



# Level 1.1 Umpire's Workbook



## The Offense





# ACKNOWLEDGEMENTS

The Baseball Saskatchewan Umpires' Committee would like to thank the many Baseball Saskatchewan Course Conductors who contributed to the creation of the Baseball Saskatchewan Umpire's Development Program in a wide variety of ways. Their input has been integral to the success of this program.

## Sources

Baseball Canada – Canadian Content Baseball Rules  
Baseball Canada 2 Umpire Positioning Manual  
Baseball Canada Umpires' Committee – Rule Interpretations  
Baseball Ontario Constitution, Playing Rules and Regulations  
Baseballumps.com  
Official Rules of Baseball  
Ucomics.com

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Welcome to the Baseball Saskatchewan Umpire training program. On behalf of the Baseball Saskatchewan executive, we thank you for your interest in our program. The umpires' program is only successful because of dedicated individuals like you.

As a Level 1 umpire, you will complete a two-year training program which is intended to provide you with an overview of the basic skills and knowledge necessary to umpire a baseball game. Many key concepts are covered in both years of the program, as they are fundamental learning for new umpires and important review for returning umpires. In addition, each year of the program will introduce new material focusing on a different aspect of the baseball rules.

Whether this is your first or second Level 1 clinic, you will find many valuable resources in this Student Workbook. We encourage you to participate fully today, to ask questions of fellow umpires to continue learning, and to refer to this Student Workbook often throughout the season. The amount that you will gain from this material will be dependent on the effort you put forth.

You are an important part of the baseball system in Saskatchewan. We know that umpiring is not an easy task, and that you will be faced with many challenging situations. It is our hope that this clinic will prepare you to face these situations, make the right decisions, and remain committed to umpiring in Saskatchewan.

Above all, don't forget to have fun, and enjoy the friendship of your fellow umpires.

Yours in baseball,

Baseball Saskatchewan Umpires' Committee





## Umpiring Basics

**75 Minutes**

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## Rules Session

**50 Minutes**

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## Baseball Saskatchewan Rules

**10 Minutes**

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## On-Field Session

**2 ¾ Hours**

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## Test/Wrap-Up

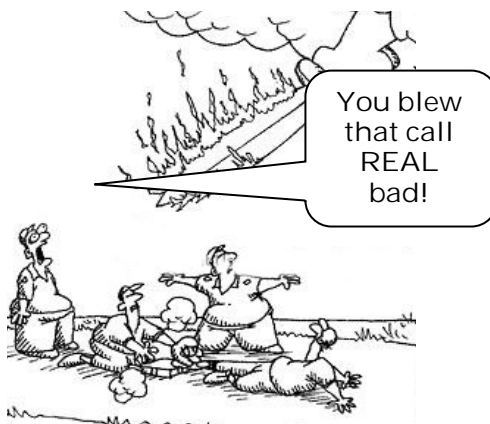
**30 Minutes Umpiring Basics**



*The material in this section is covered in both years of the Level 1 program. It is critical fundamental information for beginning umpires, and important review for returning umpires.*

## Introduction and Icebreaker

*Welcome to Baseball Saskatchewan's two-year Level 1 developmental program. Today's clinic will provide you with the basic skills and mechanics you will need to begin umpiring, and will focus on rules related to the defensive team.*



## Baseball Saskatchewan Contacts

### Supervisor of Umpires

Scott Mills

### Umpires' Executive Committee Members

Huck Craig

Rocky Nickel

Aaron Roberts

Trevor Drury

Phil McGee

### Zone Supervisors

Kevin Culy

Joe Smith

Bruce Walker

Murray Bucsis

Doug Jackson

Matthew Schule

Brad Biermann

Adrian Bourgeois

### What Zone Director is Mine?

Name: \_\_\_\_\_

Email: \_\_\_\_\_

Visit us on  
Facebook!!!



### Baseball **Saskatchewan** On-Line

Visit Baseball Saskatchewan's webpage at [www.baseballsask.ca](http://www.baseballsask.ca)

Follow the links to the Umpires' Section for:

- Umpire of the week
- Online ejection form
- The Baseball Saskatchewan Umpire Level System
- Committee Contact information





The Baseball Saskatchewan umpire program follows the model of the National Umpire Certification Program using five different levels to measure the competency of an umpire. Levels I, II, and III are administered provincially and Levels IV and V are administered by the national body.

**Level 1.**

Experience Required	None
Conditions	Attend a Level 1.1 and 1.2 clinic to be fully certified
Exam	Must write exam
Eligible for Assignments	Local and regional minor ball and Provincial Championships with no post Provincial play
Age Restrictions	Minimum of twelve years old unless approved by the Provincial Supervisor or Zone Director.

**Level 2**

Experience Required	Must have completed both Level 1 clinics
Conditions	Attend a Level 2.1,2.2,2.3 clinic to be fully certified
Exam	Write exam
Eligible for Assignments	All level provincial championships

**Level 3**

Experience Required	Must be Level 2 certified. May enter Level 3 only by attending a SuperClinic or National Clinic.
Conditions	Attend a Level 3 Super Clinic every 3 years.
Exam/Evaluation	Write exam yearly. Must achieve a passing grade of 80% on a written exam and an on-field evaluation grade of "emerging". One On-field evaluation (plate and base) is required every 3 year cycle.
Eligible for Assignments	Any Provincial or Western Canadian championship.

**Level 4 and Level 5**

These programs are directed by Baseball Canada. All conditions and eligibility are based upon the direction taken by the National Umpire Committee and thus can be found in their policy manuals. Please visit [www.baseball.ca](http://www.baseball.ca) for more information.





## Characteristics of Good Umpires

*On the next page, you will consider the basic qualities and skills that good umpires require. This is an important activity for beginning umpires to consider.*



To appease fans, umpires are now required to take an eye test before all games.







## Umpire Characteristics Chart

List 3 appropriate characteristics for each category.

### Attitude

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Personal Traits

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Knowledge

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Behaviour

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



### Appearance

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Communication Skills

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Physical Skills

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_





## Uniform and Equipment Standards

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The items listed below describe the proper uniform for Level 1 umpires.

### Mandatory

- Black Shirt with crest
- Black Hat (crest is optional)
- Indicator
- Athletic supporter with cup\*
- Chest Protector\*
- Brush\*
- Mask\*

### Recommended

- Grey Pants
- Black shoes
- Black belt
- Black socks
- Ball bag\*)

### Optional Shirts

- Powder blue



### Important Notes

1. Optional shirt colours may only be used when worn by all umpires in a game.
2. Umpires must not wear watches, visible jewellery, or carry cell phones/pagers on the field.
3. Failure to follow this dress code may result in loss of accreditation.

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\* Items marked with asterisk apply to plate umpires only.





