



Umpire Development

Level 2.1 Umpire's Workbook



The Offense

Part of a 3-year cycle for Level 2 Certification
Game Management, Offense & Defense



Dear Baseball Saskatchewan Level 2 Umpire,

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 2 umpire, you will complete a three-year training program which is intended to provide you with in-depth training in all aspects of the two-umpire system and a complete overview of all basic baseball rules. Many concepts introduced in Level 1 will be further developed in all years of the program through detailed on-field drills. 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, second, or third Level 2 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.

As an experienced umpire, you are an important part of the baseball system in Saskatchewan. You have already demonstrated your commitment to umpiring in Saskatchewan, and it is our hope that this clinic will allow you to continue to develop your skills and to gradually umpire at higher levels of play.

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

Yours in baseball,

Baseball Saskatchewan Umpires' Committee





Acknowledgements

The Baseball Saskatchewan Umpires' Committee would like to thank the Baseball Ontario Course Conductors who contributed to the creation of the Umpire's Development Program in a wide variety of ways, as well as Baseball Quebec and their continued partnership in further developing our instructional programs. This collaboration has been integral to the success of our Umpire Development Programs.

Sources

Baseball Canada – Canadian Content Baseball Rules
Baseball Canada 2 Umpire Positioning Manual
Baseball Ontario 2 Umpire Positioning Manual
Baseball Canada Umpires' Committee – Rule Interpretations
Baseballumps.com
Official Rules of Baseball
Ucomics.com
Baseball Saskatchewan Handbook

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INTRODUCTION AND REVIEW

The purpose of the Level 2 program is to further develop and refine the basic skills learned in Level 1. This 3-year program will focus on a different aspect of the baseball rules each year. This year's focus is on rules specifically related to the offensive team.

Introduction

Baseball Saskatchewan Contacts

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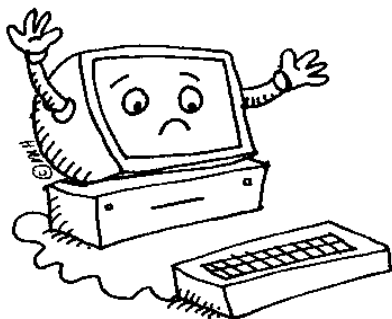
Adrian Bourgeois – Zone 8



Baseball Saskatchewan On-Line

Visit Baseball Saskatchewan's webpage at www.saskbaseball.ca

Follow the links to the Umpires' Section for:



- Committee contact information
- Online ejection/yellow card form
- Officials Rules of Baseball and specific Baseball Saskatchewan Rules
- Saskatchewan Rules and Rule Interpretations



The Baseball Saskatchewan Umpire Level System

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 for more information.



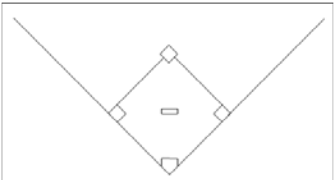
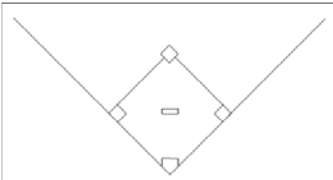
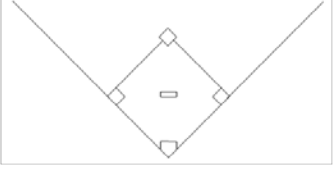


Level 1 Review Quiz

- T F 1. A batted ball goes straight down onto the plate and then bounces toward the pitcher where it settles just before the mound. This is a fair ball.
- T F 2. A line drive is over foul territory, when it is touched by the third baseman, who has both feet in fair territory. This is a fair ball.
- T F 3. The batter is hit by the 2-2 pitch, which then rolls away from the catcher. The batter runs all the way to 2nd base and is safe. The batter can remain at second base.
- T F 4. A batted ball rolls in foul territory all the way down the foul line before touching the edge of first base. The ball then stops in foul territory. This is a foul ball.
- T F 5. A foul tip is legally caught by the catcher. R1 steals 2nd and is safe. R1 must return to 1st because the ball is dead on a foul tip.
- T F 6. With no runners on base, the batter hits a fly ball to left-centre field. The base umpire should go out to the outfield to make the catch call because the ball is within the "cone" area.
- T F 7. There are some situations where the plate umpire will have to make a call at second or third base.
- T F 8. With 2 outs, a batter is automatically out if a catcher drops a strike 3.



For each situation below, draw the positions and/or movement of the umpires and indicate which umpire should make the call (Plate umpire or Base Umpire).

 <p>R1. The pitcher does not come to a stop but still delivers the ball towards the plate. The pitch is clearly a ball.</p> <p>Answer:</p>	 <p>R2. Ground ball to the 3rd baseman who throws out the batter-runner at 1st. The 1st baseman throws back to 3rd in time to get R2.</p> <p>Answer:</p>	 <p>R3. The batter hits a deep fly ball to right-centre field. R3 is safe at home, but the Defense appeals that he left early.</p> <p>Answer:</p>
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Uniform and Equipment Standards

The items below are required for Level 1 umpires but also describe the complete proper uniform. The Baseball Saskatchewan crest is recommended but not mandatory. Baseball Saskatchewan umpire uniform is available for pre-order from Source for Sports. Contact your zone director or ask your clinician for details to ordering Shirts, hats, etc.

Mandatory

- Black Shirt with crest
- Black Hat (crest is recommended)
- Grey Pants
- Indicator
- Athletic supporter with cup*
- Chest Protector*
- Brush*
- Mask*

Recommended

- Black shoes
- Black belt
- Black socks
- Ball bag*

Optional Shirts

- Powder blue



Important Notes

1. Optional shirts 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.
4. You must have the entire uniform if you are working a provincial championship.

* Items marked with asterisk apply to plate umpires only.



FOCUS: THE BATTER

Uniform

At all levels of play, batters, runners, on-deck batters and bat boys/girls must wear double ear-flap helmets.

Rule Change: Chin straps on helmets are NO LONGER mandatory at any age division. Players may choose to still use one, but it is no longer mandatory.

Illegally Batted Ball

Criteria

A batter has batted a ball illegally when:

- The ball is _____ – WITH-
- One or both feet completely _____ the lines of the batter's box –AND-
- That foot is touching the _____

Note: It doesn't matter whether the ball goes fair or foul.

Penalty

- The batter is _____
- The ball is dead
- Runners return to their last base they occupied at the time of the pitch.

Mechanics

- Call "Time"
- Point at the batter
- Say "That's _____"
- Call and signal the batter out
- Return runners (if necessary) to the base they occupied at the time of the pitch.

Baseball Myth

"A BATTER IS OUT FOR STEPPING ON HOME PLATE."



REALITY: THE BATTER IS ONLY OUT IF THE ENTIRE FOOT IS OUT OF THE BATTER'S BOX, AND IF THE BATTER MAKES CONTACT WITH THE BALL.



Interference

Criteria

It is interference when a batter hinders:

- the catcher's throw to retire a runner – OR -
- the catcher's fielding attempt on a passed ball or wild pitch

Important Note

If a batter remains in the batter's box and makes no intent to interfere, the batter is not considered to have hindered the catcher.

REMINDER:

Obstruction is an act of the defensive fielders on the offensive runner.

It is important to use the correct term when discussing rules. Today we will be discussing Interference.

Penalty

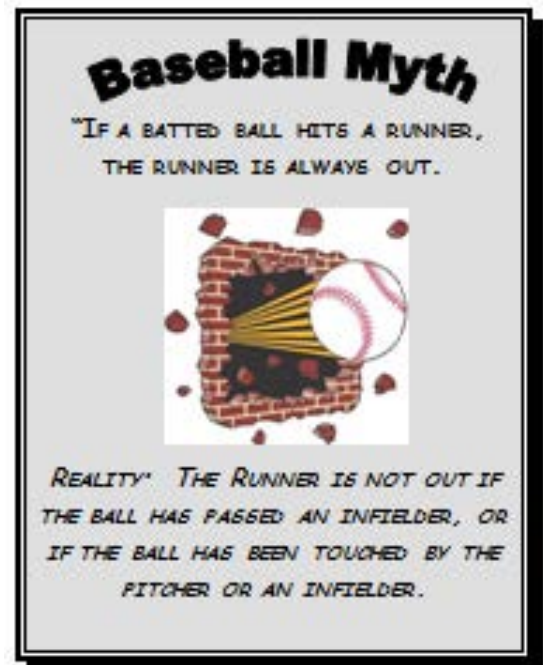
- This play is a _____
- The batter is _____
- Runners return to their _____ legally occupied base.

Mechanics

- Point to the batter
- Call "That's Interference!"
- Call the pitch (ball or strike) and wait for the play to finish
- Call "Time!"
- Exit to the catcher's left and come in front of the plate and repeat "That's Interference!"
- Call and signal the batter out
- Return the runners to their previous bases at the time of the pitch.

Exceptions

- If the runner trying to advance is thrown out, the ball remains live and the interference is disregarded.
- If the interference is accidental on the batter's backswing, the batter is not out. The ball remains dead and runners cannot advance.
- If the batter interferes and it is strike three – the runner on base is called out because of the batter's interference.





