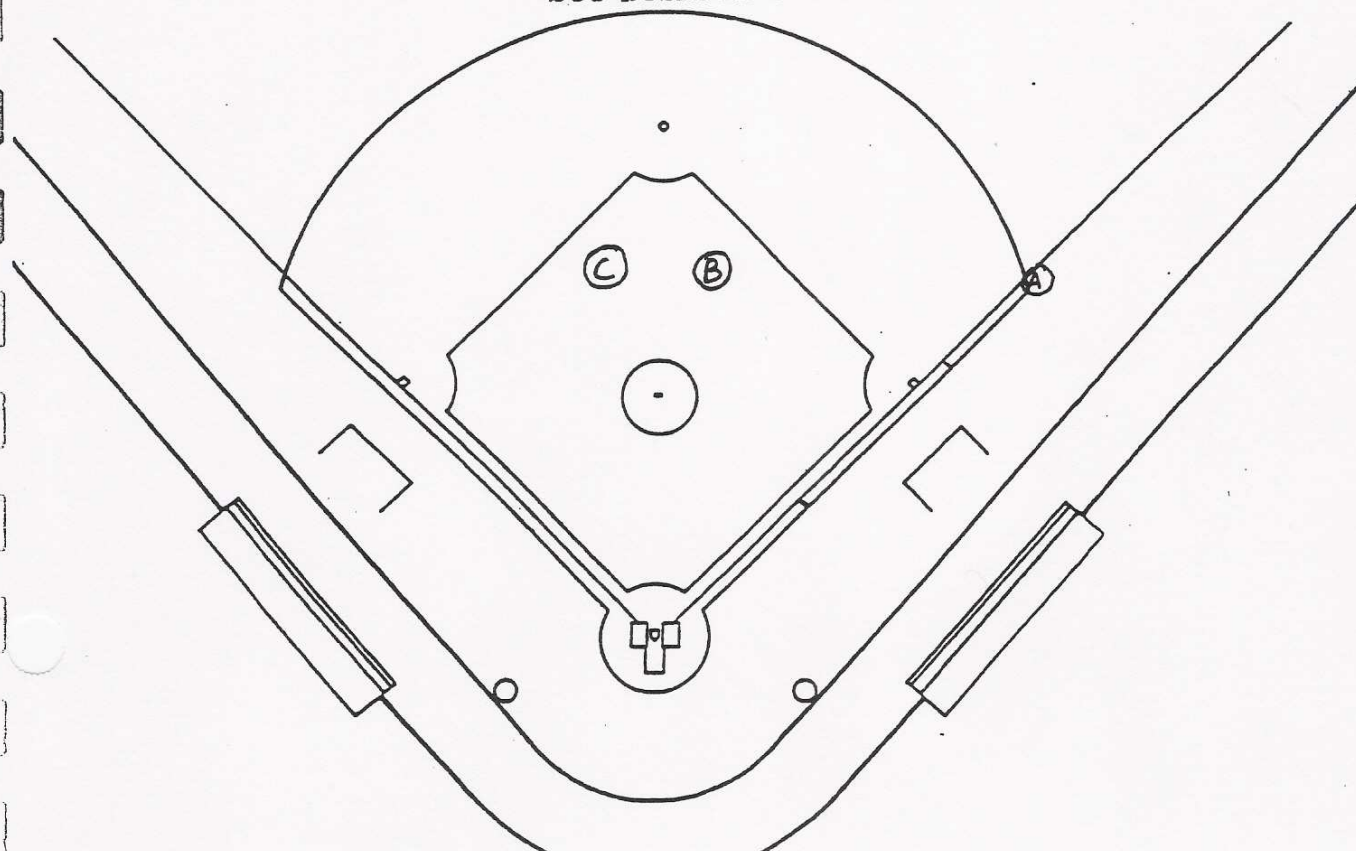
- *Take a position, with both feet in foul territory, approximately 10-15 feet behind the 1st base man.**
- *Key off the 1st baseman. If he plays back, you may have to shorten the distance. If he plays up, you may have to lengthen it.**
- *See position A below.**