## Basic Positions<sup>1</sup>

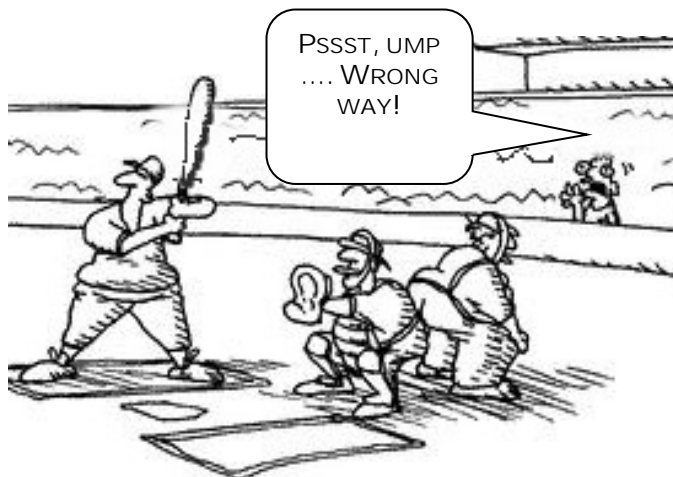
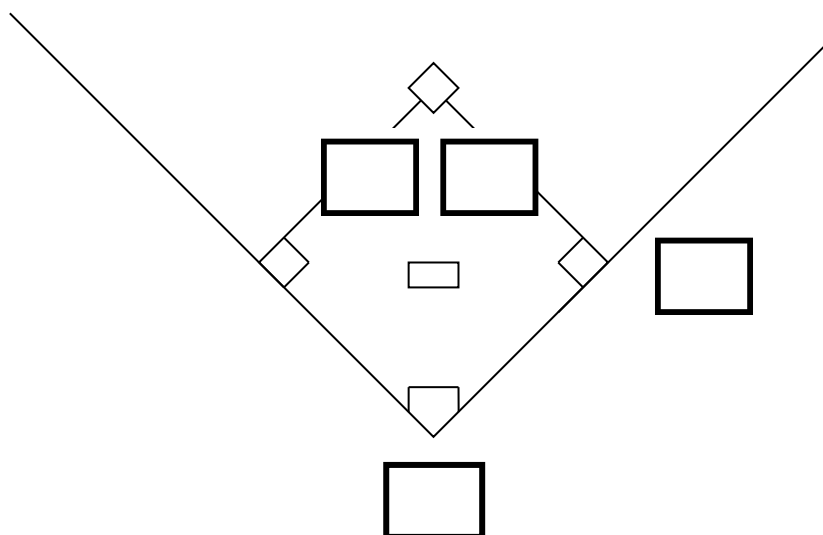
Label the diagram below with the following basic umpire positions:

P1 – Plate Umpire (Point of Plate; or P.O.P)

P2 – Base Umpire with no runners on base (facing home plate)

P3 – Base Umpire with Runner on first base only (facing home plate)

P4 – Base Umpire with runner(s) on any other base (facing home plate)



<sup>1</sup> Between innings, the plate umpire should wait part way up either foul line. The base umpire should wait on the grass in shallow right field.

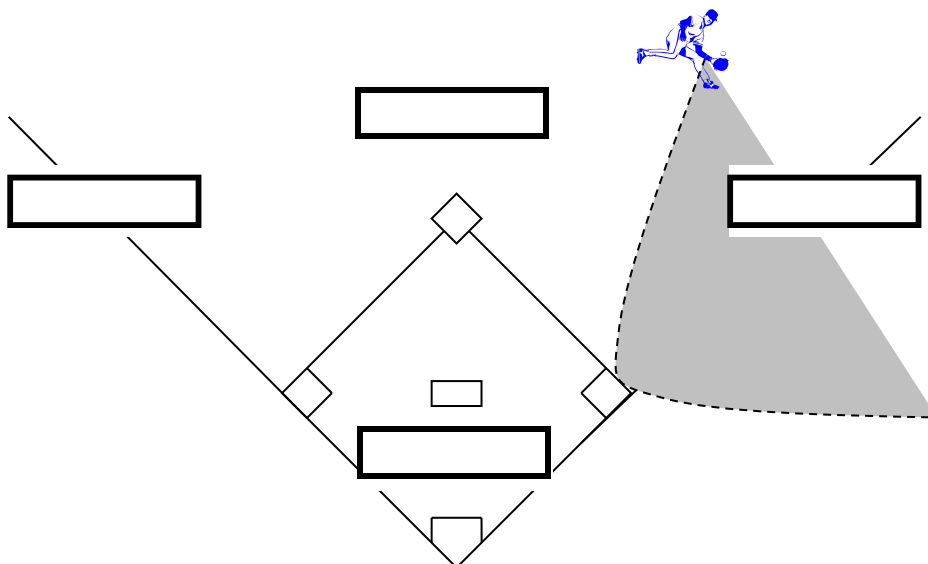




## Outfield Fly Ball Coverage

### No Runners

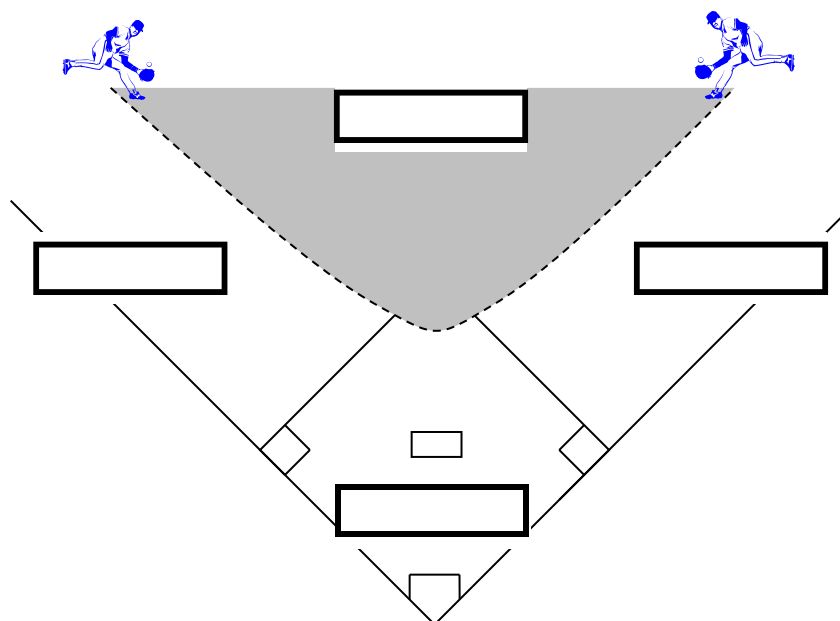
In each box, indicate whether the plate or base umpire is responsible for fly balls in that area.



### With Runners

In each box, indicate whether the plate or base umpire is responsible for fly balls in that area.

The shaded area is called the \_\_\_\_\_.

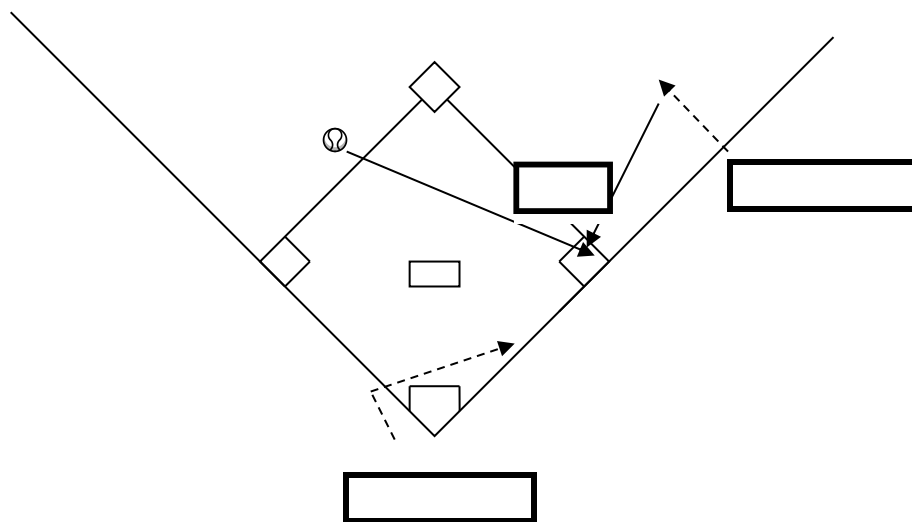




## Infield Ground Ball Coverage

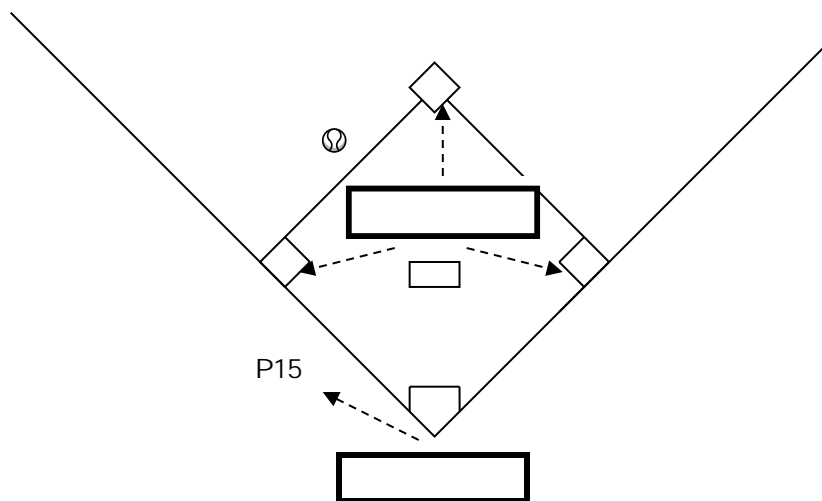
### No Runners

Indicate in the boxes below the umpire responsible for each movement. Also indicate the ideal angle for making calls at first base.