Refusal to Take Position

If the batter refuses to enter the batter's box at any time during the at-bat, after being ordered to do so by the umpire, the umpire should:

- Call and signal "_____"
- Add a _____ to the count
- if this results in Strike 3 the batter is out

Strategies

Ordering a demand pitch should only be done as a last resort. Good game management strategies can be used to ensure that you do not need to enforce this rule. The strategies will vary depending on the level of baseball and the situation.

List some strategies below that the umpire could use when a batter is refusing to enter the box:

1. _____
2. _____
3. _____

Baseball Myth



"A BATTER CANNOT SWITCH BATTER'S BOXES DURING AN AT-BAT."



REALITY: A BATTER CAN SWITCH BATTER'S BOXES AS LONG AS THE PITCHER IS NOT ON THE RUBBER READY TO PITCH.





FOCUS: THE BATTER-RUNNER

A batter-runner is a player who has completed an at-bat but not yet been put out or reached base safely.

Overrunning First Base

The batter-runner may slide or run past first base and is NOT out when tagged if she/he:

- returns immediately to first base

—AND—

- makes no attempt to go to second

Baseball Myth

A BATTER-RUNNER MUST TURN RIGHT AFTER OVERRUNNING FIRST BASE."



REALITY: IF THE BATTER MAKES NO ATTEMPT TO ADVANCE TO 2ND BASE, (S)HE MAY RETURN TO FIRST IN EITHER DIRECTION.

EXAMPLE: The first baseman catches a throw as the batter-runner safely passes first base. The batter-runner turns left toward second base but immediately heads back to first base. Is the batter-runner out if tagged by the first baseman before retouching first base?

YES NO

EXAMPLE: The first baseman bobbles and drops a throw as the batter-runner safely passes first base. The batter-runner takes one aggressive step towards second base, and is then tagged trying to return to first base. Is the batter-runner out?

YES NO

What is the difference between the two examples?





Dropped Third Strike

Criteria

On a third strike not legally caught by the catcher, a batter becomes a batter-runner and may advance to first base provided:

- _____ **-OR-** _____
- NOTE: In all 11U and some 13U divisions, the batter is out on a dropped third strike but the ball is still live and runners may steal bases on the pitch. In 11U a runner may not steal home on this play.

Determining Legally Caught

The catcher has legally caught a third strike if the ball is in the catcher's glove or hand before touching the ground. The ball is NOT legally caught if:

- Stuck in mask or equipment
- Rebounds off umpire
- Smothered against body or protector (unless the ball hit catcher's glove first)

Mechanics

If either of the above criteria apply:	If the above criteria do NOT apply (i.e.: first base is occupied with less than 2 outs):
<ul style="list-style-type: none">➤ Say "Strike 3" and make a strike mechanic➤ Say "No Catch" and make a safe mechanic, repeat if needed➤ Allow the play to continue	<ul style="list-style-type: none">➤ Say "Strike 3" and make a strike mechanic➤ Say "Batter's Out" and make an out mechanic, repeat if needed to be sure everyone knows what the call is

Abandoning First Base

On a dropped third strike on which the batter is entitled to run, the batter-runner is considered to have abandoned his/her right to advance to first base and will be called out if:

- does not realize that the ball was dropped and makes no attempt to get to first (be patient and give the batter a chance to run.)
- is not in the process of running to first base,
- _____ (determined by the dirt circle around home plate on grass infields)

EXAMPLE: The batter and catcher believe strike three has been legally caught to end the inning. However, the umpire has ruled no catch. The batter walks slowly towards the dugout and the catcher rolls the ball out to the pitcher's mound. The batter reaches the on-deck circle and hears his team-mates yelling for him to go to first. The batter-runner now goes directly from the on-deck circle to first base. Is this legal?

YES NO

Why? _____





Interference

Criteria

It is interference when a batter-runner hinders the Defense in any of the following four ways:

1. Contacting a Fair Batted Ball

Regardless of intent, it is interference when:

- A fair ball
- Touches the batter-runner
- In fair territory
- While outside the batter's box

Exception

It is not offensive interference if:

- a. The batted ball is touched by a fielder or umpire before hitting the batter-runner.
- b. A foul ball is accidentally touched by the batter-runner.



Important Note

If the batter-runner intentionally touches a foul ball that has a chance of becoming fair, interference should be called.

2. Running Outside Running Lane

On a throw to first base, the batter-runner must run inside the 3 foot running lane.

It is interference if:

- the batter-runner runs outside the lane -AND -
- hinders (it does not have to hit the runner) the Defense making the throw to first.

Exception

It is not interference if the batter-runner:

- goes outside the running lane to avoid a fielder –OR-
- is hit by the thrown ball while inside the running lane

Important Notes

1. Running out of the lane is only interference if the batter-runner's actions cause the fielders to miss the play.
2. The lines are considered part of the running lane.

3. Throwing the Bat

Regardless of intent, it is interference when a thrown or dropped bat:

- Remains whole –AND-
- Hits a batted ball or impedes a fielder –AND-
- Is still moving –AND-
- Is over fair territory



Important Notes

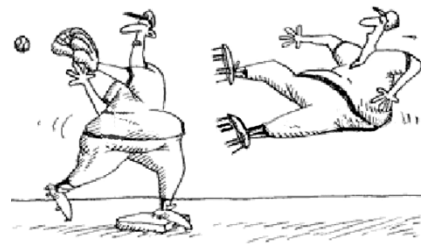
In the case of a broken bat, the batter is responsible for the part that remains in his/her hand. It would not be fair to make a batter responsible for controlling the broken portion.

If a bat is lying in fair territory and the ball rolls into the bat, the ball is live and in play, but if the bat rolls into the ball, interference has occurred.

4. Hindering a Fielder

It is interference when the batter-runner hinders a defensive player who is fielding the ball by:

- Making contact –OR–
- Intentionally distracting –OR–
- Impeding the progress



Exception

If there is accidental contact between the catcher and batter-runner in the immediate area of home plate, the umpire should declare "That's Nothing" and allow play to continue.

Penalty

In all cases of offensive interference described:

- The ball is dead
- The offending player is out.
- Other runners return to their last base legally occupied.

Important Note

If the interference was made by the runner with the intent to break up a double play then 2 outs will be called on the interference.

If the interference is on a base runner (Ex. Intentionally interfering with the second baseman on a relay to first) then the offending player and the batter runner will be called out.

If interference is called on the batter-runner's with intent to break up a double play, the runner closest to home will also be called out.

Mechanics

- Call "Time"
- Point to the batter-runner
- Say "That's Interference"
- Call and signal the batter-runner out
- Point to other runners and return them to their original bases



FOCUS: THE RUNNERS

Legal Actions

Runners must _____ all bases, in order.

Runners must _____ a base before advancing after a fly ball is caught.

Illegal Actions

A runner will be called out for the following 3 illegal actions.

Criteria

1. Passing a Lead Runner

When runners pass each other, the _____ runner is always declared out.

2. Abandoning Effort

When running bases beyond first base, a runner is considered to have abandoned his/her effort when:

- Stops trying to advance or return to a base – OR –
- Heads towards the dugout or defensive position – OR –
- Shows no intent to be a base runner

NOTE: Umpires should enforce this rule regardless of the reason the runner abandoned his/her efforts to run the bases.

EXAMPLE: 2 out. Bases empty. The batter hits a ball over the left fielder's head for an apparent double. Believing that the ball was caught, the batter-runner touches first base but then jogs out to centre field to assume his defensive position for the next inning. The batter-runner may still run back into the infield to try to reach 2nd safely.

YES

NO

WHY?





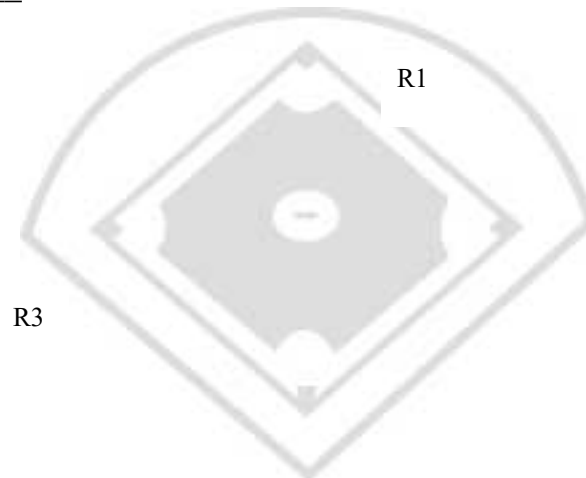
3. Leaving Baseline

The baseline is a _____ line from the _____ to the _____ he/she is trying to reach, whether advancing or returning.

The baseline is NOT:

- Marked by any line on the field
- A direct path between any two bases

A runner is considered to have left his/her baseline when going more than a total of _____ in either direction off his/her baseline to avoid a tag.



On the diagram above, draw both runners' possible baselines.