Runners on 1st 1st and 3rd

- *Take a position on the 1st base side of the mound, on a line from home plate tangent to the pitcher's mound, and midway between the back edge of the grass of the mound and the cutout at 2nd base.**
- *Square off to home plate.**
- *See position B below.**

All other runner Combinations

- *Take a position on the 3rd base side of the mound, on a line from home plate tangent to the pitcher's mound, and midway between the back edge of the grass of the mound and the cutout at 2nd base.**
- *Square off to home plate.**
- *See position C below.**



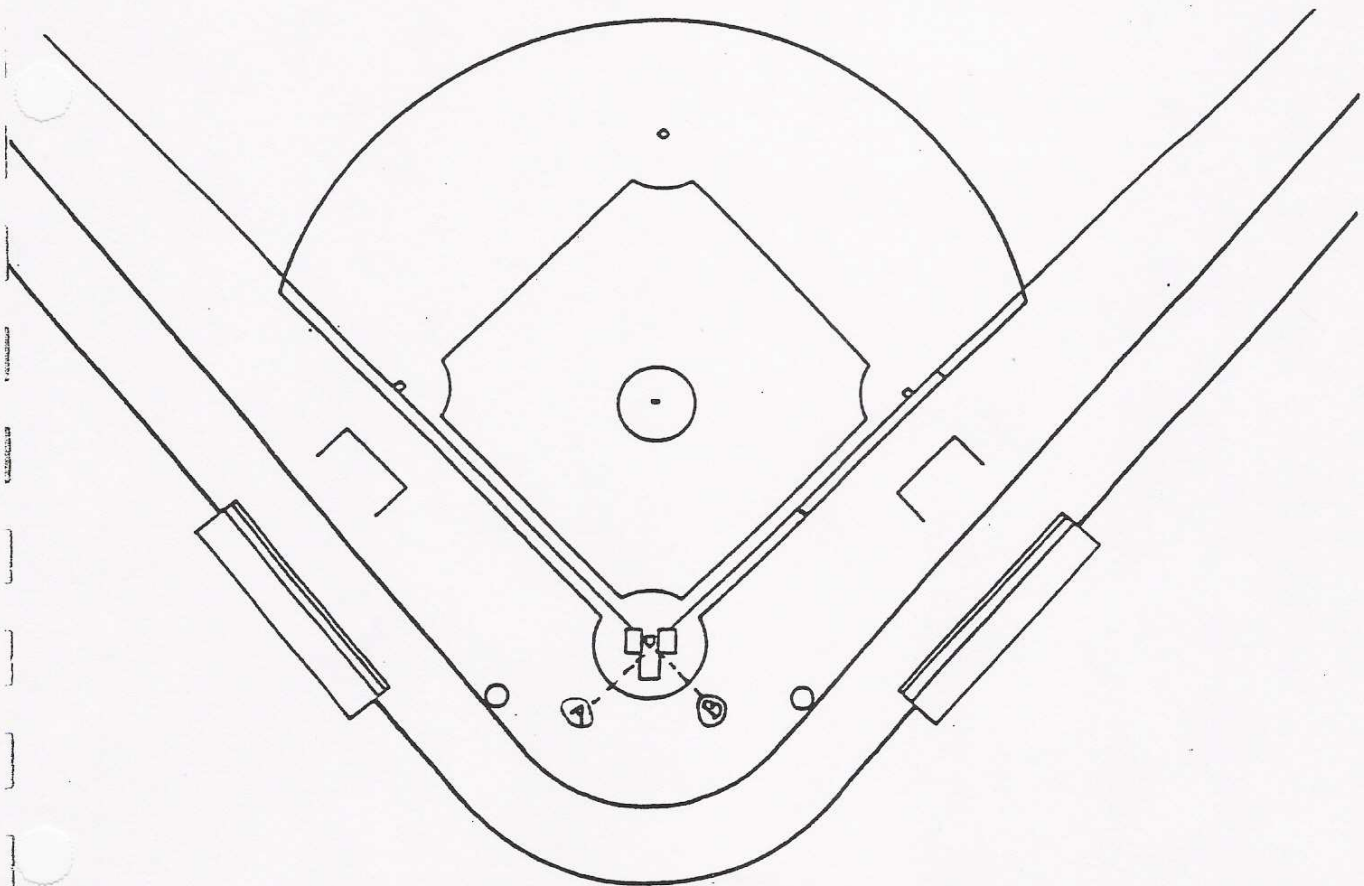
Plays at the Plate

Take plays at the plate by starting at the point of home plate, and moving either to the 1st base line extended (position A) or the 3rd base line extended (position B) depending on the throw.