### With Runners

Indicate in the boxes below the umpire responsible for each movement.<sup>2</sup>



<sup>2</sup> The base umpire would be positioned in either P3 or P4 to begin the play, depending on the location of the runners.



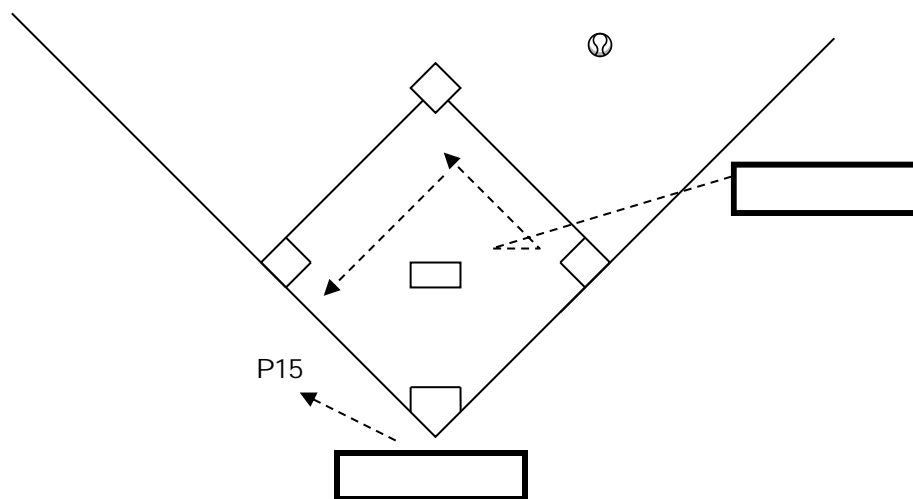


## Base Hit Coverage

### No Runners

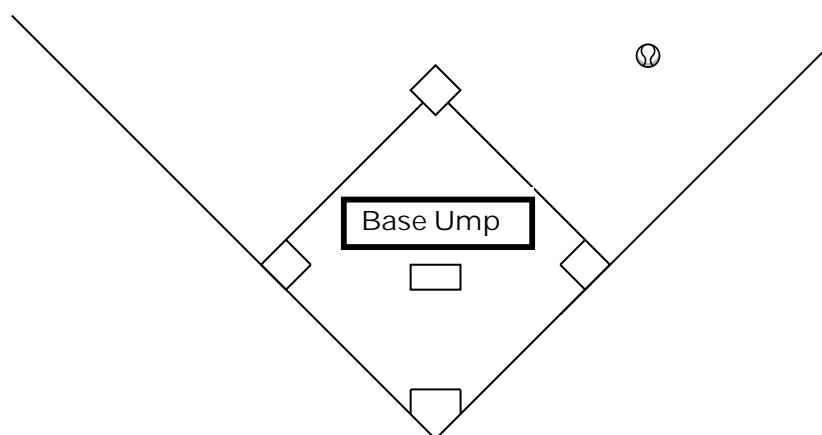
Indicate in the boxes below the umpire responsible for each movement.

The turning movement of the base umpire in the infield is called the \_\_\_\_\_.



### With Runners

Draw arrows from the box below to show where the base umpire must be prepared to move on a base hit when runners are on base.<sup>3</sup>



<sup>3</sup> The base umpire would be positioned in either P3 or P4 to begin the play, depending on the location of the runners.

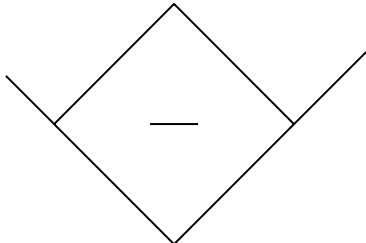
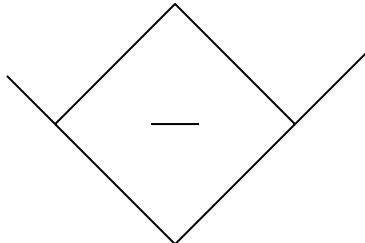
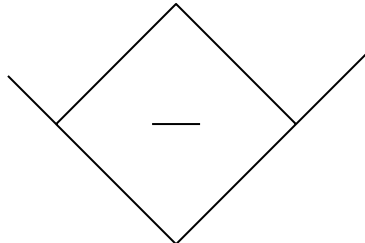
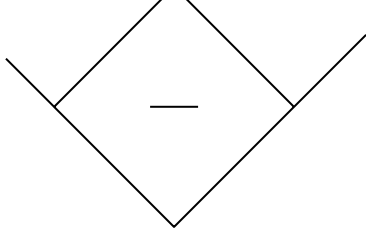
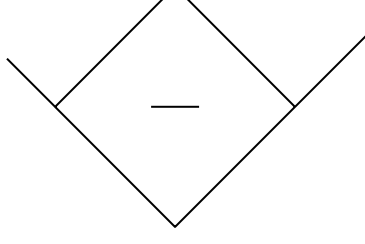
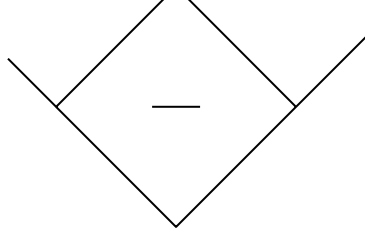




## Positioning Review

In each situation below, show the position of the plate umpire (P) and base umpire (B). Use arrows to show each umpire's starting and ending positions. Circle which umpire will make the call.

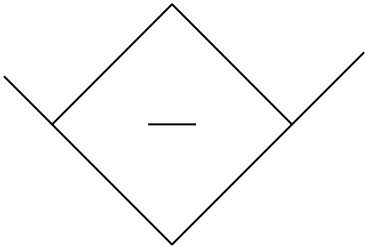
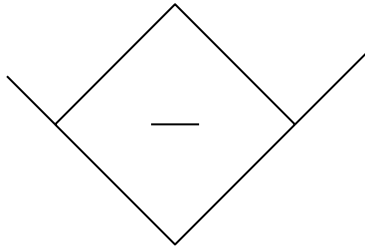
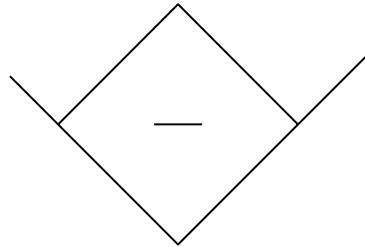
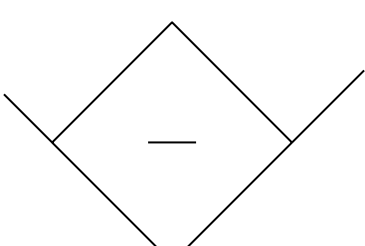
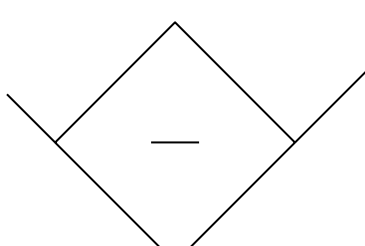
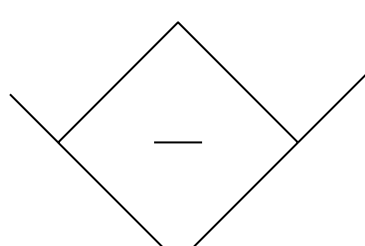
### No Runners