Penalty

In each of the above three cases of illegal actions by a runner, the following penalties apply:

- Runner is out
- Ball is live
- Other runners are not affected

Mechanic

In each of the above three cases of illegal actions by a runner, the umpire should:

- Point at the runner
- Identify the infraction by saying:

"That's _____" -OR-

"That's _____" -OR-

"That's _____"

- Call and signal the runner out
- Keep play live and be aware of other plays that may develop





Two Runners on Same Base

Criteria

When two runners occupy the same base, the umpire must determine which runner is legally entitled to that base.

A runner legally occupies a base until:

- forced to advance due to the batter becoming a runner - OR -
- touches or passes the next base



Penalty

A runner is out when tagged if standing on a base with another runner who legally occupies that base.

Mechanic

When the Defense tags the appropriate runner, the umpire should:

- Point directly at the runner (say the runner's number or name if known)
- Signal and call the runner out.
- Keep play live and be alert to further plays.

Criteria

It is interference when a runner hinders the Defense in any of the following 3 ways:

1. Hinders Fielder

It is interference if a runner hinders a fielder who is _____ a batted ball.

Some ways a runner could hinder a fielder are:

- Making contact
- Stopping in front of the fielder to block vision
- Causing the fielder to alter his/her path to the ball





2. Hit by Batted Ball

It is interference if a runner is hit by a batted ball when:

- The ball is _____ – AND -
- The runner is in _____ territory – AND -
- The ball has not been _____ by an infielder or the pitcher or umpire – OR -
- The ball has not _____ another infielder (except the pitcher)

Exception

It remains interference, even if the ball has passed an infielder, if another infielder _____ have still fielded the ball.

3. Contacting a Thrown Ball

It is interference when a runner _____ contacts a thrown ball.

Important Notes

It is not interference when a runner is accidentally hit by a thrown ball.

The base does NOT protect the runner when hit by a batted ball unless the batted ball is an Infield fly.

Baseball Myth

"IF A BATTED BALL HITS A RUNNER, THE RUNNER IS ALWAYS OUT."



REALITY: THE RUNNER IS NOT OUT IF THE BALL HAS PASSED AN INFIELDER, OR IF THE BALL HAS BEEN TOUCHED BY THE PITCHER OR AN INFIELDER.





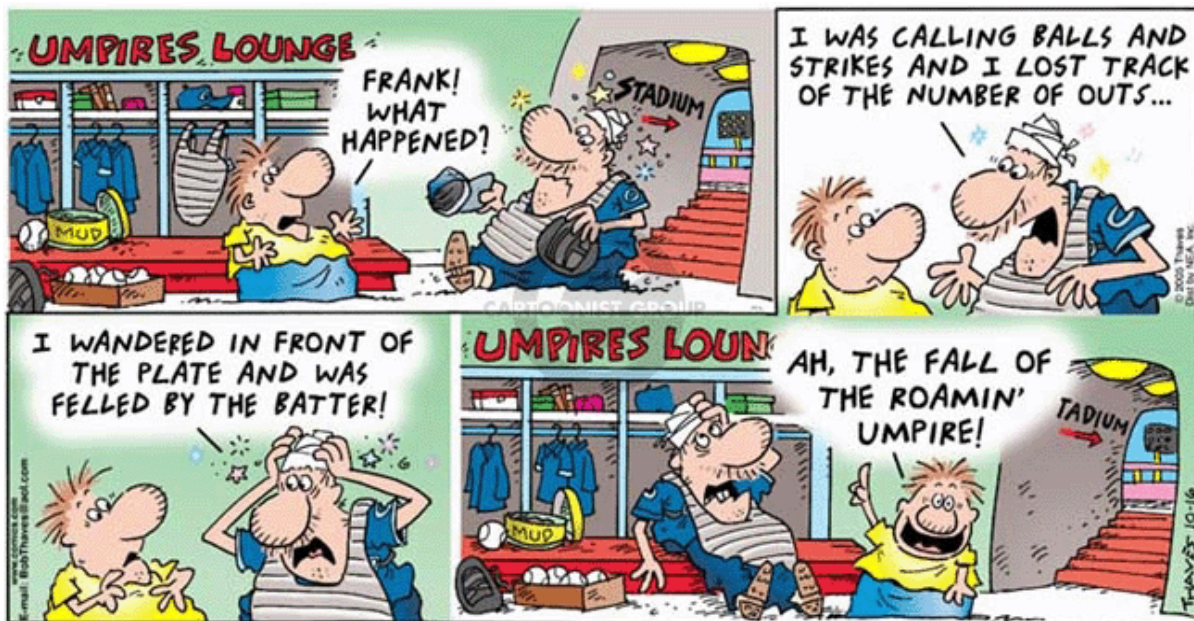
Penalty

In all cases of interference described above:

- The ball is _____
- The runner is _____
- Other runners return to their _____ base legally occupied, unless forced
- The batter-runner is awarded first base

Important Note

If the runner interferes to break up a double play, then the _____ is also called out.





Offensive Interference Summary Chart

The following chart summarizes the material taught about offensive interference in the 3 focus topics.

	Criteria	Penalty	Exceptions or Notes
Batter	<ol style="list-style-type: none"> 1. Hinders catcher's throw 2. Hinders catcher's fielding 	<ul style="list-style-type: none"> - ball is dead - batter is out - runners return 	<ul style="list-style-type: none"> - no interference if a runner is thrown out - batter is not out if accidental interference on backswing - If the batter interferes and it is strike three – the runner on base is called out because of the batter's interference.
Batter-Runner	<ol style="list-style-type: none"> 1. Contacting a fair batted ball 2. Running outside the running lane 3. Throwing bat 4. Impeding a fielder 	<ul style="list-style-type: none"> - ball is dead - batter-runner is out - runners return 	<ul style="list-style-type: none"> - no interference if ball is touched by fielder before hitting batter - no interference if batter-runner runs outside lane to avoid a fielder - no interference if broken portion of a bat hits a fair ball - if batter-runner interferes to break up double play, the runner closest to home is also out
Runner	<ol style="list-style-type: none"> 1. Hinders a fielder 2. Hit by batted ball 3. Contacts thrown ball 	<ul style="list-style-type: none"> - ball is dead - runner is out - runners return - batter-runner awarded first base 	<ul style="list-style-type: none"> - interference still called if ball passes infielder but another infielder still has a play - no interference if runner accidentally contacts thrown ball - if runner interferes to break up double play, the batter-runner is also called out





BASEBALL SASKATCHEWAN RULES

Baseball Saskatchewan makes several exceptions to the Official Rules of Baseball. This section covers three of these specific rules in detail. Others will be covered in subsequent years of the Level 2 program. Be sure to visit www.baseballsask.ca for complete descriptions of all specific Baseball Saskatchewan Rules.

Designated Hitter

Baseball Saskatchewan rules permit the optional use of a Designated Hitter (DH) for the pitcher in play from 18U to Senior, if the league rules do not use an "everybody bats" rule.

Requirements

The designated hitter must:

- be listed on the line-up card at the start of game
- complete the first at-bat before being substituted (unless the starting pitcher is changed)
- remain locked in the batting order
- only bat for the pitcher

Moves Resulting in Loss of DH

A team loses its right to use a designated hitter for the remainder of the game when:

- the DH assumes a defensive position
- another player in the batting order enters the game to pitch
- the pitcher comes to bat (can only bat for the DH)
- the pitcher is moved to a defensive position





Bat Regulations (Baseball Saskatchewan Handbook)

15U AAA, 15U AA Tier 1, 18U, 21U and Senior	15U AA Tier 2, 3 and 4	13U	11U
Only wood bats may be used	Players are restricted to a bat that has a -3 differential (will not have a weight to length difference of greater than 3 ounces) and a maximum 2 3/4-inch barrel. Wood bats may be used (-3 rule does not apply to wood bats).	Bats constructed of aluminum, fibreglass, or magnesium with a maximum diameter barrel of 2-3/4 inches will be allowed. The bats may have a maximum length to weight differential of -10.	No restrictions, except 11U bats shall not be more than 32 inches in length, not more than 2 3/4 inches in diameter at its thickest part.



New Rules 2020 – Baseball Canada & Baseball Saskatchewan

Baseball Canada

- Pitch Count – Add – (A) When a pitcher reaches the maximum number of pitches allowed for a threshold (Daily limits), he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.
- There have some other changes that will not affect many umpires in Sask regarding between inning time limits (which will not be strictly enforced in most divisions) and a minor change to the collision rule. These changes can be reviewed at umpire.baseball.ca.

Baseball Saskatchewan

1. In the 11U AA Tier 2 and down, regardless of what base a runner is on, they can only score (come home) on a hit ball and the ensuing live play or be walked home.
2. At all 11U AA Tier 2 and down, when an infield fly rule is called, Time is called, ball is dead, no runners may advance, and no additional outs can occur.
3. Baum Bats – They are legal in all divisions in Saskatchewan. The only tournament in Canada they are NOT legal is the Canada Cup/Games.





