

Grandville Umpire Training 2013

Part 1

The Rules of Little League Baseball and Softball

David Furman

BaseballUmpires@grandvillell.com

560.8714

Registration

To be scheduled for games, you **MUST**:

1. Register as an umpire at grandvillell.com
2. Complete, sign, and return the Independent Contractor Agreement
3. Send me the dates you are available to umpire

If you have problems or questions,
contact me.



Today we will cover

- Conducting Yourself and Safety
- Game Management
- Live ball / Dead ball
- Strike / Ball
- Fair / Foul
- Batter Basics
- Runner Basics
- Supplemental Rules
- Interference / Obstruction / Infield Fly
- Pitcher Basics
- Rule Myths

Conducting Yourself

- Fans, players, and coaches expect certain qualities in an umpire. To successfully enforce the rules, you must look and act like that expectation.
 - Be interested in the game
 - Use a strong & commanding voice
 - Use the proper mechanics (safe, out, foul, strike)
 - Control the flow of the game
- You must BE and APPEAR impartial
 - Umpires don't care who wins the game
 - Don't spend time between innings chatting with coaches, players, or spectators
 - Never show bias to either team (No "make up" calls)
 - At the end of the game, leave promptly

Safety During the Game

- **Players may not handle/swing bats in the dugout or outside the playing field.** The batter entering the field should grab the bat on the way out of the dugout.
- **Players should remain in the dugout except when playing.** Players should not stand in or around dugout openings. An adult coach should be in the dugout at all times.
- **In Majors and below, the on-deck hitter is not allowed.** At the beginning of an inning, only the first batter may come out of the dugout with a bat and warm up well away from the plate and any coaches or players.

Safety During the Game

- **All batters and runners must wear batting helmets.**
Also, any players who are coaching bases must wear a helmet.
- **The catcher must have a “dangler”** (throat guard) attached to the mask.
- **Between innings, any player warming up the pitcher must wear a catcher’s mask and helmet.** Shin guards and chest protection are optional.

Effective Game Management

- Keep the game moving
 - Encourage the defense to hustle onto the field between half innings.
 - Have the coach send out a courtesy catcher if the playing catcher is not ready to warm up the pitcher.
 - Pitchers get no more than 8 warm up pitches between innings or when entering the game.
 - Try to keep the changeover to one minute.

Effective Game Management

Coaches questions – 9.02

- At the end of a play, the coach may request “time” and approach the umpire that made the call.
- If the question is about a “judgment call”, no argument is allowed. Explain what you saw.
- If the question is about “application of a rule,” you may decide to consult your partner if you think you need more information.
- Have this discussion away from all coaches & players.
- One umpire cannot over rule another, but an umpire can change his mind if convinced he made a mistake applying a rule.
- If a coach still insists you are not applying a rule correctly, ask him to show you the rule in his rule book. If he can, and you agree with his opinion, you can change your decision. If he can't after a minute or two, tell him we need to get the game going and to return to the dugout.

Effective Game Management

Grandville LL has a Zero Tolerance Policy regarding adults arguing with umpires. If anyone argues with, disrespects, yells at, or otherwise insults an umpire, that person will be ejected from the game.

If a coach yells at you:

1. Remain calm (most important)
2. Tell the coach not to yell again or he will be ejected
3. Wait for the coach's reaction
4. If he calms down and returns to the dugout, then restart the game
5. If he yells again, calmly say "You are ejected from the game. You must leave the complex." Go stand by your partner. Be patient. After the ejected coach leaves, then restart the game.
6. After the game, call me and tell me what happened.

Effective Game Management

- Fans
 - Spectators will always make comments on calls. Coaches should not.
 - If a fan is overly vocal, talk to the coach and stop the game until the situation is taken care of.

Live Ball / Dead Ball

- The game starts when the pitcher holds the ball on the rubber and the PU calls “Play”.
- The ball is now live until an umpire calls “Time” or “Foul”. The ball is now dead.
- When the ball is dead, no runner may advance, no runs score, no outs may be made. Runners either return or advance depending on why time was called.