 <p>The batter gets a base hit to right field and tries for a triple. The right fielder's throw is relayed to third for a close play on the batter.</p> <p>Plate Ump      Base Ump</p>	 <p>An easy ground ball is hit to the shortstop, who throws to first to get the batter out.</p> <p>Plate Ump      Base Ump</p>	 <p>A fly ball is hit to the left fielder, who makes a great diving catch.</p> <p>Plate Ump      Base Ump</p>
 <p>A fly ball is hit to right field. The right fielder misses the catch try, and the batter tries for a double. The throw to second base results in a very close play.</p> <p>Plate Ump      Base Ump</p>	 <p>On a clean base hit to right field, the batter rounds first and makes a turn towards second. The batter then returns to first base as the right fielder throws to first for a close play.</p> <p>Plate Ump      Base Ump</p>	 <p>A high fly ball just behind second base causes the shortstop and second baseman to collide. In a spectacular play, the shortstop manages to hold the ball for the catch.</p> <p>Plate Ump      Base Ump</p>





## With Runners

 <p>R1 and R2: A high fly ball just behind second base causes the shortstop and second baseman to collide. The shortstop makes a great play to hold the ball for the catch.</p> <p>Plate Ump      Base Ump</p>	 <p>R1 and R2: The batter hits a ground ball to shortstop, who throws to third base to get the force out on R2.</p> <p>Plate Ump      Base Ump</p>	 <p>R2: The batter gets a clean base hit to right field allowing R2 to score easily. The right fielder throws to second base for a close play.</p> <p>Plate Ump      Base Ump</p>
 <p>R1: A fly ball is hit to the right fielder who makes a great diving catch near the foul line.</p> <p>Plate Ump      Base Ump</p>	 <p>R1 and R2: The batter hits a line drive to left field, which lands just barely foul.</p> <p>Plate Ump      Base Ump</p>	 <p>R1, R2, and R3: On a clean base hit to right field, the batter rounds first and makes a turn towards second. The batter then returns to first base as the right fielder throws to first for a close play.</p> <p>Plate Ump      Base Ump</p>







# RULES SESSION

*In the following session, you will learn basic rules about the offense.*

## Live and Dead Ball

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A live ball is a ball that is in play.

A dead ball is a ball that is not in play. The umpire must call time when the ball becomes dead.

Show students the proper mechanic for calling time and discuss examples.

### Examples of When to Call Time

1. Foul ball not caught.
2. Ball goes out of play.
3. Batter hit by a pitch
4. Brushing the plate.
5. Any coach or player makes a reasonable request for time.



### Important Note

The umpire does not have to grant time when requested, and the ball remains live if a request for time is not granted by the umpire.

After calling time, many umpires forget to put the ball back in play. There are two things that must happen every time in order for a dead ball to become live:

1. The pitcher has the \_\_\_\_\_.
2. The pitcher is touching the \_\_\_\_\_.

Once both of the above conditions are met, the \_\_\_\_\_ umpire should \_\_\_\_\_ to the pitcher, while saying "\_\_\_\_\_".





## Calling Pitches

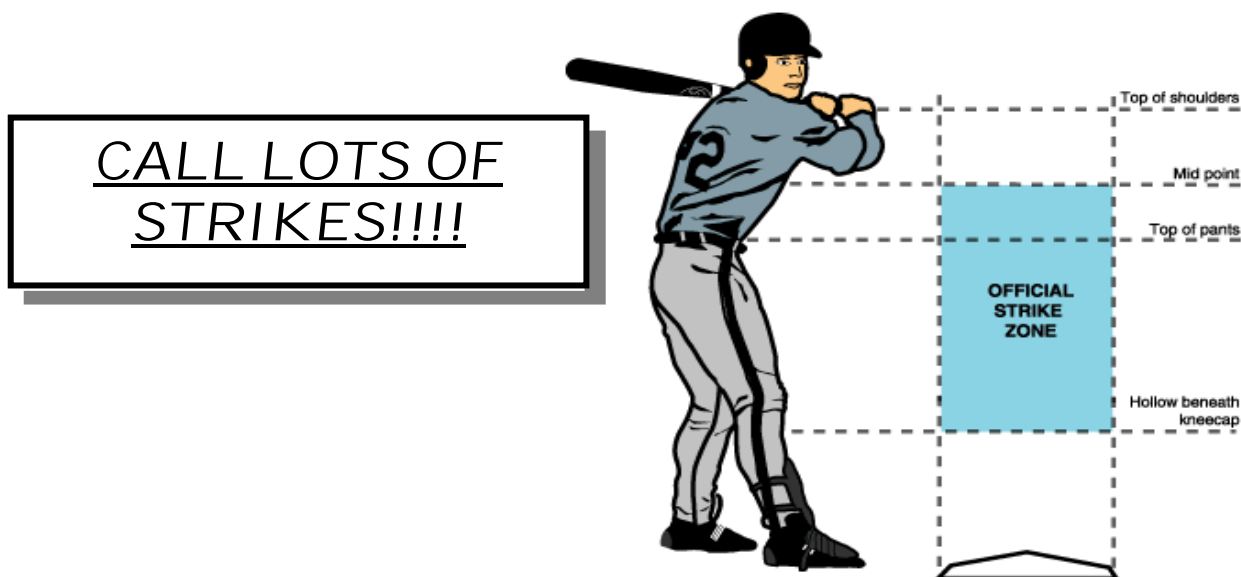
### Balls and Strikes

In each of the following cases, a strike is called on the batter. For each case, circle whether the ball is live or dead:

Batter swings and misses.	<b>Live</b>	<b>Dead</b>
Foul tip (pitch nicks the bat and goes sharply and directly to the catcher's hand or glove first, and is then caught by the catcher).	<b>Live</b>	<b>Dead</b>
Foul ball with less than 2 strikes (with 2 strikes a foul ball is not considered a third strike)	<b>Live</b>	<b>Dead</b>
Bunted foul with two strikes (batter is out as this is considered a third strike).	<b>Live</b>	<b>Dead</b>
Any portion of the ball passes through the strike zone (strike zone is explained below).	<b>Live</b>	<b>Dead</b>
The catcher drops a third strike (batter may run to first base if there is no runner on first base or any time there are two outs)	<b>Live</b>	<b>Dead</b>

### Important Notes

1. Any pitch that is not hit, and does not fall into one of the categories above, is a BALL.
2. If a batter can reasonably hit the ball, call it a STRIKE.





## Check Swing

### Criteria

- The pitch would be a ball – BUT –
- The batter makes a half swing

### Enforcement

The plate umpire must decide if the batter \_\_\_\_\_ to hit the pitch.

### Mechanics

If umpire feels batter attempted to swing:	If umpire feels batter make no attempt to swing:
<ul style="list-style-type: none"><li>➤ Point at the batter with the hand closest to the batter and say "Yes ... (s)he went"</li><li>➤ Make a strike mechanic</li><li>➤ Add a strike to the count</li><li>➤ Give the count</li></ul>	<ul style="list-style-type: none"><li>➤ Say "Ball .... No (s)he didn't"</li><li>➤ Add a ball to the count</li><li>➤ Give the count</li></ul>

## Foul Tip

### Criteria

A batted ball:

- goes \_\_\_\_\_ – TO –  
and \_\_\_\_\_
- the catcher's mitt or hand – AND –
- is legally caught by the catcher

### Enforcement

- The pitch is a \_\_\_\_\_
- The ball remains \_\_\_\_\_

### Mechanics

- Cross left arm in front of body
- Use right hand to make a brushing or nicking motion over left hand fingertips
- Ensure right hand finishes at or above head height
- Finish with a strike mechanic as taught above, being sure to verbalize the number (i.e. "STRIKE TWO")

#### Baseball Myth

**"A RUNNER STEALING ON A PITCH THAT IS FOUL TIPPED AND CAUGHT MUST RETURN."**



**REALITY: ON A LEGALLY CAUGHT FOUL TIP, THE BALL IS ALIVE AND RUNNERS MAY ADVANCE AT THEIR OWN RISK.**





## Hit by Pitch

### Criteria

A batter has been hit by a pitch even if:

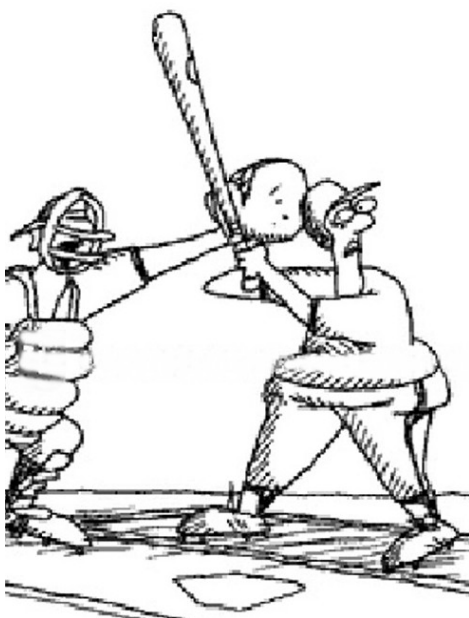
- the pitch bounces first
- the pitch only hits the batter's clothing
- the pitch hits the batter's hands

### Enforcement

- The ball is \_\_\_\_\_
- The batter is awarded \_\_\_\_\_
- Other runners advance, if forced

### Mechanics

- Call " \_\_\_\_\_ "
- Exit to the catcher's left and move in front of the plate
- Get between the batter and pitcher when doing award.
- Point to batter and say "You, first base"



### Exceptions

The batter is NOT awarded first when hit by a pitch if:

- The pitch is in the strike zone –OR–
- The batter swung at the pitch – OR –
- The batter made no effort to get out of the way

In these cases, the ball is still DEAD but the batter remains at-bat.

#### Baseball Myth

"THE HAND

"THE BAT."



**REALITY: THE HANDS ARE PART OF THE BATTER'S BODY. A BATTER HIT IN THE HANDS HAS BEEN HIT BY A PITCH, AND IS AWARDED FIRST BASE UNLESS IT HIT HIS HANDS WHILE ATTEMPTING TO HIT THE BALL!**





## Fair and Foul

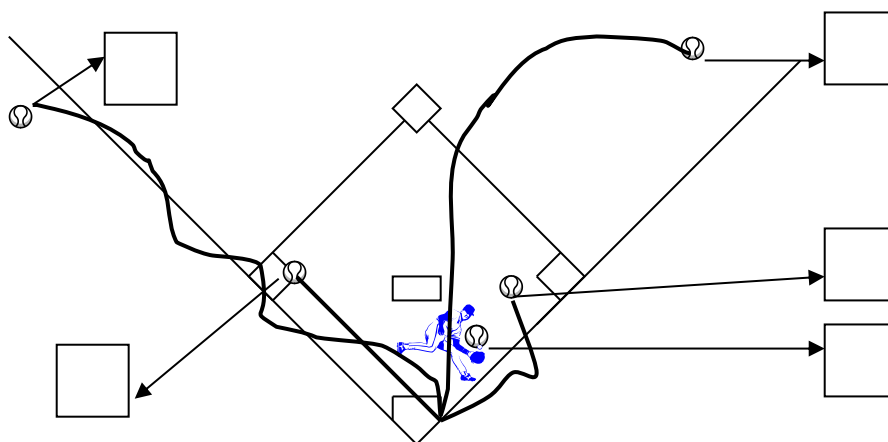
Fair ball territory is that area bounded by the foul lines and the outfield fence from one foul pole to the other foul pole.

This means that the foul lines are really in \_\_\_\_\_ territory.

## Fair Situations

A batted ball is fair in the following situations:

- A. Stops completely on or over fair territory before passing first or third base.
- B. Bouncing on or over fair territory when passing first or third base.
- C. Hits any portion of first or third base.
- D. First lands in fair territory past first or third base.
- E. Touched by a fielder when the \_\_\_\_\_ was in fair territory. It does not matter where the fielder is standing. The question is: "Where was the ball first touched?"



## Mechanics

- point to fair territory with a snapping motion
- do NOT use any voice

## Coverage

All fair/foul calls are the \_\_\_\_\_ umpire's responsibility, except for balls that pass first base when the base umpire is in P2 (no runners on base).

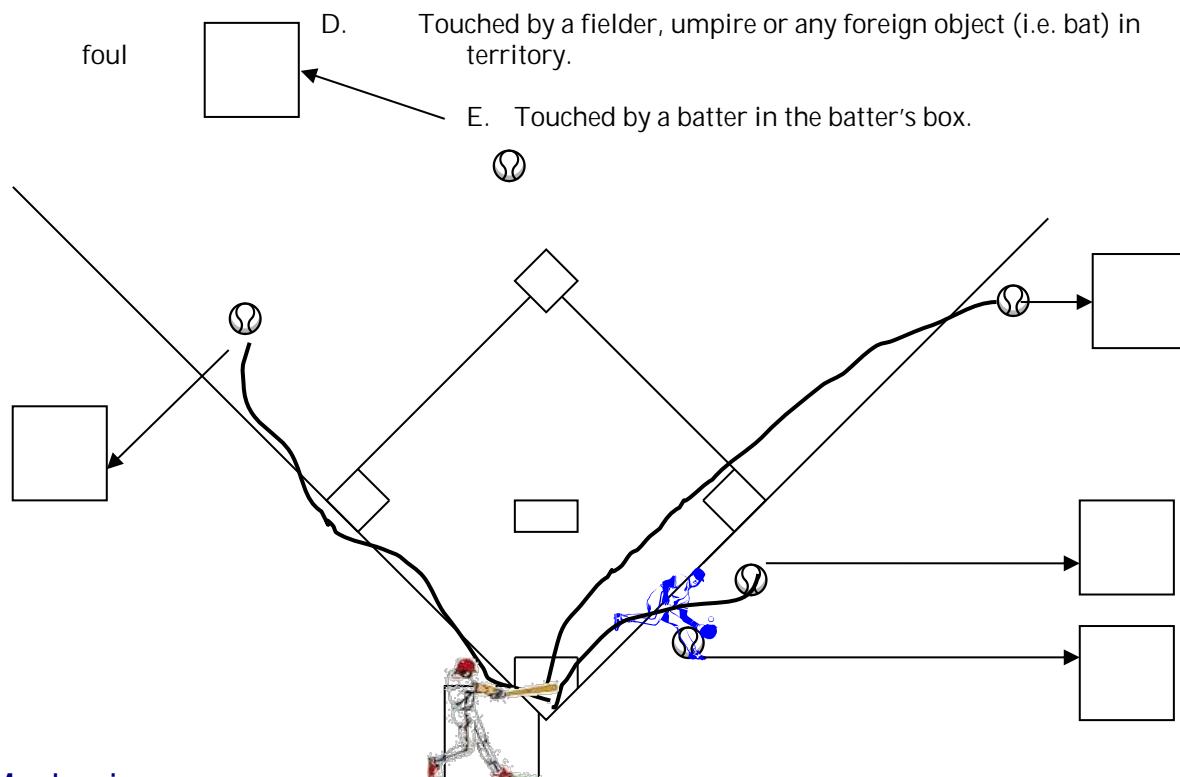




## Foul Situations

A batted ball is foul in the following situations:

- A. Stops completely on or over foul territory before passing first or third base.
- B. Bounding on or over foul territory when passing first or third base.
- C. First lands in foul territory past first or third base.



### Mechanic

- Raise both arms above head the same as for a "Time" mechanic
- Elbows slightly bent
- Yell "FOUL"
- Then point to foul territory with snapping motion

### Coverage

The only fair/foul calls made by the \_\_\_\_\_ umpire are on balls that pass first base with no runners.

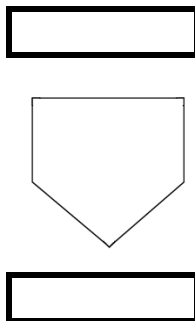




## Pre-Game Meeting

Arrive \_\_\_\_\_ before game time. Enter the playing field \_\_\_\_\_ before, and proceed to \_\_\_\_\_.