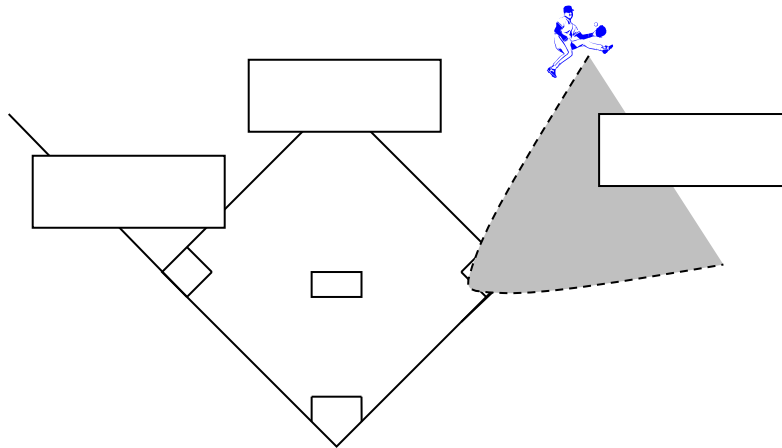
ON-FIELD SESSION

Fly Ball Coverage

As the calibre of play increases, it becomes necessary for umpires to modify the coverage responsibilities that we taught in Level 1.

Routine

On a routine fly ball indicate in each box whether the plate or base umpire is responsible for fly balls in that area.



NOTE: The base umpire will pivot in the infield and take responsibility for the batter-runner.

Trouble

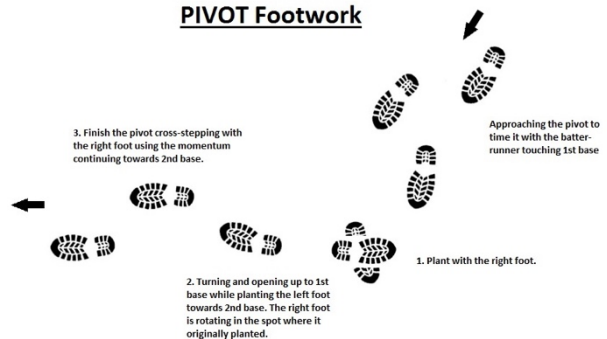
The 5 criteria for a trouble fly are:

1. Ball takes right fielder towards foul line.
2. Right fielder is charging straight in hard.
3. Right fielder is going back hard (turns his back).
4. Ball is in gap and both right and center fielders are charging it.
5. Ball is a "bloop" with three defensive players converging.

NOTE: In any of these cases, we revert to mechanics learned in Level 1:

- base umpire must go out for fair/foul and catch/no catch responsibilities
- plate umpire takes responsibility for batter-runner

PIVOT Footwork





Base Hit Coverage (R1)¹

As the calibre of play increases, it becomes necessary for umpires to modify the coverage responsibilities learned in Level 1.

On a base hit with a runner on 1st base (R1), Level 2 umpires will use a mechanic commonly referred to as the '1st to 3rd' rotation.

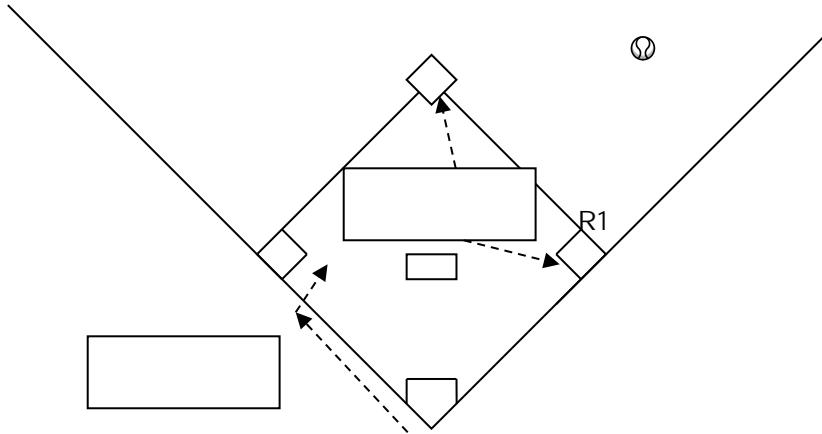


Plate Umpire

- proceeds in foul territory to 3rd base
- communicates to partner "I've got 3rd if (s)he comes."
- goes to the infield cut-out and confirms, "I've got third." and makes the call if the ball and runner meet at 3rd base
- remains responsible for any potential plays at home and will return home via fair territory to avoid contact with the runner or thrown ball

Base Umpire

- is responsible for the batter-runner
- is not responsible for calls at 3rd IF called off by plate umpire
- is never responsible for calls at home (in this situation)

Important Note

If the plate umpire fails to communicate 3rd base coverage, we revert to the mechanics learned in Level 1 (base umpire is responsible for runners at all bases).

¹ See Positioning Drills Chart on page 29 of Student Workbook for complete description of actions and voice communication required.





Base Mechanics²

Plays at First

With the bases empty, begin from P2.

- Pause, read and react on a ground ball to the infield and move to a 90 degree angle to the throw.
- Come to a hands-on-knees set about 10-12 feet away from first.
- Follow the throw, and then snap your eyes ahead of the throw so your head is still.
- See the play, wait, and then make the call. Good timing is very important even on close plays.
- Some tricks to help maintain good timing on your calls include:
 - Tell yourself the call before telling everyone else
 - Imagine the sound of a clap before making the call
 - After the ball hits the glove, move your eyes from the base to the glove before making the call

Steal of Third

Use the following technique to react quickly and be in good position to make a call at third on a steal.

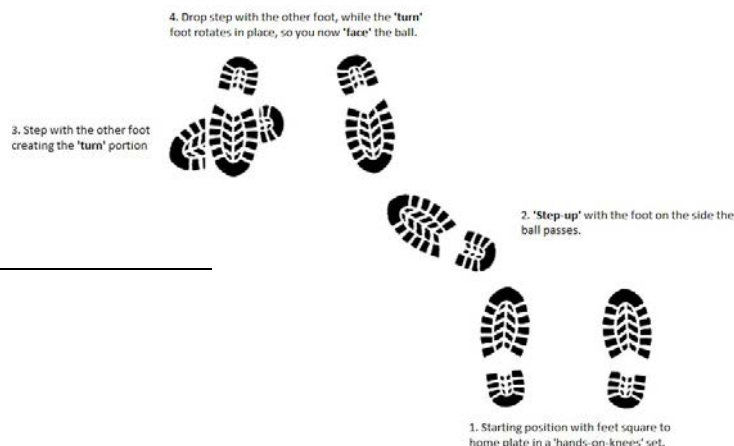
- Assume your position in P4.
- On each pitch, glance over your right shoulder as the ball is released to check the runner.
- When you know the runner is stealing, pause until the pitch is caught by the catcher.
- Step with your right foot toward a spot half way between home and third base.
- Swing your left foot around so you are facing third base. Come set, see the play, and make the call.

Pick Offs at Third

Use very similar footwork to the steal of third described above.

- Begin in P4.
- Step with your right foot toward a spot half way between home and third base.
- Swing your left foot around so you are facing third base. Be set to make the call.

Step Up and Turn Footwork Diagram:

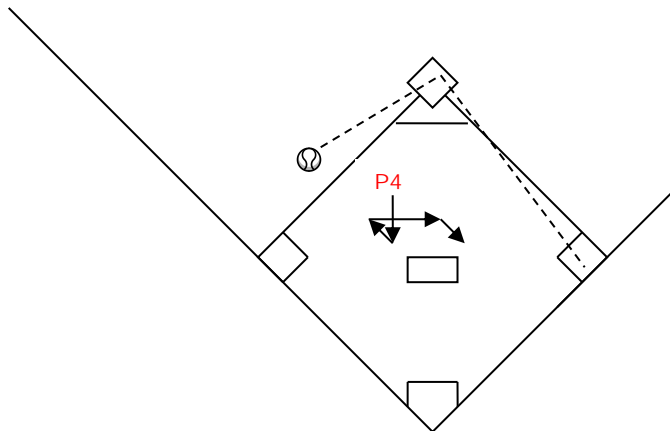




Double Play Footwork with Multiple Runners

With multiple runners, you will be positioned in P4. Despite this, you must wind up on the first base side of the pitcher's mound to make the call at first base. You will use a technique known as the "double play drift", utilizing the following footwork. Keep your movements crisp and definite.

- With multiple runners, begin in P4.
- Step up and turn with the ball (ie: step forward with right foot if ball passes on right side).
- Swing opposite foot around, then drop first foot back.
- Now you should be facing the ball.
- From this position, drift across the infield parallel to the second base cutout as the ball is being thrown to second base.
- You will now probably be between second base and the pitcher's mound. Stop to observe the play.
- After the play at second, make the call while beginning to move towards first base. Begin this move with the right foot stepping towards the 45 foot mark half way between home and first.
- Now cross over with the left leg and come to a full set position for the play at first. You should be somewhat towards the first base side of the pitcher's mound.
- Sell the call at first, using a "banger" mechanic if necessary. This is usually the closer play.