Dead Ball – Runners Return

- Foul ball, not caught - 5.09(e)
- Illegally batted ball - 5.09(d)
- Offensive Interference
 - Batted ball hits a runner (return unless forced)
 - Base coach intentionally touches a thrown or batted ball or physically assists a runner
 - Runner interferes with a player fielding the ball
- Batter hit by pitch in the strike zone or while swinging – 6.08(b)(1)
- Other less common instances

Dead Ball – Runners Advance

- Batter hit by pitch not a strike - 5.09(e)
 - Batter awarded first, runners advance if forced
- Ball thrown out of play – 7.05(g)
 - On first play by an infielder, batter and runners awarded 2 bases from time of pitch
 - Otherwise, batter and runners awarded 2 bases from time the throw leaves the fielder's hand

Scoring – 4.09

A run is scored each time a runner legally advances to and touches first, second, third, and home before 3 outs are made

- A run is not scored if the third out is made:
 - By the batter before touching first base
 - By any runner forced out
 - Defense can tag the runner or base on a force play
 - By a preceding runner declared out on appeal for failing to touch a base
 - Appeals may or may not be force outs

Ending the Game

- Darkness & Weather – 5.10
- Time Limits – Supplementary Rules
 - Softball Minors
 - No new inning after 9PM on weekdays
 - No new inning 2 hours after start time if another game follows
 - Baseball Minors
 - No new inning after 8:30PM on weekdays
 - No new inning 2 hours after start time if another game follows
 - Softball & Baseball Majors
 - No new inning 2 hours after start time if another game follows
 - Softball & Baseball Juniors and Seniors – No limits
 - Inning starts when last out is made

Ending the Game

- Mercy – Supplementary Rules

Division	Completed Innings	Run Lead
Softball AA, AAA & Majors	4 or more	10 or more
Softball Juniors & Seniors	5 or more	10 or more
Baseball AA, AAA & Majors	4 or more	15 or more
Baseball Juniors & Seniors	5 or more	15 or more

Strike / Ball

- Strike Zone (2.00)
 - The space over home plate between the batter's armpits and the top of the knees according to the batter's stance when he swings at a pitch.
 - Any part of the ball passing through the strike zone is a strike
 - Different than MLB

Fair / Foul

- Fair territory (2.00)
 - Part of the playing field **within and including** the first and third base lines and home plate
- Foul territory (2.00)
 - Part of the playing field **outside** the first and third base lines