On the diagram below, indicate where the plate and base umpires should stand during the pre-game meeting.



The following items are discussed at the pre-game meeting:

1. \_\_\_\_\_.
2. \_\_\_\_\_.<sup>4</sup>
3. \_\_\_\_\_.
4. \_\_\_\_\_.
5. \_\_\_\_\_.

### Important Notes

Do not discuss the following during the pre-game meeting:

1. Official Rules.
2. Events from previous games.
3. Field conditions that are covered by the Official Rules (i.e. holes in fences).
4. Your strike zone.

<sup>4</sup> Ground rules are rules pertaining to conditions specific to that park (i.e. a sidewalk across centre field, a tree in right field).





## Umpire Responsibilities Summary Chart

Decide which items are the responsibilities of the plate umpire, base umpire, or either umpire. Place the corresponding letters in the chart at the bottom of this page.

- A. Keeps eye on the ball.... ALWAYS!
- B. Calls every pitch a ball or strike.
- C. Awards first base when a pitch hits the batter.
- D. Communicates to partner on fly balls to outfield.
- E. Covers fly balls to right field with no runners on base.
- F. Moves to P15 when runners are in motion.
- G. Puts the ball back in play after time has been called.
- H. Makes all fair / foul decisions before first or third base.
- I. Controls the conduct of the game and enforces any necessary rule.
- J. Calls "TIME" when appropriate.
- K. Cleans the plate.
- L. Waits part way up the foul line between innings.
- M. Waits in shallow right field between innings.
- N. Makes CATCH or NO-CATCH calls in the outfield.
- O. Makes SAFE or OUT calls on the bases.
- P. Covers fly balls inside the "cone" with runners on base.
- Q. Pivots into the infield on a bases-empty base hit.
- R. Takes a 90° angle for plays at first base with no runners.
- S. Proceeds to home plate 5 minutes prior to the game.



Plate Umpire Only	Base Umpire Only	Either Umpire







# BASEBALL SASKATCHEWAN RULES

*Baseball Saskatchewan makes several exceptions to the Official Rules of Baseball. These rules are specific to Baseball Saskatchewan and can be accessed at [www.baseballsask.ca](http://www.baseballsask.ca) in complete detail.*

## 11U Rules

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### Batting

- All players must be listed on the batting order. If a player comes late, the player will be added to the bottom of the batting order.
- All players will bat in turn. Everybody bats!
- No Bunting Allowed in all 11U categories
- There are no pinch hitters.
- The re-entry rule is not in effect, since all players get to bat.
- If a batter is removed from the game due to injury or ejection during an at-bat, the next scheduled batter assumes the count and continues the at-bat. The batting order then continues with all players moved up one spot. If the batter becomes an out, such batter shall then take his/her regular turn at bat.
- Maximum 6 runs may be scored by a team in their offensive half of an inning.
- All 11U AA Tier 2 and under Batters start with a 1 ball & 1 strike count (2019)



### Pitching

- Defensive substitutions are unlimited.
- A pitcher is **not** return to pitch again in a game once removed.
- Any removed pitcher may play any other defensive position other than catcher.
- Balks are **not** to be called. Should pitchers balk (e.g. double set or not pause) umpires will indicate such infractions to the coach between innings.
- Once a player assumes the role of pitcher they cannot catch for the remainder of the day.
- A pitcher may pitch a maximum of 75 pitches in one day. Should a pitcher pitch more than 25 pitches in one day, the pitcher cannot pitch the next calendar day. (PENALTY: Team forfeits game)
- There are NO intentional walks in 11U (2019)

### Running

- There are no pinch runners.
- If a runner is removed from the game due to injury or ejection, the last out shall assume the position of the removed player.





- Base runners may **not** leave contact with their base until the ball has crossed the plate or is hit.
- If a runner leads off, the ball is dead. Runners may not advance.
- For all Mosquito AA Tier II, A and A2 a runner on third base can only score on a ball hit into play. Ex) A runner on third cannot score on an over throw, passed ball, runner getting into a rundown (hot box), etc. (2019)





### Yellow Card Sanctions

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- The purpose of this system is an attempt to make the sanctions for misconduct more evenly applied by umpires and make the system fairer to the participants in the game.
- This sanction system provides two distinct levels of discipline providing more options to deal with misconduct. Umpires will use an established set of guidelines to determine what sanction should be applied for each misconduct.
- Misconduct by a team towards umpires, opponents, team mates and spectators will be classified in two categories:
  - Minor Misconduct (a yellow card) - actions contrary to good manners, moral principles, or expressing contempt.
    - The result of such sanction is the misconduct will be reported to Saskatchewan Baseball.
    - The offending individual will be allowed to continue to participate within the game.
  - Major Misconduct (an ejection) – defaming or insulting words or gestures and actual physical contact or aggressive or threatening behavior
  - Minor Misconduct (Yellow Card) Looks Like....
    - arguing of judgement calls (balls/strikes, fair/fouls, outs/safes etc.)
    - gestures or words used to show disagreement with an umpires decision
    - warning a coach or manager to control a team's behavior
    - imitation in words or actions directed towards any participant in the game
    - personal derogatory comments directed to any participant in the game.
    - Any comments that make you feel uncomfortable could be subject to a yellow card.
  - Note: incidental misconduct may not be subject to sanctions. An umpire may issue a verbal warning to a participant to stop the misconduct and if ignored, then a sanction would be issued.
  - For a major misconduct an ejection would occur. Such actions include but are not limited to:
    - Any time you feel threatened or intimidated by a player or coach
    - while arguing calls an individual uses profane language; or argues too loud or prolonged.
    - uses gestures determined to be profane or threatening
    - an attempt or intent to injure a participant in the game
    - physical contact with an umpire including spitting, bumping etc.
    - Equipment is thrown in direct response to a call that was made.
    - Thrown equipment (bat, helmet) when thrown in frustration makes contact with a game participant.
    - Where Baseball Canada rules provide for an ejection under the rules (tobacco rules, slide and avoid rule etc.)
    - A second yellow card in the same game.
    - Argues the issuance of a yellow card (Be aware when they are arguing and when they are asking a question about the card.)
  - Saskatchewan Baseball's Zero Tolerance Policy remains in place as written.
  - Sask Baseball has upgraded the present on-line reporting system. If a sanction is issued (yellow card or ejection) immediately after the game the umpire shall go on-line and report





## Saskatchewan Zero Tolerance Policy

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No fan shall yell, be abusive, or try to change the decision of an umpire during a ball game. If this happens do the following:

1. Call time, go to the offending team coach and ask him/her to tell the fan to stop the behavior.
2. If the fan continues, call time again and inform the coach that the fan must leave. Do not resume play until the fan leaves.
3. If the fan does not leave, or the coach will not cooperate in having the fan removed from the ball park, the game could be forfeited.





# ON-FIELD SESSION

*The following pages summarize the mechanics and drills covered in the on-field portion of this clinic.*

## Base Mechanics<sup>5</sup>

---

### Set Position

All infield calls by the base umpire should be made from this position

- Feet shoulder width apart
- Settle in comfortably with knees slightly bent
- Thumbs on inside of knees, fingers on outside
- Lock elbows



### Out Calls

After beginning in SET position there are 3 distinct movements

- Rise to full height
- Right arm to 90-degree angle to body, elbow facing 45-degrees away from body and close fist
- Snap arm forward and stop at 90-degree angle (as if hitting the door). Coincide with voice "HE'S OUT!"



### Safe Calls

After beginning in SET position there are 4 distinct movements

- Rise to full height.
- Both arms to 90-degree angle to body, facing in front of you, hands are open palms facing ground.
- Snap arms to side and stop when at the side (ensure they are still parallel to the ground). Coincide with voice "SAFE"
- Bring arms back to front then return to SET position.



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<sup>5</sup> See Baseball Canada 2-Umpire Positioning Manual: 2M-1, 2M-11, 2M-24





## Time Mechanic

After beginning in SET position

- Rise to full height
- Raise hands over head with elbows slightly bent
- Keep the four fingers together, with the thumb separate
- Say "TIME"



## Catch/No Catch Calls

- For a catch call, say "THAT'S A CATCH" while making an OUT mechanic.
- For a no-catch call, say "NO CATCH" while making a SAFE mechanic.