Double Play Drift Steps:

1. Step up.
2. Turn with ball.
3. Drift parallel to 2nd base cutout.
4. Stop to see play at 2nd base.
5. Step towards 45' line.
6. Make call for play at 2nd.
7. Cross over with left leg
8. Come to a full set for play at 1st.

Offensive Interference (Runner Hit by Batted Ball)

When a runner gets hit by a fair, batted ball that has not been touched by an infielder:

- Call "TIME" using the proper mechanic.
- Point at the runner.
- Say "THAT'S INTERFERENCE, YOU'RE OUT" while making an out signal.
- Point to the batter-runner and say "YOU, FIRST BASE".
- Return other runners to their original bases, unless forced.

Note: If a runner is narrowly missed by a batted ball, make a safe signal and say "THAT'S NOTHING" to indicate that you have seen the play and made a ruling.





Plate Mechanics

Calling Balls and Strikes Drill

- Call balls and strikes by the number (i.e.: "Strike 2 or Ball 1").
- Stand up tall when calling strikes and stay down in your set position when calling balls.
- Step back and relax after each pitch.
- Put the ball back in play after time has been called.
- Develop your own strong mechanic for called "STRIKE 3", being sure to use good height and keep your eyes on the ball.

Timing

Good timing is just as important in your plate work as it is for calls on the bases. Umpires with good, slow timing see pitches better and have more consistent strike zones. To help develop slower timing, try some of the following tricks when calling pitches:

- Tell yourself whether the pitch is a ball or a strike, and then announce your call.
- Be sure you can hear and see the pitch hit the catcher's glove before you announce your call.
- Take one deep breath after the pitch has been caught before announcing your call.

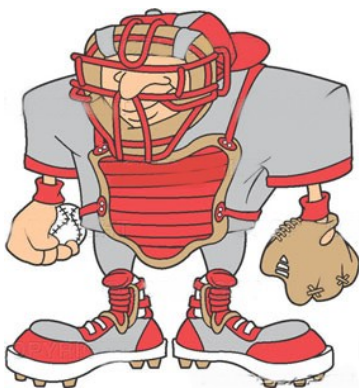
Clearing the Bat

If possible, clear the bat away from the plate area when there could be a play at home. Remember that your first priority is being in proper position for the play.

- Keep your eyes on the play.
- Slide the bat along the ground away from the plate.

Clearing the Catcher

On many plays, such as wild pitches and passed balls, you will need to avoid the catcher moving to field the ball. This is important because there is no penalty if the catcher and plate umpire collide. It is NOT umpires' interference. Use a technique called "Opening the Gate":



- Watch the catcher's shoulder blades for an early hint of which way he/she will move.
- Drop back with the foot on the same side to which the catcher turn. This is like swinging open a gate.
- Unless a runner from third is coming home, you should move away from home plate with the catcher ensuring that:
 1. You have a good angle to see if the ball goes out of play.
 2. You are not in the way of the catcher making a subsequent play.





Offensive Interference (Batter Interfering with Catcher)

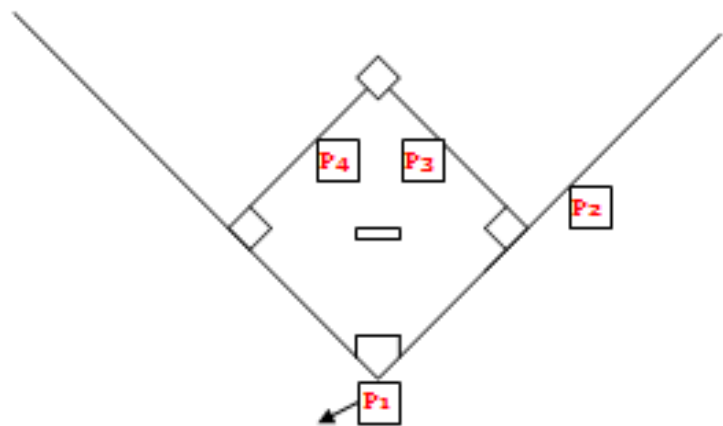
Remember, in most cases it is only batter's interference if the batter steps out of the batter's box and impedes a catcher's throw. When this occurs:

- Point at the batter and say "THAT'S INTERFERENCE".
- If the catcher does not make a throw, or the throw does not result in an out, call "TIME" using a proper time mechanic.
- Say "THAT'S INTERFERENCE YOU'RE OUT". Be sure they use the proper time mechanic taught in Level 1, and that they point to the batter as they say "YOU'RE OUT."
- Return all runners to their original bases using proper base award mechanics.

POSITIONING NOTE:

*Baseball Saskatchewan is no longer using P15 as a term of reference.

When runners are in motion the plate umpire will move to an area approximately 15 feet away from home plate in the vicinity of 1st base line extended. The plate umpire goes to this position when he is not required to rotate to 3rd or be on the line for a fair/foul call, move for a tag-up, overthrow, etc.



Positioning Drills

Situation	Base Umpire	Plate Umpire
R2 and R3 Less than 2 out Fly ball down left field line	<ul style="list-style-type: none"> ➤ Begin at P4 ➤ Pause, read and react ➤ Move so R2 and the catch are in line ➤ Observe the tag of second ➤ Be set to make any calls at 2nd or 3rd ➤ Rule on any proper appeal of R2 	<ul style="list-style-type: none"> ➤ Remove mask ➤ Exit to catcher's left ➤ Follow the ball down the 3rd base line ➤ Come to standing set straddling the line ➤ Communicate "I'VE GOT THE BALL" ➤ Call fair/foul and then catch/no-catch ➤ Observe R3 tagging at 3rd base ➤ Return to home at 1st base line extended ➤ Make a call on any play at home ➤ Rule on any proper appeal on R3





Situation	Base Umpire	Plate Umpire
R2 and R3 Less than 2 out Fly ball down right field line	<ul style="list-style-type: none"> ➤ Begin at P4 ➤ Pause, read and react ➤ Move so R2 and the catch are in line ➤ Observe the tag of second ➤ Be set to make any calls at 2nd or 3rd ➤ Rule on any proper appeal of R2 	<ul style="list-style-type: none"> ➤ Remove mask ➤ Exit to catcher's left ➤ Back up behind home plate on 1st base line extended ➤ Try to get both the catch and R3 in one field of vision ➤ Come to standing set straddling the imaginary line ➤ Communicate "I'VE GOT THE BALL" ➤ Call fair/foul and then catch/no-catch ➤ Observe R3 tagging at 3rd base ➤ Return back closer to home on same line ➤ Make a call on any play at home ➤ Rule on any proper appeal on R3
Runner on first base Base hit	<ul style="list-style-type: none"> ➤ Begin at P3 ➤ Step up and turn with the ball ➤ Move behind mound ➤ Be ready to take runner to 3rd until partner says "I'VE GOT THIRD" ➤ Then move back to first base side of infield to make calls on batter and R1 if staying at 2nd base. 	<ul style="list-style-type: none"> ➤ Remove mask ➤ Exit to catcher's left ➤ Bust hard down third base line ➤ Stay in foul territory ➤ Go $\frac{3}{4}$ of the way to third ➤ Yell "I'VE GOT THIRD IF (S)HE COMES" ➤ Stop and read the play ➤ If ball AND runner come to third yell "I'VE GOT THIRD" ➤ Move into fair territory facing third ➤ Come to set position and make call ➤ Be prepared to go home in fair territory if necessary
Runner on first base Ball hit near right field foul line 1st to 3rd rotation abandoned	<ul style="list-style-type: none"> ➤ Begin at P3 ➤ Step up and turn with the ball ➤ After hearing your partner, communicate "I'VE GOT THE RUNNER." ➤ Be prepared to make calls at all three bases on R1 and B/R 	<ul style="list-style-type: none"> ➤ Remove mask ➤ Exit to catcher's left ➤ Bust hard down first base line ➤ Communicate "I'M ON THE LINE" ➤ Come to a standing set straddling the 1st base line ➤ Make the fair/foul call, and then call catch/no-catch. ➤ Return home in foul territory ➤ Go behind plate to 1st base line extended ➤ Make call for any play at home on R1
R1 and R2 Ground Ball "Double Play Drift"	<ul style="list-style-type: none"> ➤ Begin at P4 ➤ Use proper double play drift footwork as shown in Base Mechanics session ➤ Be still to observe play at second ➤ Make call while moving to first 	<ul style="list-style-type: none"> ➤ Remove mask ➤ Exit to catcher's left ➤ Move to an area approximately 15 feet away from home plate in the vicinity of 1st base line extended. ➤ Be prepared to award bases on an