If the throw is true, and causes the catcher to block the plate, the best position is the 1st base line extended.

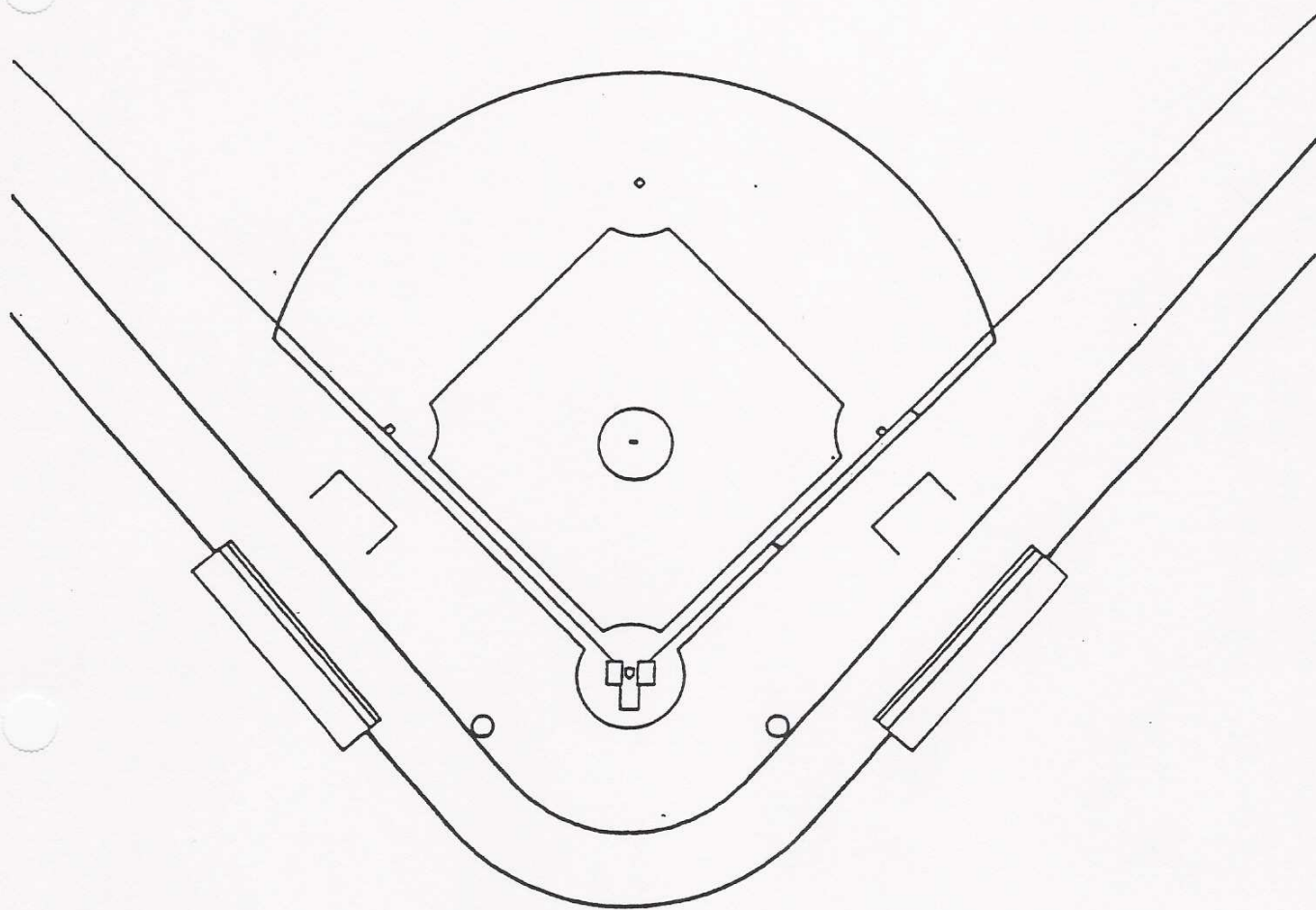
If the throw is off, and takes the catcher up the line and away from the plate, it probably will result in a swipe tag. In this case the best position is the 3rd base line extended.