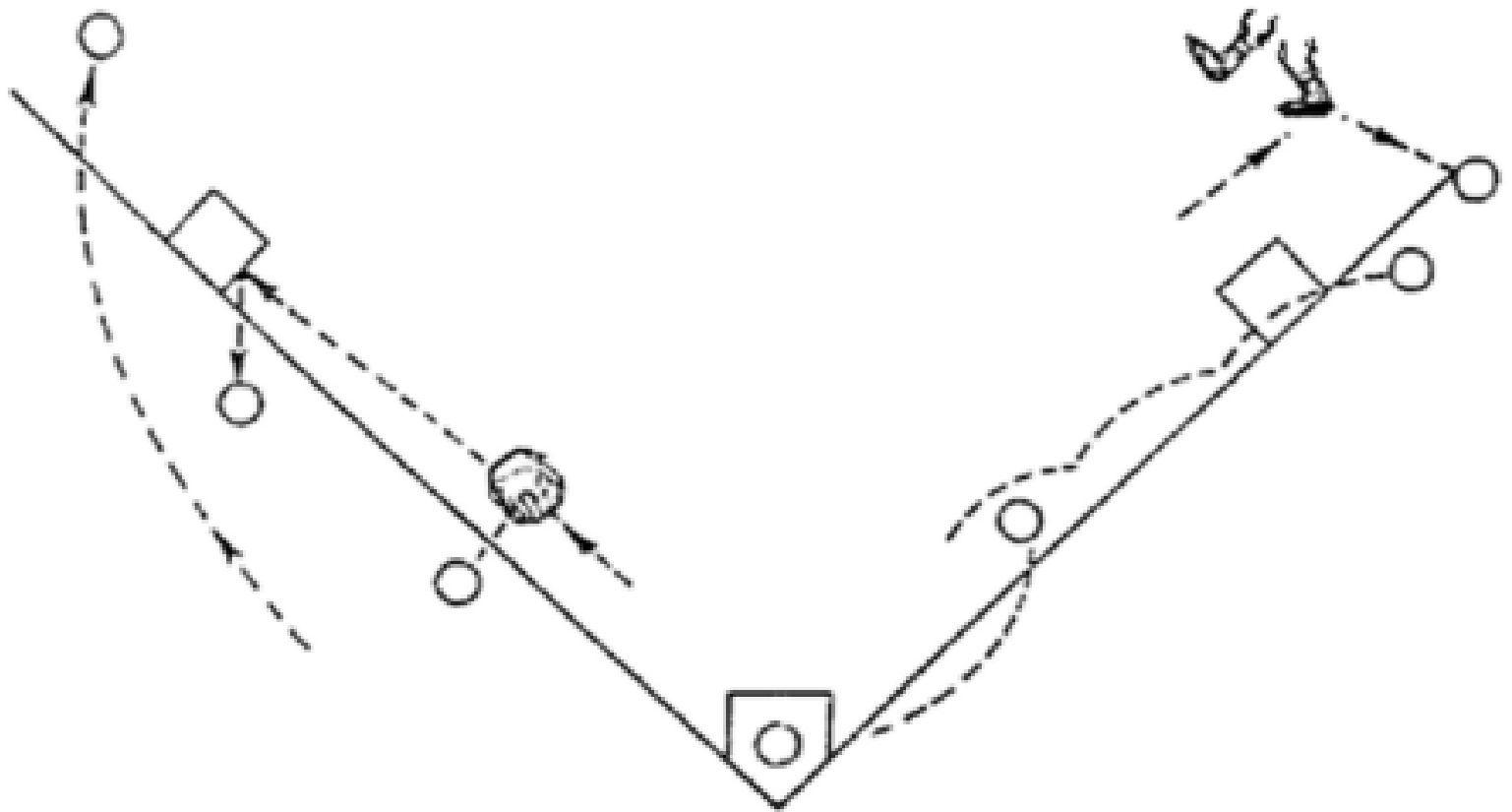
Foul ball (2.00)

- A batted ball that
 - Settles on foul territory between home and first or home and third,
 - Bounds past first or third on or over foul territory,
 - First falls on or is touched above foul territory beyond first or third,
 - While over foul territory touches a umpire, player, or any object foreign to the natural ground.