Situation	Base Umpire	Plate Umpire
	<ul style="list-style-type: none"> ➤ Be set to make call at first 	<ul style="list-style-type: none"> overthrow at first ➤ Make any call at home on R2
R2 and R3 Pick Off Attempt Common situations that can occur	<p>1. Pick Off at 3rd Base</p> <ul style="list-style-type: none"> ➤ Use proper footwork described in Base Mechanics session ➤ Use an out signal and say “(S)HE’S OUT” <p>2. Rundown between 2nd and 3rd</p> <ul style="list-style-type: none"> ➤ Move half way between 2nd and 3rd ➤ Make all calls in the rundown until you hear your partner ➤ After plate umpire’s communication, make all calls in the rundown expect in the vicinity of the 3rd base cutout ➤ Be sure only one umpire makes call <p>3. Offensive Interference</p> <p>During the rundown, if R2 impedes a fielder who is making a play:</p> <ul style="list-style-type: none"> ➤ Call “TIME” ➤ Point at R2 ➤ Say “THAT’S INTERFERENCE” ➤ Say and signal “YOU’RE OUT” ➤ Award the B/R first base <p>Note: The umpire who would be making the call at that moment in the rundown is the umpire who should call the interference. The partner should echo the base awards.</p>	<p>1. Pick Off at 3rd Base</p> <ul style="list-style-type: none"> ➤ Remove mask ➤ Move behind plate on 1st base line extended ➤ Be prepared for call if R3 comes home <p>2. Rundown between 2nd and 3rd</p> <ul style="list-style-type: none"> ➤ Remove mask ➤ Exit catcher’s left ➤ Bust down third base line and cut into fair territory near 3rd base. ➤ When in position, communicate “I’VE GOT THIS END” ➤ Make all calls on R2 coming into the third base cutout area ➤ Be sure only one umpire makes call <p>3. Offensive Interference</p> <p>During the rundown, if R2 impedes a fielder who is making a play:</p> <ul style="list-style-type: none"> ➤ Call “TIME” ➤ Point at R2 ➤ Say “THAT’S INTERFERENCE” ➤ Say and signal “YOU’RE OUT”





TEST – USE THIS MANUAL ALONG WITH THE BASEBALL SASKATCHEWAN HANDBOOK, BASEBALL CANADA RULEBOOK & CANADIAN CONTENT TO COMPLETE THIS EXAM

The Batter			
1.	R1, 2 out. The batter swings, and strike 3 is dropped by the catcher. The batter may run to 1st base.	T	F
2.	The batter makes contact with the ball with one foot on the ground completely outside of the batter's box. The ball goes foul. The batter should still be called out.	T	F
3.	The batter bunts. He tosses his bat and accidentally hits the ball in fair territory. The ball goes directly to the pitcher, but the throw to 1st pulls the 1st baseman off the bag. The batter is out for interference.	T	F
4.	The batter hits a single to right field. On the swing, the batter's heel remained on the line of the batter's box but his toe touched the plate. The batter is out for stepping on the plate.	T	F
5.	R1, 1 out. On a 3-0 pitch, the runner attempts to steal 2nd. The batter interferes with the catcher's throw to 2nd. However, the throw is in time to retire the runner. The umpire should call the batter out and return the runner to 1st.	T	F
6.	R2, 1 out. The batter swings and misses strike three. His back swing hits the catcher causing the ball to roll to the screen as the batter runs to 1st and R2 advances to 3rd. This is a dead ball, the batter is out and R2 returns.	T	F
The Batter-Runner (BR)			
7.	The batter beats out an infield single. He overruns first base and turns to his left and heads directly back to 1st base. The 1st baseman tags the BR before he reaches 1st and indicates to the umpire that the BR should be called out. The umpire should call the BR out.	T	F
8.	After bunting a fair ball down the first base line, the BR runs outside the 3-foot lane to avoid the first baseman who is straddling the line in attempting to field the ball. The BR is out.	T	F
9.	The batter swings on an inside pitch and hits a short chopper to the pitcher. On the swing, the batter accidentally let go of the bat and it made contact with the pitcher trying to field the ball. The umpire does not rule batter interference because it was accidental.	T	F
10.	R1 and R3, 1 out. R3 steals as the batter bunts the ball down the 1st baseline. On his way to 1st, the BR trips and accidentally kicks the fair ball. The BR is out and R3 and R1 both return to their original bases.	T	F
The Runners			
11.	Bases loaded, 0 out. A batted ground ball passes the shortstop and strikes R2. The 2nd baseman would have had a play on the ball. The ball is dead. R2 is out. The batter is awarded 1st base and runners advance, only if forced.	T	F
12.	R2 and R3, 0 out. On an attempted squeeze play, the batter misses the ball. R3 is caught in a rundown. R2 advances to 3rd base. During the rundown, R3 is called out for offensive interference. R2 must return to 2nd.	T	F
13.	R1 and R3, 0 out. The batter hits a ground ball and R1 intentionally interferes with the shortstop who is trying to turn the double play. R1 and the BR are both called out on the interference, and R3 returns to 3rd.	T	F
14.	R1 and R2, 1 out. The batter hits a fly ball that is caught in right field. R1 was running on the pitch and passes R2 who was tagging up. R1 is out and the inning is over.	T	F





15.	R2 and R3, 1 out. On a base hit, R3 believes that the ball has been caught and remains at 3rd. R2 advances and is also standing on third. R3 is out when tagged because two runners now occupy 3rd base.	T	F
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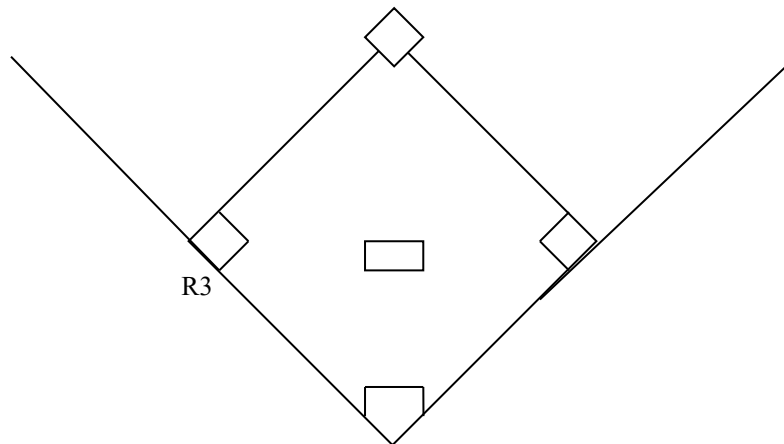
Baseball Saskatchewan Rules

16.	In a Baseball Saskatchewan 18U Tournament, the batter uses a metal bat. This is legal.	T	F
17.	A team that doesn't start with a DH cannot substitute one for the pitcher later in the game.	T	F
18.	The manager of a team using a DH goes to the mound to change the pitcher. A new pitcher enters the game from the bullpen and the old pitcher goes to play SS. The new pitcher must bat in the DH spot and the old pitcher in the SS position in the line-up.	T	F
19.	Chinstraps are mandatory for helmets for 13U category and lower in any Baseball Saskatchewan games.	T	F
20.	It is the bottom of the first inning in a 15U tournament and the visiting team manager informs the umpire that he would like to add a tenth player to the line-up as the Extra Player (EP). The umpire allows the coach to do this.	T	F

Positioning

21.	When calling balls and strikes, the plate umpire should always call the strikes by number but does not have to call balls by the number.	T	F
22.	With a runner on 2nd, the base umpire should be in P4. On each pitch, the umpire should glance over his/her left shoulder to check if the runner is breaking for 3rd.	T	F
23.	R1. The base umpire is in P3. There is a ball hit down the RF foul line. The plate umpire decides to remain on the line for the fair/foul call and does not rotate to third base for the first to third coverage. This is the correct positioning.	T	F
24.	It may be necessary for the base umpire to use the double-play footwork in both P3 and P4.	T	F

25. R3. The pitcher throws to the 3rd baseman in a pick off attempt and R3 is caught in a rundown between 3rd and home. On the diagram below, indicate where both the plate and base umpire should position themselves for the run-down.
*Both must be placed in the proper position to get the mark.





Additional Resources:

CONCUSSION FACT SHEET FOR UMPIRES



What is a concussion?

A concussion is an injury to the brain that:

- Is caused by a blow to the head or body from contact with a player, ball, bat or the ground.
- Changes the normal functioning of your brain.
- Can range from mild to severe.
- Even a “ding,” “getting you bell rung” or what seems to be a mild blow to the head can be serious
- Presents itself differently for each person and each injury.
- Can happen even if you do not lose consciousness.

What are the symptoms of a concussion?

You can't see a concussion, but you might notice some of the symptoms right away. Other symptoms can show up hours or days after the injury.

Symptoms of concussion include:

- Amnesia (Memory loss of events before or after injury)
- Confusion
- Headache
- Numbness or tingling
- Loss of consciousness
- Balance problems or dizziness
- Double or fuzzy vision
- Sensitivity to light or noise
- Nausea (feeling that you might vomit)
- Feeling tired, sluggish, foggy or groggy
- Feeling unusually irritable, sad or nervous
- Concentration or memory problems (forgetting game plays, facts, meeting times).
- Slowed reaction time
- Trouble sleeping (sleeping more or less than usual)

Exercise or activities that involve a lot of concentration, such as studying, working on the computer, playing video games or flying may cause concussion symptoms (such as headache or tiredness) to reappear or get worse.