## Fair/Foul Calls

These calls must be made while straddling the first base foul line and facing the outfield. This is the base umpire's call when the ball passes first base while positioned in P2 (no runners on base). In all other cases, the plate umpire makes fair/foul calls.

### Fair

- Use right or left arm depending on direction you are facing.
- point to fair territory with snapping motion

- do NOT use any voice

### Foul

- raise both arms above head
- elbows slightly bent
- yell "Foul"







## Plate Mechanics

### The Mask

#### Putting it On

- hold in left hand
- hold by bottom left padding
- hold harness in right hand
- place mask over hat brim
- pull harness down and over back of hat

#### Taking it Off

- grasp bottom left padding
- use left hand only
- pull mask out away from face
- pull mask up and off in one motion



### Calling Pitches

#### Strikes

Any pitch that the batter could reasonably hit should be called a strike.

- Begin in comfortable, bent position with arms tucked near body.
- Rise to full height.
- Right arm uses same mechanic as taught for OUT mechanic
- Coincide with voice "STRIKE ONE". Call each strike by the number.
- After the call, step back and relax until pitcher gets set again.

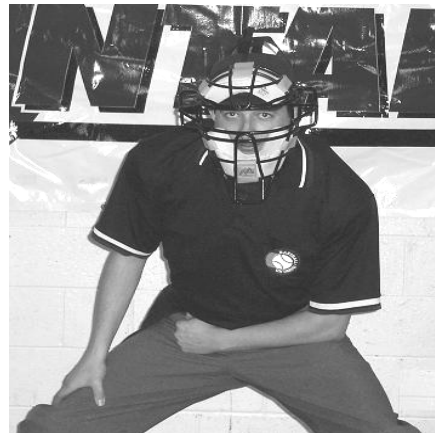






## Balls

- Begin in comfortable, bent position with arms tucked near body.
- After pitch, remain in this position.
- Use voice to indicate "BALL" and then the number (i.e. "BALL ONE")
- Then step back and relax until pitcher gets set again.



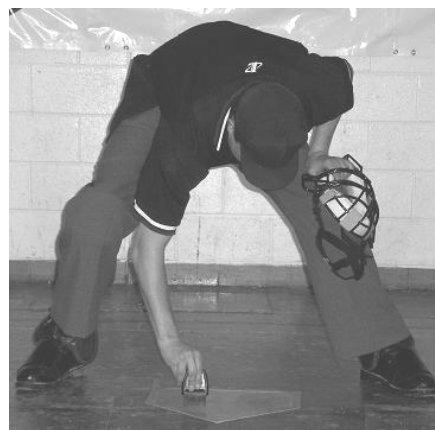
## Indicator Use and Showing Count

- Indicator must be held in left hand.
- Count is shown using right hand for strikes and left hand for balls.
- Count is shown with palms facing pitcher.
- A full count is NOT shown with closed fists.



## Brushing Plate

- Remove mask using proper mechanics.
- Come around to front of plate through empty batters' box.
- Bend down to brush plate with rear-end facing center field.
- Sweep plate quickly.
- Move to side, put mask back on before returning behind the catcher.





## Foul Tips

A foul tip is a ball that has gone sharply from the bat directly to the catcher's glove, and has been legally caught by the catcher.

- Cross your left arm in front of body
- Use right hand to make a brushing or nicking motion over left hand fingertips
- Ensure right hand finishes at or above head height
- Finish with a Strike mechanic as taught above, being sure to verbalize the number (i.e. "STRIKE TWO")

Note: Do NOT call time on a foul tip. The ball remains live

## Hit by Pitch Mechanic

When a pitch hits a batter:

- Immediately call time using the mechanic taught earlier
- Exit to the batter's open side
- Point at the batter with the right hand
- Say "YOU, FIRST BASE"
- Follow the batter part way down the first base line, staying between the batter and pitcher



## Check Swings

When a batter makes a half-swing you must decide whether you feel the batter tried to hit the ball.

If batter attempted to hit the ball:	If batter made no attempt to hit the ball:
<ul style="list-style-type: none"> <li>➤ Point at the batter.</li> <li>➤ Say "YES, HE DID"</li> <li>➤ Make a strike mechanic</li> <li>➤ Give the count</li> </ul>	<ul style="list-style-type: none"> <li>➤ Say "BALL.... NO, HE DIDN'T"</li> <li>➤ Make a ball mechanic</li> <li>➤ Give the count</li> </ul>





## Positioning Drills<sup>6</sup>

Situation	Base Umpire	Plate Umpire
<b>Ground ball plays at first</b>	<ul style="list-style-type: none"> <li>➤ Start 6-10 feet behind first baseman</li> <li>➤ Entirely in foul territory</li> <li>➤ Take a 90 degree angle to throw</li> <li>➤ Come to set position</li> <li>➤ Make appropriate call</li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Follow batter half way to first base</li> <li>➤ Come to standing set position</li> <li>➤ Observe play</li> </ul>
<b>Ball missed by first baseman but remains in play and batter goes to second</b>	<ul style="list-style-type: none"> <li>➤ Run inside first base to infield</li> <li>➤ Pivot by turning towards first base</li> <li>➤ Keep eye on ball as long as possible</li> <li>➤ Watch batter touch first</li> <li>➤ Stay ahead of runner</li> <li>➤ Stay inside the baseline</li> <li>➤ Run towards second</li> <li>➤ Get set inside second base cutout</li> <li>➤ Make appropriate call</li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Follow batter half way to first base</li> <li>➤ React to the missed ball</li> <li>➤ Follow ball towards out of play</li> <li>➤ Then move to P-15 in foul territory</li> </ul>
<b>Ground ball or bunt is rolling slowly up first baseline</b>	<ul style="list-style-type: none"> <li>➤ Straddle foul line or take one step into fair territory</li> <li>➤ If ball touches or passes first base, make the FAIR or FOUL call</li> <li>➤ If ball becomes fair or foul before first base, get into position for possible play at first</li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Follow ball up first baseline</li> <li>➤ Stop and get set to make call</li> <li>➤ If ball becomes fair or foul before first base, make the call</li> <li>➤ If ball passes first base, make no call and return to P-15</li> </ul>
<b>Ground ball or bunt is rolling slowly up third baseline</b>	<ul style="list-style-type: none"> <li>➤ Move to 90 degree angle to the ball</li> <li>➤ Come to set position</li> <li>➤ Make call if there's a play at first</li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Follow ball up third baseline</li> <li>➤ Stop and get set to make call</li> <li>➤ Make the FAIR or FOUL call whether ball is before or after third base</li> </ul>
<b>No Runners -Fly Ball to Right Field</b>	<ul style="list-style-type: none"> <li>➤ Pause, read the fielder, then react</li> <li>➤ Communicate "I've got the ball"</li> <li>➤ Run out to right field along the foul line</li> <li>➤ Come to standing set</li> <li>➤ Make FAIR/FOUL call if needed</li> <li>➤ Make CATCH/NO CATCH call</li> <li>➤ Go to home plate in foul territory</li> <li>➤ Make call on batter at home</li> </ul>	<ul style="list-style-type: none"> <li>➤ Pause, read your partner, then react</li> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Communicate "I've got the runner"</li> <li>➤ Run between first base and mound</li> <li>➤ Watch batter touch first</li> <li>➤ Curl around mound and head to second if batter tries for double</li> <li>➤ Make calls on batter at all bases</li> </ul>

<sup>6</sup> See Baseball Canada 2-Umpire Positioning Manual: 2M-2, 2M-3, 2M-4, 2M-5