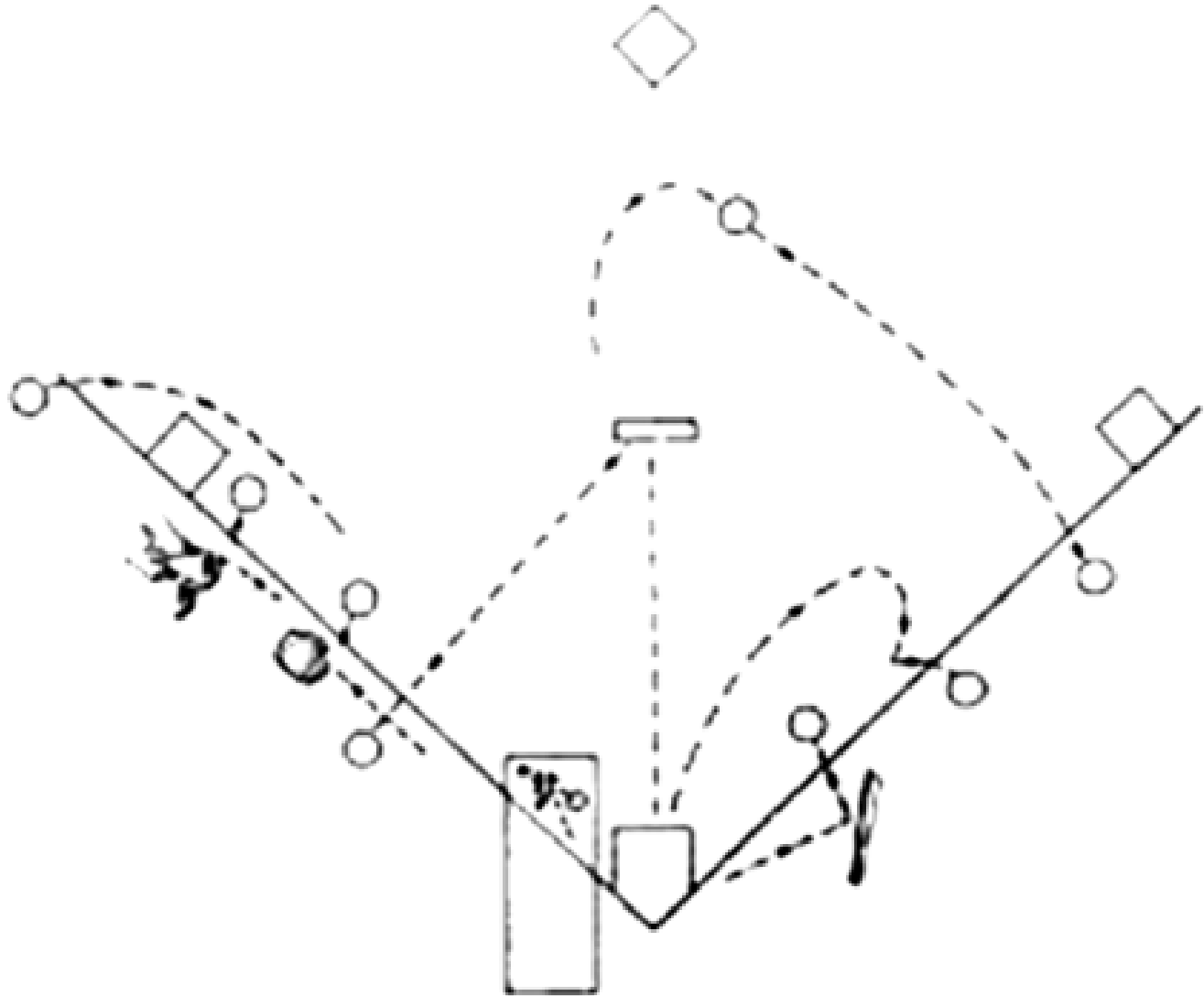
Judging a Fair / Foul Ball

- Judge the position of the ball, not the fielder
- On the infield –
 - Where the ball is first touched
 - Where the ball settles (stops)
- Bounding to the outfield –
 - Where the ball is when passing first or third
- In the outfield –
 - Where the ball is first touched
 - Where the ball first lands
- A fly ball caught in foul territory is **live**

Fair Ball Scenarios



Foul Ball Scenarios



Fair or Foul?



Foul tip (2.00)

- A foul tip is a batted ball that goes sharp and direct from the bat to the catcher's hands and is caught.
 - It is a strike
 - It is a live ball (runners may steal)
 - It is NOT a foul ball

Batter Basics (6.00)

- Batting the ball with one or both feet entirely out of batter's box is an immediate dead ball, batter is out – 6.03
 - The lines are in the box
 - Hard call to make
- Batter hit by pitch – 6.08(b)
 - Always an immediate dead ball
 - Ball in strike zone or batter swinging = strike
 - Hands are not part of the bat
 - Ball not a strike but batter does not attempt to avoid = ball
 - Benefit of the doubt to the batter
 - Bounced pitch same as pitch in flight

Batter Basics (6.00)

- Batter hit by a batted ball
 - While still in or exiting the batter's box = foul
 - Completely out of the batter's box in fair territory = out and dead ball – 6.05(f)
- Batter throwing the bat
 - Warn the batter and coach
 - Never an out

Batter Basics (6.00)

When a player bats out of order, the “proper batter” (the one who failed to bat in his proper place) is the one called out and the at-bat of the “improper batter” is nullified – 6.07.