The chance of a swipe tag at home plate is always very high. Throws that are "right on the money" are few and far between. Be aware, and be ready to move. Remember, even though you might have to move, you must be stopped when the play happens.



Harvey's Rules of Thumb

- 1. The 20 second rule.**
- 2. Look at the bag on steal plays.**
- 3. Look at the glove on trap balls.**
- 4. If it makes you suck air, relax and call it a strike.**
- 5. The slot is your friend.**
- 6. If you can't tell that it's definitely foul, call it fair.**



Managers: How to Argue

By Jay Miner

I hope I'm wrong, but I don't think many managers or coaches read my columns. Nonetheless, this article shows managers and coaches how to successfully argue. I've always believed a manager or coach who is familiar with the rules and umpiring procedures could "steal" a win or two during a season.

Umpires, please don't think I've gone over to the other side. I realize most of my readers are umpires, so this column is for you, too. I've included helpful information under, "Special instructions to umpires."

I hope that this article will keep managers and coaches from annoying umpires with unreasonable arguments, crazy questions, absurd comments and inane requests. Perhaps you may want to slip a copy of this article under your "favorite" manager's or coach's door.

In high school and college play, the person in charge of the team is designated as "head coach." At most other levels, the person running the team is called "the manager." In this article, for the sake of simplicity, the term "manager" will mean manager or head coach.

Here are my recommendations for managers on the 12 rules of how to argue:

1. Decide who is the manager. Whatever the level of play, each team must decide who will be the official manager and team spokesperson when a discussion with game officials is necessary. It's unprofessional to have two, three or four different people enter discussions or arguments with umpires. It's unfair and unacceptable for different assistants to discuss or argue plays during the game. Only the manager should have meaningful conversation with the umpires. That way, no information will be lost in translation. If a base coach — who is not the manager — begins to argue a play, you (the manager) must immediately enter the field and assume the role of team spokesperson.

Special instructions to umpires: Always find out who the manager is before the game begins. If a team announces it has co-managers, ask who will be the "speaking manager" for the game. Never allow a bench coach, pitching coach, batting coach, scorekeeper or other assistant to enter the field and participate in an argument. When a play occurs at his base, the base coach is entitled to briefly address an umpire. However, any further discussion must be with the manager. Never, for example, allow the coach at third base go over to argue a play at first. Never permit a team to "gang up" on you or your partner with two or more individuals joining an argument.

2. Request "time." Always formally request time before entering the field to discuss a play with an umpire. Never charge an umpire or wildly race onto the field.

Special instructions to umpires: If all playing action is over, don't ask a normally approaching manager if he's formally requested time. For example, I've worked with umpires who authoritatively exacerbate a situation by admonishing a manager entering the field with, "Have you called time?" That nitpicking technique only postpones the inevitable argument and further angers the manager. Providing the manager hasn't charged onto the field inappropriately or during playing action, don't make a scene. If you have concerns that the players will start playing during the argument, call time yourself. In most cases, expecting a manager to officially request time is nitpicking and unnecessary.

Don't hold up your palm and tell a manager, "Don't come out here on that play." Though you may not agree, tradition allows the manager to question your call. How are you going to respond to a manager who says, "Well, I want to protest your ruling"? You're going to have to permit the manager on the field. Rather than delay the manager, use that time to think about what happened and prepare your rebuttal.

3. Go out if you want, but do go out. If you are unhappy with an umpire's call, tradition says it's permissible to enter the field to discuss the play. However, you must go directly to the umpire to ask about the play. Do not, for example, move to a baseline and yell or gesture toward a base umpire with whom you disagree. Don't try to

show up an umpire with inappropriate tactics.

Special instructions to umpires: If the manager moves to the foul line and shouts or gestures at your partner on the bases, you, as the plate umpire, must intervene immediately. Assertively tell the manager to go out and talk to your partner or leave the playing field. Never permit a manager to show up a fellow official. Remember, the next time it could be you.