How can I prevent a concussion?

Basic steps you can take to protect yourself from concussion:

- Wearing a helmet that covers the entire skull that is in good condition, and fits correctly. (Note: You can still get a concussion if you are wearing a helmet.)

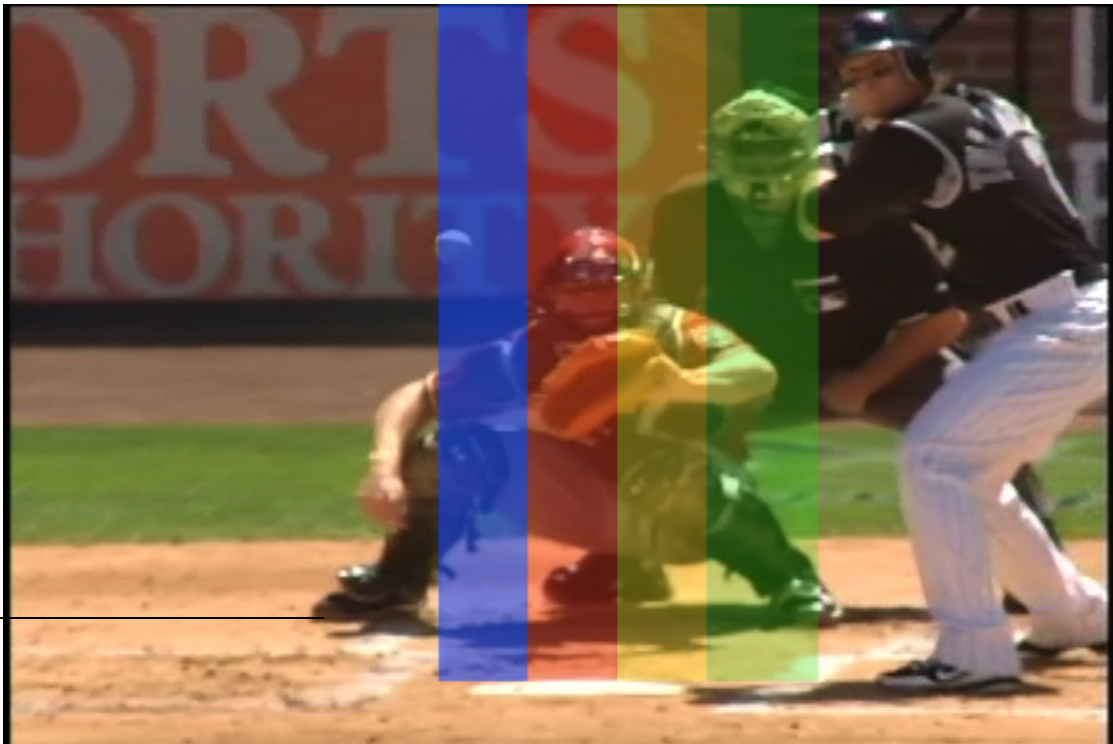




- Setting up behind the plate in the slot, which decreases the likelihood of sustaining a head blow. Do not work behind the plate if you have sustained a recent head blow and have not been fully evaluated and cleared to do so your primary medical physician.⁴

What should I do if I think I have a concussion?

- **Don't hide it.** Tell someone, either your parent or another family member. Never ignore a blow to the head, no matter how insignificant you think it may be. Also, if you believe someone you are working with has a concussion, tell your local Umpire-in-Chief so that they may follow up with that umpire.⁵
- **Report it.** Do not return to participation in a game, work out or other physical activity with symptoms. The sooner you get checked out, the sooner you may be able to return to umpiring.
- **Get checked out.** Seek medical attention from your primary medical physician and they can tell you if you have had a concussion and when you are cleared to return to play.
- A concussion can affect your ability to perform everyday activities, your reaction time, balance, sleep and overall performance.⁶
- Take time to recover. If you have had a concussion, your brain needs time to heal. While your brain is still healing, you are much more likely to have a repeat concussion. In rare cases, repeat concussions can cause permanent brain damage, and even death. Severe brain injury can change your whole life.

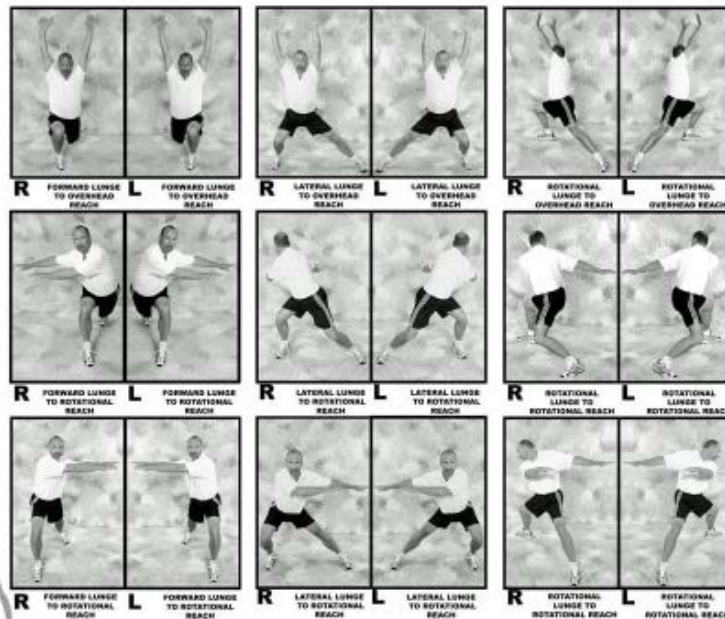
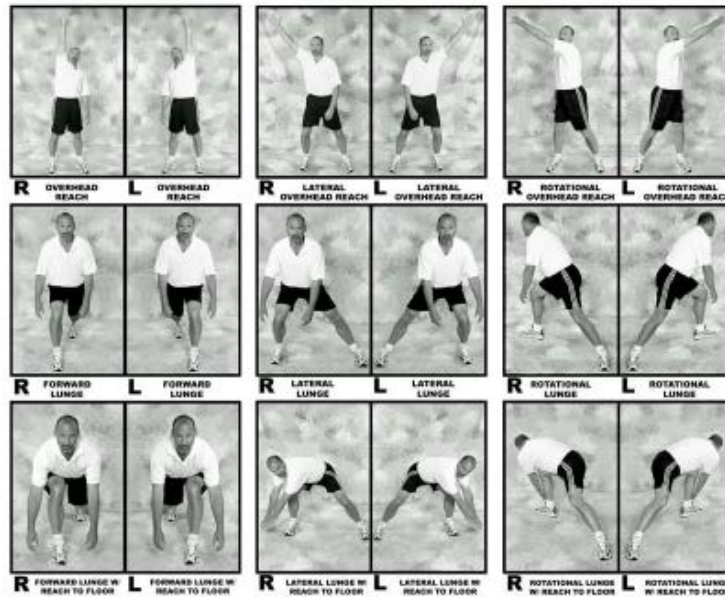


^{1,2,3} This paragraph was edited from the original text provided by Major League Baseball (MLB) in order to reflect the needs of amateur umpires versus professional MLB umpires and approved by MLB





MLB Umpires 3D Free Standing Stretching Matrix®





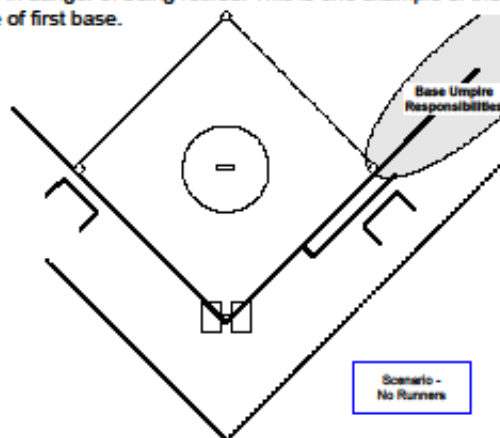
Improve your Umpiring – knowledge and positioning. These articles are just a few in a series of Baseball Ontario Blue Notes. Visit the Umpire's section of the Baseball Ontario website for more articles.

Blue Notes



"First Base"

First base is the only base that an offensive player can overrun and not be in danger of being retired. This is one example of the unique nature of first base.



Fair/Foul Responsibilities (no runners on base)

Base Umpire

- Base umpire has all responsibilities at first base and beyond (Base and Beyond, Base Umpire)

Plate Umpire

- Plate umpire has all fair/foul decisions **before** first base.
- Plate umpire has all fair/foul decisions down third base line.

Catch/No Catch Responsibilities (no runners on base)

Base Umpire

- Base umpire has all responsibilities for catch/no catch in the shaded area shown in the diagram

Plate Umpire

- Plate umpire has catch/no catch responsibilities in all other areas.

Umpire Positioning -

No runners on base, ground ball in the infield

Base Umpire

The base umpire initial position is in foul territory, located 10-12 feet behind the first baseman.