- **This is an appeal play for the defensive coach.** The umpire should not call attention to a player batting out of order.
- **If discovered while the improper batter is still at bat,** simply replace with the proper batter who assumes the count.
- **If discovered after the first pitch to the batter following the improper batter,** the improper batter’s at-bat becomes legitimate and the batting order picks up at that point
- **If discovered before the first pitch to the next batter,** the proper batter is called out, the improper batter’s at-bat is nullified, and the batting order picks up with the batter following the proper batter.

Batter Basics (6.00)

- Third strike not caught in flight – 6.05, 6.09
 - Batter is not out and becomes a runner if:
 - There are 2 outs, or
 - With less than 2 outs, no runner on first base
 - If first base is occupied, the batter is out even if the runner on first is stealing
 - The batter can attempt to reach first until he enters the dugout
 - This rule applies to – Supplementary rules
 - Softball Majors and higher – full season
 - Softball AAA – after May 14
 - Baseball Majors and higher – full season
 - Baseball AAA – does not apply

Baseball Legal Bats (1.10)

Division	Max Length	Max Diameter	Barrel Material	Required Marking	Drop
Majors and below	33"	2-1/4"	Wood	None	Any
			Metal/Alloy	BPF 1.15 or lower	Any
			Composite*	BPF 1.15 or lower	Any
Juniors	34"	2-5/8"	Wood	None	Any
			Metal/Alloy	None	Any
			Composite	BBCOR	Any
Seniors	36"	2-5/8"	Wood	None	Minus 3
			Not wood	BBCOR	Minus 3

*Composite Bats in the Majors and below divisions must be on the Approved List.

Softball Legal Bats (1.10)

Division	Max Length	Max Diameter	Barrel Material	Required Marking	Drop
Majors and below	33"	2-1/4"	Wood	None	Any
			Non-wood	BPF 1.20 or lower	Any
Juniors & Above	34"	2-1/4"	Wood	None	Any
			Non-wood	BPF 1.20 or lower	Any

BPF label requirement is new for 2013

Penalty for Illegal Bat Use (6.06(d))

- Discovered before batter steps into box
 - Remove bat from play
- Discovered after batter steps into box
 - Remove bat from play
 - Batter is out
 - First Offense – lose one eligible adult base coach (not ejection)
 - Second or more offenses – manager ejected

Penalty for Illegal Bat Use (6.06 (d))

- Discovered after hit, defense accepts play
 - Remove bat from play
 - Lose one adult base coach or eject manager on second offense
 - All advances legal
- Discovered after hit, defense accepts penalty
 - Remove bat from play
 - Batter is out
 - Lose one adult base coach or eject manager on second offense
 - Nullify any advances due to use of illegal bat
- Discovered after next batter steps into box
 - Remove bat from play

Runner Basics (7.00)

- Batter Runner heading to first base:
 - Can overrun/overslide first base and can turn either way, but any move toward second base invalidates protection – 7.08(c)
 - Running outside the running lane and interfering with throw to first base = out – 6.05(j)
- Any runner is out when running more than 3 feet off base path to avoid a tag – 7.08(a)(1)
 - Base path is defined as the line directly from the runner to the base at the time of the tag attempt

Runner Basics (7.00)

- The runner is out:
 - When the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make a tag – 7.08(a)(3)
 - THERE IS NO “MUST SLIDE RULE”
 - Intentionally interferes with a thrown ball – 7.08(b)
 - Hinders a fielder attempting to make a play on a batted ball – 7.08(b)
 - Is touched by a batted ball in fair territory before the ball touches/passes an infielder – 7.08(f)
 - Slides head-first into a base while advancing – 7.08(a)(4)
 - Passes a preceding runner – 7.08(h)
 - Is tagged while off base while the ball is live – 7.08(c)
 - Fails to reach a base forced to before he or the base is tagged – 7.08(e)