4. Go to the proper umpire. If you disagree with a judgment call or rules decision, request time and discuss the play with the umpire who made the call. Astonishingly, many managers enter the field and complain to an umpire other than the one who made the call. Have the courtesy to talk to the umpire who made the call.

Special instructions to umpires: If a manager complains to you about a call made by your partner, immediately direct the manager to talk to the umpire who made the call.

5. Don't complain to an umpire between innings. If you believe a situation is worthy of argument, make the complaint immediately after the play occurs. It's weak to complain between innings about something that's history.

Special instructions to umpires: In most situations, it's best to avoid talking about plays with a manager between innings. Between innings, the base umpire should immediately take a position in the neutral zone — on the grass in short right field. Most managers won't walk to the outfield between innings to discuss a previous play.

If an annoying manager approaches you about a perceived technicality or questionable complaint about the other team, invite the opposing manager to join the discussion. That technique effectively ends most unfounded grievances.

All umpires should avoid any unnecessary eye contact with managers. Often approval-seeking umpires encourage managers to complain by making themselves too approachable.

6. Ask the umpire to request help. It's OK to ask the umpire to request help from a partner on a play. On certain plays, it's good umpiring to ask for help — on other plays, it's a bad idea. Frequently umpires seek assistance from the other official on a pulled foot, a swipe tag or when a ball is dropped out of the view of the calling umpire.

However, the decision to go for help rests with the umpire who made the call. Just because you ask, the calling umpire is not required to get assistance.

Special instructions to umpires: Asking for help, except in very rare instances, is not good umpiring, especially when the play occurs on the side of the diamond you are positioned. Don't be stampeded by a manager to go for help you don't need. Strive to get your own calls and get them right.

Why would you think an umpire 100 feet from the play saw it better than you did? Don't cop out by saying you were blocked out. By properly reading the play with the "pause, read and react technique," you will seldom be blocked out. If you are legitimately blocked at the last instant, make your decision based on the information you have. (Was the ball there first? Was the tag down? Was the fielder in the runner's way? Was the runner in the fielder's way?)

If you must ask for help on a play on the other side of the diamond, request help before you make the call. Don't wait for an argument.

After more than 3,000 games, I've asked my partner for help on a play, after the fact, five times. Three of those times I was sorry I asked. Repeat recommendation: Strive to get your own calls right.

7. Don't repeat. Make your argument and listen carefully to the umpire's explanation. Don't continually repeat the same argument. If you believe the umpire doesn't understand your argument, try saying it another way. If you sincerely believe the umpire is in error concerning a rule, see number 10, "Protest if you must."

Special instructions to umpires: Listen carefully to what the manager is saying. Don't interrupt. Rather, let the manager have a say. Chances are the manager will say something incorrect and you can use that error to your advantage. Also, recognize that it's possible the manager is correct.

When the manager begins to repeat an argument, remind him that he's already said that. Then say, "I know you don't agree, but I saw the play differently. Nothing is going to change, so let's play ball."

8. Don't become personal. When discussing a play with an umpire, talk only about the facts of the play. You are entitled to report how you saw the play. You also may tell the umpire that you don't agree with an interpretation or application of a playing rule. However, don't become personal in your discussion. Never say, for example, "You are the #@*&%*#!% worst umpire I ever saw!" Personal verbal attacks on the umpire will not benefit you or your team.

Special instructions to umpires: Always listen to the manager's complaint. Allow him to tell you what he saw or say why he disagrees with your ruling. However, **never** allow a manager to personally comment about your ability, honesty or integrity. Warn the manager immediately and sternly that personal attacks are unacceptable and will not be included in the discussion.

9. Methods of arguing. How do you argue? Do you argue with humor like Casey Stengel or Wilbert Robinson? (Note: Robinson was the hilariously funny manager of the Brooklyn Dodgers from 1914 to 1931. His impact on the game was so great that for a time the club was known as the Brooklyn "Robins.") Do you argue technically like Gene Mauch or Tony LaRussa? Do you argue gentlemanly like Gil Hodges or Walter Alston? Hopefully, that is your style. Hodges and Alston were the best at getting umpires to change calls. Or do you argue bombastically like Leo Durocher, Billy Martin or Earl Weaver?