- When the ball is hit, base umpire will move into fair territory, taking a 90° angle to the ball.
- Hands on knees set, watching for a true release of the ball from the infielder.
- Then, eyes move to the feet of the first baseman and listen.
- Listen for the ball and the runner's foot, which is first.
- Look up and see if the first baseman has the ball.
- Announce the call.

Plate Umpire

When the ball is hit, plate umpire clears the catcher on the left and comes up the first base line.

- Plate umpire, while watching the ball, straddles the first base line and comes set.
- Plate umpire will glance at the runner for possible situations such as obstruction, etc.
- When the player is retired, plate umpire returns home. On an overthrow, it is plate umpire responsibility to come off the line to track the ball and rule if ball goes out of play.

Scenario

1) No runners. A hard line drive is hit over the head of the first baseman and lands just inside fair territory along the foul line in right field.

Base umpire – will quickly turn and straddle the foul line. While stopped, indicate fair as the ball lands. Then proceeds down the line following the ball until it is picked up by the right fielder and thrown back into the infield. Upon its release to the infield, the base umpire returns towards home plate in foul territory.

Plate umpire – comes out in the direction of the ball. When the base umpire "goes out", plate umpire is responsible for all calls and plays on the batter runner, including calls and plays at first base.

First is the only base where there is a specific running lane that is marked on the playing field.

www.BaseballOntario.com





Blue Notes



"Did You Know?"

Some game trivia and its relationship to the rules today.

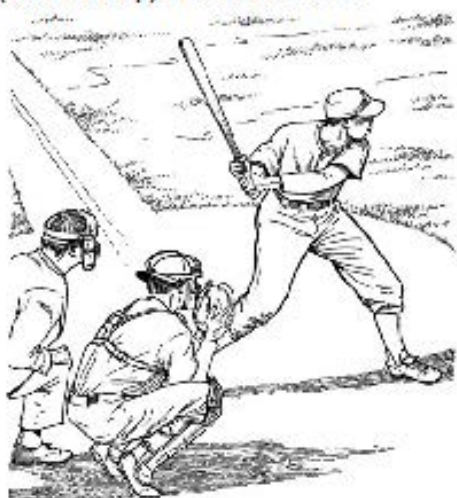
Did You Know?

- 1) That the plate umpire originally ... "sat in rocking chairs 20 feet behind home plate".

Today – The plate umpire is positioned "in the slot" which is between the batter and the catcher. Proper positioning has the head height of the umpire above the catcher's head slightly leaning forward to allow a good view of the outside of the plate.

- 2) The number of pitches for a walk has changed from 8 (1880), to 6 (1884) and finally 4 (1889).

Today – When there are 4 pitches thrown and called as a "Ball", the batter runner is entitled to first base. The proper mechanic for the plate umpire is to remain in his locked in position (don't stand up) and call "Ball Four".



- 3) The Designated Hitter (DH) rule was introduced into the American League in 1973. The DH allows each team to have a player in the line up to hit for the pitcher, thereby having 10 players on the line up card.

Today – The DH is used in both professional and amateur sports. In Baseball Ontario, minor midget to senior teams can use a DH. Baseball Ontario (under Umpires) site must be reviewed for the unique situation of re-entry players and DH which exist at the midget level.



- 4) A game can be called due to Darkness. In the 1800's, John Clarkson threw a LEMON which was called for a strike by the plate umpire. The catcher then turned to the umpire and revealed the lemon. The catcher's comment was ... "When you can't tell the difference between a baseball and a lemon, it's time to stop". The game was called.

Today – There are various situations when an umpire must decide whether a game is to continue; darkness is one such condition. This is a suspended game.

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Blue Notes



"Leaving Home"

The area (shown in blue) from the plate to the runner lane can present a number of troublesome situations when a ball is hit into the blue area.

First, the rule book does not clearly describe the "rights" of the batter or catcher in this area. Whereas, in the running lane which is beyond the blue area starting at the 45 feet, the runner is protected.

Batter hitting from the Right (third base side)

A right handed batter must go from the batter's box into this area and will quite likely be trailing the catcher. There is a potential for interference by the batter. The batter must avoid the catcher attempting to play the ball.

Batter hitting from the Left (first base side)

A left handed batter will be ahead of the catcher and should be proceeding to first base. In this scenario, the potential for either obstruction (by the catcher) or simply, "that's nothing", can occur.

In determining whether if there is a penalty against either the defense or offense, the plate umpire must take into account numerous elements of the play:

1. Is the ball fair or foul?
2. Is it ground ball or a pop-up?
3. Was the batter proceeding directly to first base?
4. Who, if anyone, committed an infraction?

If there is contact, the plate umpire will need to determine either a) obstruction, b) interference, or c) that's nothing. Regardless of result, the umpire must make a ruling when an event occurs.

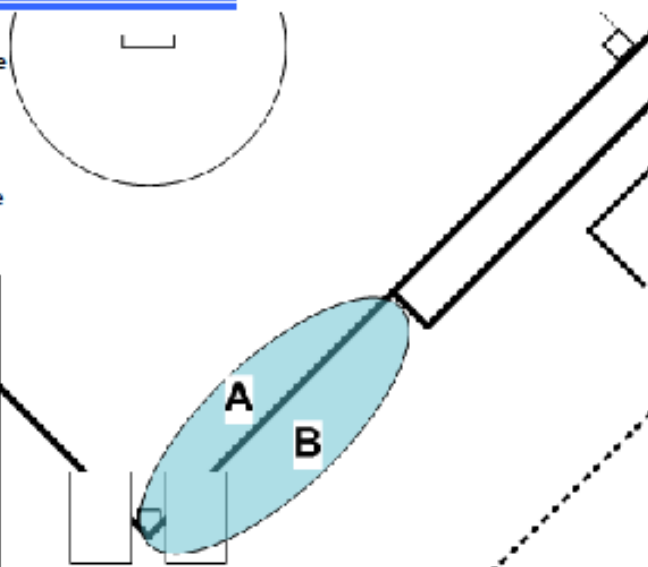
Scenario

- 1) No runners. Left handed batter pops up a ball (into Area B). Batter lingers around the batter's box and causes the catcher to run around the batter attempting to field the pop up.

Ruling – As soon as the catcher has to avoid the batter, the plate umpire would call time and call the batter out for interference.

An umpire will always clear the catcher on the left hand side (umpire's left). This will prevent the umpire from becoming involved in the catcher fielding a ball in the "blue" area or covering first base.

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Penalty Situations (Ball is hit into the blue area)

Obstruction

Assuming the batter is ahead of the catcher and proceeding directly to first base, but is contacted by the catcher, this situation is obstruction if the ball is fair. Time is called and the batter is awarded first base.

Interference

The batter is coming from behind the catcher who is attempting to field a fair ball or catch a pop up. The batter contacts the catcher. This is batter interference and time is called. The batter is called out.





BATTER'S BOX

Blue Notes



Batter refuses to take his position in the Batter's Box

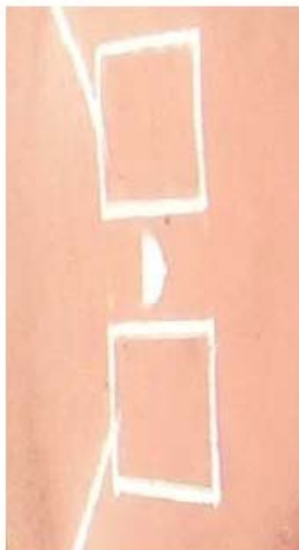
- If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall call an automatic strike on the batter. No longer is the pitcher ordered to pitch the ball for the strike penalty to apply. The ball becomes dead and no runners may advance. The batter will be given the opportunity to resume his position with the regular count. If the batter refuses before three strikes have been called, he shall be declared out.

Batter Interferes with a Catcher's Throw Back to the Pitcher

- If a batter steps out of the batter's box while at bat and unintentionally interferes with the catcher's throw back to the pitcher, and there are no runners attempting to advance, it shall not be considered interference. The umpire shall call "Time" only, the ball is dead and no runners may advance.
- If a batter steps out the batter's box and intentionally interferes with the catcher's throw back to the pitcher, he shall be called out. The ball would be dead and no runner's may advance.
- If the batter is standing in the batter's box and he or his bat is struck by the catcher's throw back to the pitcher (or throw in attempting to retire a runner) and in the umpire's judgment, there is no intent by the batter to interfere with the throw, the ball remains alive and in play.

Batter hitting the ball outside the batter's Box

- A batter is out when he hits a ball, fair or foul, with one or both feet on the ground entirely outside of the batter's box. Umpires should pay particular attention when an intentional walk is being given, a batter is bunting for a base hit, or a pitchout is being thrown; these are times when a batter is most likely to step out of the box to hit the ball.



Batter's Position in the Batter's Box

- When the batter takes his position in the batter's box, he shall have both feet completely within the batter's box. The lines defining the batter's box are considered within the batter's box. In other words, no part of either foot may extend beyond the lines defining the batter's box when he assumes his position. There is no penalty other than the umpire enforcing the correct starting position.

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