Runner Basics (7.00)

- Two runners on a base – 7.03
 - The base belongs to the leading runner unless she is forced
 - Not an automatic out; the defense must tag the runner not entitled to the base
- If a base is dislodged during a play – 7.08(c)
 - No additional plays can be made on that runner at that base
 - Any following runners are safe if they touch the dislodged base or the original location of the base

Runner Basics (7.00) - Appeals

- **Some infractions are not automatic outs.** Rather, the defense must point out the infraction and tag the offending runner or relevant base.
 - Runner misses touching a base – 7.10(b), (c)
 - Runner misses home plate and makes no effort to return – 7.10(d)
 - Runner fails to return to first base immediately after overrunning – 7.10(c)
 - Runner fails to tag up on a caught fair or foul fly ball – 7.10(a)
 - Not a force play!
 - A player fails to bat in his proper position in the batting order – 6.07

Runner Basics (7.00) - Appeals

- **Appeal Basics – 7.10**

- The ball must be alive and in play
 - If already live, the ball does not need to be returned to the pitcher
- The defense must point out and specify the infraction while tagging the appropriate base or player
- Appeals must be made before the next play or pitch (not counting “continuous action” that includes the appealable infraction)
- The defense can appeal a runner at a base only once. If the defense throws the ball into dead ball territory while attempting the appeal or attempts to make a play on another runner, it loses the right to appeal.

Leaving Early (7.13) - Baseball

Base runners may not leave their base until a pitched ball reaches the batter.

- **If a play is made on the runner**, let the play continue. If the runner is put out, ignore the infraction; if the runner is safe, call time and return the runner to the base he left.
- **If the batter gets a hit**, let the play continue until action stops, then call time, place the batter based on value of the hit and return all runners to the bases closest to the ones left.
- Infraction by one runner applies to all. Everyone returns, except where forces prevent it.

Leaving Early (7.13) - Softball

When the pitcher has the ball in the pitcher's circle

- Runners off base are out if they fail to immediately advance or return - 7.08(a) Note 3
- Runners may not leave their base until – 7.08(a)(5), Supplementary Rules
 - AA – the pitch reaches the batter
 - AAA & above – the pitcher has released the ball
- Penalty for leaving early
 - Ball is immediately dead (Batter cannot hit it)
 - Runner leaving early is out

Supplementary Rules

- Softball & Baseball AA
 - No stealing when ahead by 10 runs or more
 - One base stolen per batter
 - Coach rescue pitching (no walks)
 - 5 run limit or once through batting order
 - Fourth outfielder allowed (Softball only)
- Softball AAA
 - No stealing when ahead by 10 runs or more
 - One base stolen per pitch until May 14 then no restriction
 - 5 run limit for the first 3 innings until May 14

Interference

Any action by an offensive player that “obstructs, impedes, hinders or confuses any fielder attempting to make a play.” — 2.00, 7.09

- Runner is hit by batted ball: Runner out; dead ball.
- Runner collides (even slightly) with a fielder making play on batted ball: Runner out; dead ball.
- Runner intentionally impedes a player’s attempt to throw the ball to make a play: Runner out, and possibly the other runner is also out; dead ball
- Runner intentionally slaps away tag: runner out; dead ball.
- Batter intentionally or through willful neglect interferes with play at the plate: runner out; dead ball – unless third out, then batter is out

Obstruction – (2.00)

“... a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner”
– 2.0, 7.06

- Type “A”: A play is being made on obstructed runner – immediate dead ball; award bases at least one passed the one last touched
- Type “B”: A play is not being made on obstructed runner – delayed dead ball; award the base which, in the umpire’s judgment, the runner would have attained had the obstruction not occurred.
- If obstructed while returning to a base (as on pick-off play), always award the next base.