If you favor the aggressive approach when confronting an umpire, that's your prerogative. However, don't complain about or turn in an umpire who responds contentiously. Recommendation: You have your say, let the umpire have a say and play ball.

Special instructions to umpires: Begin each game anew. Never start a game harboring a grudge or looking for trouble. Develop a style that fits your personality for managing the manager.

10. Protest if you must. You may officially protest an umpire's misapplication or misinterpretation of a playing rule. However, judgment calls such as safe/out, fair/foul, or catch/no catch cannot be protested. Pay the required protest fee and formulate the specifics of your protest. Many managers fail to officially protest a misapplication or misinterpretation of a playing rule when realistically, they could win the protest.

Special instructions to umpires: You already know that protests may only be lodged on the misinterpretation or misapplication of a playing rule. Some umpires accept a protest on a judgment call because it quiets the manager and hastens the resumption of play. Of course, the protest committee will disallow the protest on judgment and the team will lose the protest fee. In certain situations, such as tournament play, a protest must be heard and ruled upon immediately by the protest committee.

11. You're ejected. If you are ejected from the game, leave the field and surrounding area immediately. However, before departing, appoint a manager to run the team in your absence. Don't refuse to leave the field or the game could be forfeited to your opponent. Don't hang around and berate the umpires or approach them after the game. Any unacceptable behavior on your part after the ejection could mean a suspension or removal from your managerial duties. Make any complaints about the officials in writing to the appropriate people the next day.

Special instructions to umpires: Ejection should be your last resort in controlling a situation. Don't have a quick trigger, but you don't want the reputation of spineless Casper Milquetoast, in the cartoon, "The Timid Soul," either. Do whatever is necessary to be a good game manager. Always turn 180 degrees away from a manager when giving the heave-ho, lest he say you were going to punch him. (Note: In the summer of 2000, a manager struck an umpire who had raised his arm to eject the manager. The manager defended his actions by claiming the umpire was about to strike him.)

After ejecting a manager, find out who will be the acting manager. Your partner should hold up play until the ejected manager departs "sight and sound" from the field. Amazingly, I've seen ejected managers remain on the bench, stand next to the dugout or take a seat in the stands directly behind home plate. None of those positions are acceptable for an ejected manager.

12. Learn the rules. Take the time in the offseason to attend umpire-training sessions or become an umpire. That way you won't yell "interference" when obstruction occurs. If you know the rules, umpires will take your arguments more seriously. With expert knowledge of the rules, you'll know when to argue and when not to question an umpire.

Special instructions to umpires: The only way to maintain an advantage over a manager who is well versed on the rules is to out-study that manager. Strive to be the most knowledgeable person on the field.

Did I miss any rules for arguing? Please write me at Referee or contact me through e-mail at JayMiner@aol.com. If any managers really do read this column, I'd like to hear your thoughts too.

(Written by Jay Miner, Referee's softball coordinator. He lives in Albany, N.Y. and is the interpreter for the New York State Softball Officials' Organization, Inc. Miner is also a baseball umpire and interpreter.)

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Working Games in a Pro Team's Stadium

By Jay Miner

Most amateur umpires officiate their games on high school fields and local youth facilities. Occasionally you may get a call to work in a professional ballpark. Usually, that means a chance to do a better brand of ball; a playoff, a championship game, an all-star game or perhaps a tournament. There will be larger crowds, more interest, more intensity and news media coverage. Be prepared to meet the challenge. Certainly you will wear your best uniform and equipment. Here are some additional tips for working a pro stadium.

Contact your partners for a pregame discussion. That is especially important if you will be using a three- or four-umpire system. You don't want to run carnival (unusual), circus (out-of-control) or zoo (totally out-of-control) mechanics. Decide who will be crew chief for the game.

The crew chief will contact the stadium manager. He may allow you to use the umpire's room. Find out who will supply the baseballs. Locate or appoint a ball boy. Tell him to run balls up to home plate when directed by the plate umpire. Instruct him to hustle and retrieve foul balls off the screen. Give the names and positions of the umpires to the public address announcer. Work out a set of hand signals with him so you may communicate during the game. Know where the groundskeepers will be. Value their opinion if there are unfavorable field conditions. Know the stadium ground rules. Don't call in sick to your day job; your picture could be in the newspaper the next day.