Situation	Base Umpire	Plate Umpire
<b>R1 – Fly Ball Inside “Cone”</b>	<ul style="list-style-type: none"> <li>➤ Begin in P3</li> <li>➤ Turn with the ball</li> <li>➤ Remain in the infield</li> <li>➤ Make the CATCH call</li> <li>➤ Make any call on R1 at 1<sup>st</sup> or 2<sup>nd</sup></li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Move to P15 to observe play</li> </ul>
<b>R1 – Fly Ball Outside “Cone”</b>	<ul style="list-style-type: none"> <li>➤ Begin in P3</li> <li>➤ Turn with the ball</li> <li>➤ Move to area behind the mound</li> <li>➤ Make any call on R1 at 1<sup>st</sup> or 2<sup>nd</sup></li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Move up the foul line on the side of the field where the ball is hit</li> <li>➤ Straddle the line</li> <li>➤ Make a FAIR or FOUL call if needed</li> <li>➤ Make the CATCH call</li> </ul>
<b>No Runners – Infield Pop Up Near First Base Line</b>	<ul style="list-style-type: none"> <li>➤ Begin in P2</li> <li>➤ Stay behind first base</li> <li>➤ Straddle the foul line</li> <li>➤ React to the fielder</li> <li>➤ If the ball passes first base, say <b>“I’VE GOT THE BALL”</b></li> <li>➤ Make the FAIR or FOUL call</li> <li>➤ Make the CATCH call</li> </ul>	<ul style="list-style-type: none"> <li>➤ Exit to catcher's left</li> <li>➤ Remove mask</li> <li>➤ Move up the foul line</li> <li>➤ Straddle the foul line</li> <li>➤ React to fielder</li> <li>➤ If the ball does not pass first base, say <b>“I’VE GOT THE BALL”</b></li> <li>➤ Make the FAIR or FOUL call</li> <li>➤ Make the CATCH call</li> </ul>

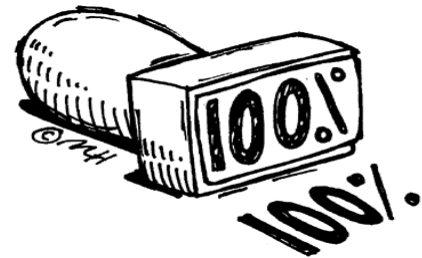




## Test/Wrap Up

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Thanks for your attendance and interest in the Baseball Saskatchewan umpire's program. Good luck on the test, and have a great season.





# TEST

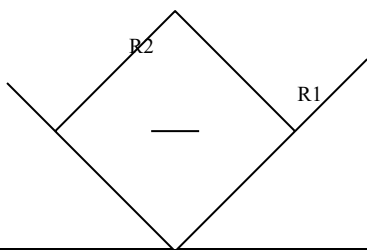
## Umpiring Basics

1.	On a foul tip, the ball becomes dead.	T	F
2.	In order for the plate umpire to make a dead ball become live again, the pitcher has to be on the rubber with the ball.	T	F
3.	When a pitch hits a batter, the ball remains live.	T	F
4.	During ground rules, the plate umpire should explain what the strike zone will be for that game.	T	F
5.	The umpires should be on the field for ground rules 5 minutes prior to game time.	T	F
6.	If there are no runners on base and the batter hits a double, the base umpire needs to turn while moving into the infield. This movement is called a pivot.	T	F
7.	The batter already has 2 strikes and then bunts a ball. If the ball goes foul, the batter is out.	T	F
8.	There is a runner on 1st base; the base umpire is in P3. The base umpire should make the catch/no catch call on the ball hit to RF near the foul line.	T	F
9.	The pitch is close to the strike zone and the batter starts to swing at it. The pitch is a ball but the umpire rules that the batter broke his wrists and calls a strike.	T	F
10.	In Mosquito baseball, runners are allowed to score from third base on a passed ball?	T	F
11.	What angle should the base umpire take to be in the best position for calls at 1st base?		
12.	What is one mandatory item of uniform or equipment that an umpire must have?		
13.	List 1 characteristic of a good umpire.		

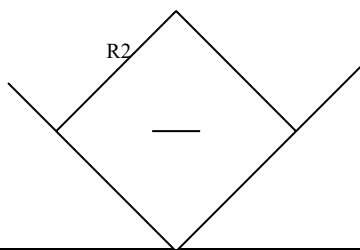
## Positioning

On the following diagrams, indicate by using the letters "BU" where the base umpire should be positioned. (4 marks)

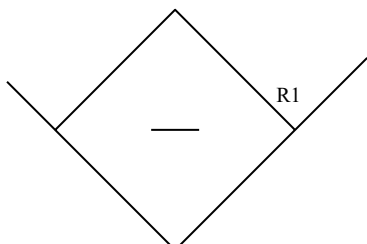
14. Runners on first and second.



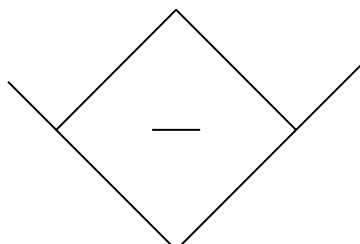
15. Runner only on second



16. Runner only on first



17. No runners on base

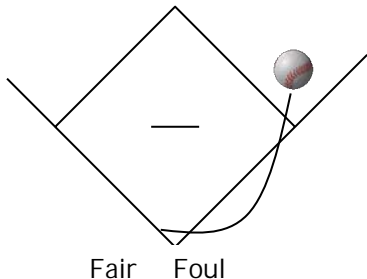




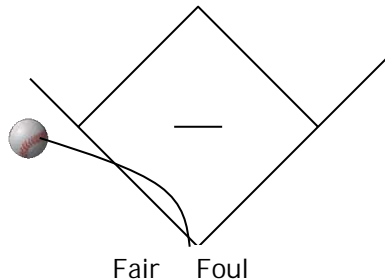
## Fair/Foul

Based on the following statements and diagrams, circle whether the ball is fair or foul. (8 marks)

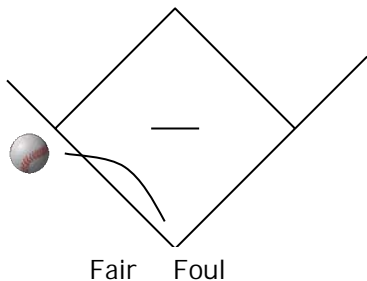
18. A fly ball lands where the picture indicates.



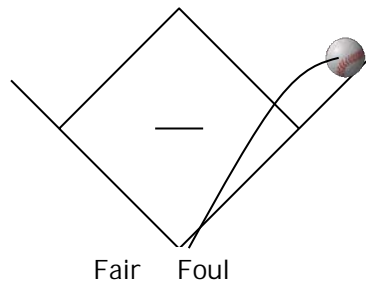
19. The ball is rolling and stops where shown.



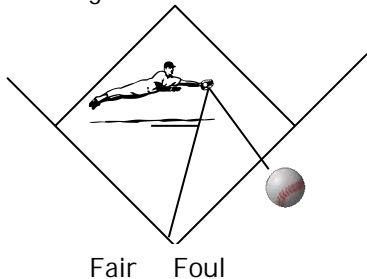
20. The ball is rolling and stops where shown.



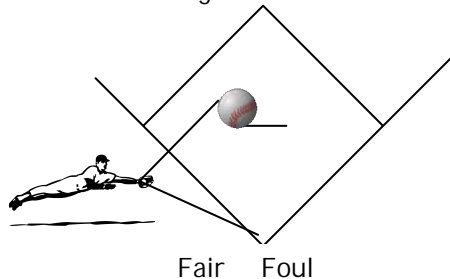
21. A fly ball lands where the picture indicates.



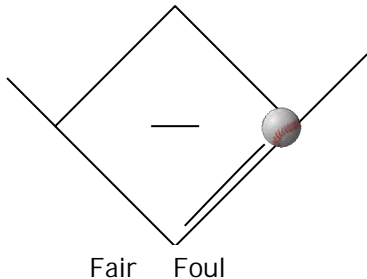
22. The ball is a line drive deflected off the pitcher's glove.



23. The ball is a line drive deflected off the 3rd baseman's glove.



24. The ball is rolling, hits first base and stops where shown.



25. The ball stops where shown.