Obstruction – (2.00)

- Calling Type A Obstruction
 - Call TIME immediately and enforce the penalty
- Calling Type B Obstruction (delayed dead ball)
 - Point to offending fielder and hold extended fist and call “That’s obstruction”; when play concludes, enforce as needed
- The two most common points of obstruction:
 - Extra-base hit and first baseman is watching the ball and in the base path when batter-runner bumps into him rounding first base.
 - Home plate – Catcher is blocking the plate without the ball. The base line belongs to the runner and the catcher should be there only when fielding a ball or with the ball already in his/her possession

Infield Fly – (2.00)

... 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.

- Meant to protect the offense from an easy double play
- No outs or one out
- Force at third
- Ordinary effort varies with division
- If you forget to call the IFF and the defense gets an easy double play and the offensive coach objects, apply the rule after the fact (call the batter out and return all runners to their bases at the time of pitch).

Pitcher Basics – Baseball – Reg VI(c)

A pitcher must be removed from the mound when he has reached the pitch count limit for his age and finished pitching to the current batter

Age	Limit Per Day
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Pitcher Basics – Baseball – Reg IV(d)

Pitches Delivered for Ages 14 and Younger	Pitches Delivered for Ages 15 and Older	Rest Required
66 or more	76 or more	4 days
51 – 65	61 – 75	3 days
36 – 50	46 – 60	2 days
21 – 35	31 – 45	1 day
1 – 20	1 – 30	None

NEW for 2013 – If a rest threshold is reached during a batter, the pitcher may continue to pitch until the batter is retired, becomes a runner, or the half inning ends.

Such pitcher only needs rest the required days of the lower threshold.

Pitcher Basics – Baseball

- A player that has delivered 41 or more pitches in a game cannot be catcher for the rest of the day – Reg IV(c)
- A player that has been catcher in any part of 4 innings cannot be pitcher for the rest of the day – Reg IV(a)
- Once removed from the mound – Reg IV(b)
 - Majors & below – may not return to pitcher
 - Juniors & above – may return to pitch once if he has remained in the game at a defensive position
- Pitching in more than one game in a day – Reg IV(k)
 - Majors & below – Not allowed
 - Juniors & above – Allowed if 31 or fewer pitches delivered in the first game. Pitch counts are per day.

Pitcher Basics – Softball

Division	Innings Pitched	Rest Required	Max Innings	Max Innings
AA	3 or more	1 day	6 per game	6 per week
AAA	3 or more	1 day	6 per game	6 per week 9 per week*
Majors	2 or more	1 day	9 per game	9 per week
Juniors	5 or more	1 day	10 per day	18 per week
Seniors	5 or more	1 day	10 per day	30 per week

- From Reg IV(b) and Supplementary Rules
- Calendar week is Sunday through Saturday
- Delivery of one pitch constitutes an inning pitched
- For AAA, 9 innings per week allowed only if the team is scheduled for 3 games in that week

Pitcher Basics – Softball

- If removed from pitcher but remaining in a defensive position, a player may return to pitcher anytime, but only once in the same inning she was removed – Reg IV(c)
- In Majors and above, no more than 5 pitchers may be used per game unless the fifth pitcher becomes injured – Reg IV(d)

Pitcher Basics – Softball (8.00)

- Pivot foot on pitcher's plate, free foot on plate or behind within the width of the plate
- Take a signal (or appear to) with hands separated
- Bring hands together, one step forward, pivot foot must remain in contact with plate or push off and drag away (No leaping)
- Crow hop, replacing the pivot foot and pushing off, is an illegal pitch.
- A pitch dropped during delivery is a ball and remains live.