Starting the game. Enter the field five minutes before game time. If possible, avoid walking through the stands to get to the field. Stride confidently to home plate with your crew and summon the managers for the pregame meeting. Make introductions, exchange lineups and cover the ground rules. The plate umpire will watch a few pitches from each side of the catcher as the starting pitcher warms up. The base umpires will stand in the outfield. Be sure all gates are closed and keep them closed during the game. Base umpires should be snappy when changing positions. Run any place you can walk. Do not converse with your partners between innings.

Fungo circles and tarpaulins. Don't allow on-deck batters to mistakenly occupy the fungo circles near the first- and third-base lines. Direct on-deck batters to the on-deck areas near the dugouts. Realize most ground rules allow a fielder to jump on top of a tarpaulin to make a catch.

Communicating with the press box. Use hand signals to the press box to indicate pinch hitters, pitching changes and new defensive players. Never try to shout to the press box. If two (or more) players go on defense at the same time, give the straight up signal (thumbs up) if they will bat in the same position as the defensive player they are replacing. Use the flip-flop signal (point to the defensive players, then criss-cross your arms) if the players will be in different batting positions. Hopefully, you will not have to use the backward "P" signal. That is the protest signal.

Pitching changes. If, by rule, the pitcher must be replaced when the manager comes out, the base umpire will hustle to the bullpen and summon the new pitcher. The base umpire will not go to the mound and advise the new pitcher which bases are occupied, the number of outs, etc. That is the manager's job.

Batters at bat. Be realistic about enforcing any batter's box rule that may be in effect. Be aware that professional baseball rules prohibit the batter from leaving the box to use pine tar or resin or to change bats unless his bat is broken. Allow grip-enhancing substances if there is a delay in the game or if damp weather conditions prevail.

Plate umpire tips. Carry a few extra balls in your ball bag to avoid delays. Either hand new balls to the catcher (preferable) or throw them to the pitcher, but don't do both. Summon the ball boy between batters or innings. Don't brush the plate while a batter is up unless it is absolutely necessary. Bevel the dirt alongside the plate to make it appear wider. Go to the proper umpire for help on checked swings.

Base umpire tips. Be alert on checked swings. Hustle to the outfield between innings. Know what to do if spectator interference occurs. Clasp your left wrist with your right hand to rule the ball dead on spectator interference. Give the safe signal if there is no interference. Stay with any ball that could go over, under or through a fence or could become lodged in any fashion.

After the game. Return balls to the ball attendant or place them on the steps of the dugout. Do not attempt to hand them directly to the manager, especially the losing manager. Exit with your crew through a gate and directly to the umpire's room or predetermined designated area.

(Jay Miner is an umpire and interpreter from Albany, N.Y.)

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MBI UMPIRE'S QUIZ

RUNNER

True/False Questions

1. A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
2. Tie goes to the runner.
3. The runner gets the base he's going to, plus one on a ball thrown out-of-play.
4. Anytime a coach touches a runner, the runner is out.
5. Runners may never run the bases in reverse order.
6. The runner must always slide when the play is close.
7. The runner is always safe when hit by a batted ball while touching a base.
8. A runner may not steal on a foul-tip.
9. It is a force out when a runner is called out for not tagging up on a fly ball.
10. An appeal on a runner who missed a base cannot be a force out.
11. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
12. Runners may not advance when an infield fly is called.
13. No run can score when a runner is called out for the third out for not tagging up.
14. You must tag the base with your foot on a force out or appeal.

MBI UMPIRE'S QUIZ

BATTER

True/False Questions

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter breaks his wrists when swinging, it's a strike.
4. If a batted ball hits the plate first it's a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. The ball is dead on a foul-tip.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of his order is the person declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. The batter is out if he starts for the dugout before going to first after a dropped third strike.
11. If the batter does not pull the bat out of the strike zone while in bunting position, it's an automatic strike.
12. The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.
13. The batter is out if his foot touches the plate.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A pitch that bounces to the plate cannot be hit.