Pitcher Basics (8.00)

- A pitcher can be substituted at any time – even during an at-bat
- A coach can visit the same pitcher – 8.06
 - 2 times in one inning; third time the pitcher must be relieved
 - 3 times in the game; fourth time the pitcher must be relieved
 - New pitcher is not charged a visit on entry
- Pitches must be delivered for intentional walks

Pitcher Basics – Baseball Majors and AAA

- Proper positions: Windup or Set – 8.01
- Take sign while on pitcher's plate – no quick pitches
- No balks, but illegal pitches – 8.01, 8.05
- A pitch that slips out of the pitcher's hand
 - Crosses a foul line - ball
 - Doesn't cross a foul line, no runners on base - no pitch
 - Doesn't cross a foul line, runners on base - illegal pitch (ball)

Pitcher Basics – Baseball Juniors/Seniors

- Proper positions: Windup or Set – 8.01
 - Can throw to a base from either
 - Must step toward base
 - Base must be occupied or to make a play
 - Must step backward with pivot foot to disengage
- Take sign while on pitcher's plate – no quick pitches
- Illegal pitches listed in 8.05, balk with runners on
- Balk is not an immediate dead ball
 - If a pitch follows, the offense may take the resulting play or the penalty
- A pitch that slips out of the pitcher's hand
 - Crosses a foul line - ball
 - Doesn't cross a foul line, no runners on base - no pitch
 - Doesn't cross a foul line, runners on base - balk

Rule Myths (all false)

- The hands are considered part of the bat. 6.08(b), 2.00 – Touch
- The batter-runner must turn to his right after over-running first base. 7.08(c) & (j)
- If the batter breaks his wrists when swinging, it's a strike. 2.00 – Strike
- If a batted ball hits the plate first it's a foul ball. 2.00 – Fair & Foul Ball
- The ball is dead on a foul-tip. 2.00 – Foul Tip
- The batter who batted out of order is the person declared out. 6.07(b)
- The batter may not overrun first base when he gets a base-on-balls. 7.08(c)
- If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike. (True for softball, however) 2.00 – Bunt & Strike

Rule Myths (all false)

- The batter-runner is always out if he runs outside the running lane after a bunted ball. 6.05(j)
- A runner is out if he slaps hands or high-fives other players or base coaches, after a homerun is hit over the fence. 7.09(h)
- Tie goes to the runner. (There are no ties – either the runner arrived first or the ball did) 6.05(i), 7.08(e)
- The runner gets the base he's going to, plus one on a ball thrown out-of-play. 7.05(g)
- Anytime a coach touches a runner, the runner is out. 7.09(h)
- The runner must always slide when the play is close. 7.08(a)(3)
- The runner is always safe when hit by a batted ball while touching a base. 7.08(f)
- A runner may not steal on a foul-tip. 2.00 – Foul Tip

Rule Myths (all false)

- It is a force out when a runner is called out for not tagging up on a fly ball. 7.10(a), 2.00 – Force Play
- An appeal on a runner who missed a base cannot be a force out. 7.10(b), 7.08(e)
- A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball. 7.08(a)(1)
- Runners may not advance when an infield fly is called. 2.00 – Infield Fly
- No run can score when a runner is called out for the third out for not tagging up. 7.10(a), 4.09(a)
- A pitch that bounces to the plate cannot be hit. 2.00 – Ball & Strike
- The batter does not get first base if hit by a pitch after it bounces. 2.00 – Ball
- If a fielder holds a fly ball for 2 seconds it's a catch. (Release of ball must be voluntary) 2.00 – Catch

Rule Myths (all false)

- You must tag the base with your foot on a force out or appeal. 6.05(i), 2.00 – Tag
- If a player's feet are in fair territory when the ball is touched, it is a fair ball. 2.00 – Fair & Foul Ball
- The ball must always be returned to the pitcher before an appeal can be made. 2.00 – Appeal, 7.10
- If a fielder catches a fly ball and then falls over the fence it is a homerun. 2.00 – Catch, 5.10(f), 7.04(b), 7.05(a), 6.09(d)
- The ball is dead anytime an umpire is hit by the ball. 5.09(f)
- The home plate umpire can overrule the other ump's at anytime. 9.02(c)