

Trilogy at Vistancia Softball

Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: Positioning
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Lesson Focus/Goals: During this lesson, the goal is to explain and demonstrate the correct positions for both the Home Plate Umpire (HPU) and Base Umpire (BU). **Positioning equals credibility. Angle is always more desirable than distance.**

- ✓ HPU position yourself opposite the batter with a position that provides the best look at the ball, while paying attention to both foul lines.
- ✓ Only Strikes are called with your right hand going into the air (make sure the ball hits the plate and is within 6 feet and 12 feet) *Note: some pitchers start you high, then go higher without your realizing it. Before you know it, you are calling 14 feet high strikes!*
- ✓ ONLY THE HPU calls foul balls. Make the call LOUDLY. *Note: Fair balls are never called!*
- ✓ HPU is responsible for calls at home plate and third base (3B).
- ✓ With no runners on base, BU position yourself on the first base line (straddle the line) just beyond and behind the first baseman.
 - When a ball is hit to the infield, move into the play area and follow the ball into the glove of the first baseman. *Note: Make sure you see the WHOLE play before making the call. Calling a play to early (ball might fall out of glove) or too late (indecision) can be a mistake.*
- ✓ With runners on first or first and second, position yourself between First and second base (2B) with a line of sight to both the second base bag and first base. Again, follow the ball from the field player to second base, then rotate your head over to first base. *Note: Some umpires in our league like to position themselves behind the pitcher and in front of the second base bag. Not a good idea as it puts you “into the play” and because the length between bases is shorter, the infield becomes crowded with an additional person.*
- ✓ BU is responsible for calls at first base (1B) and second base (2B)
 - ✓ When ball is hit into the outfield, BU make your way towards the ball to ensure you can see the ball go into the glove (no trapped ball). Loudly call the ball OUT, or make the signal for ball in play with both arms extended, palms down. *Note: Great example of positioning equals credibility.*

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Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: Specific Calls/Signals
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Lesson Focus/Goals: During this lesson, the goal is to explain and demonstrate the correct call and proper hand signals for some specific plays

- ✓ Demonstrate the hand signal/verbal call for **safe** (hands extended and “SAFE”).
- ✓ Demonstrate the hand signal/verbal call for **out** (Right hand into a fist and “OUT”).
- ✓ Demonstrate the hand signal/verbal call for **infield fly** (when the ball reaches the highest point, extend your right arm into the air in a fist and “INFIELD FLY, BATTER IS OUT”). If the ball is near foul territory, “INFIELD FLY, BATTER OUT, IF FAIR”). *Note: HPU calls Infield Fly, not BU.*
- ✓ Demonstrate the hand signal/verbal call for **fair ball** (point toward fair ground, and **DO NOT**, repeat **DO NOT** verbalize fair ball.
- ✓ Demonstrate the hand signal/verbal call for **foul ball** (Raise both hands above your head and “FOUL BALL”).
- ✓ Demonstrate the hand signal/verbal call for **Time** (Raise both hands above your head and “TIME”) Time should be called once the play is over. This ensures runner cannot advance.
- ✓ Demonstrate the hand signal between umpires for Infield Fly (HPU puts his/her right hand over their chest and make eye-contact with BU.
- ✓ Strong verbal calls are one of the best and easiest forms of game control. This is called “Selling the call.”
- ✓ Do not retreat from a call. This shows you may not be committed to the call.
- ✓ Missed a call? Be careful (know who you are talking to/as a general rule) **DO NOT** admit you missed a call or did not see it Here are some possible answers: *“Right or wrong that’s the call and I am not going to change it”, “From where I had to make the call that’s what I saw”, “It was a tough call, I did the best I could with it” or “In my judgment that is the right call”*
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Trilogy at Vistancia Softball

Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: Preparations for Play
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Lesson Focus/Goals: During this lesson, the goal is to explain the process for an umpire to prepare for play. HU (Homeplate Umpire) BU (Base Umpire)

THE UMPIRES MUST ENSURE THE RULES OF THE GAME ARE FOLLOWED, AND THERE IS A DECISIVE WINNER AND LOSER BASED ON FAIR PLAY AND ACCURATE CALLS

- ✓ Show up early (at least 15 minutes). This allows you to check the field for play. BU will walk the infield, checking the bases to ensure they are secure and free of debris. BU will also walk the outfield, checking for holes, trash, and ensuring cones are placed properly for play.
- ✓ HPU shall ensure he/she has a clicker and that both umpires have blue vests.
- ✓ HPU will use a new (wrapped) softball (one per game) and make sure you have a couple “better” balls available for play.
- ✓ HPU shall check with both team managers to ensure they have a full team to play. Remind them that batters come to the plate with one ball, one strike.
- ✓ It is important to start on time.
- ✓ Meet with Managers at home plate to discuss pinch runners (home/base). Once named no other players may pinch run unless injury occurs.
- ✓ Once a player crosses the Commitment Line between 3rd Base & Home Plate, they must continue through to Home. Also, all plays at Home Plate will be a force out (i.e. once a player crosses the Commitment Line they can be forced out at Home)
- ✓ Double 1st bases are used in our league. White side for the fielder, orange side for the runner. A batted ball that hits the white half is a fair ball, orange half is a foul ball.
- ✓ If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. Penalty: Batter-runner is out.

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Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: Umpire Mechanics
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Lesson Focus/Goals: During this lesson, the goal is to explain some of the mechanics of the game. It is not all-inclusive, but covers some of the actions seen in our league play.

- ✓ HPU will indicate a strike call by raising his/her right hand. **DO NOT** call balls. *Note: A pitch is considered a strike if it hits home plate and is between 6 and 12 feet high.*
- ✓ A runner is safe at home only if his/her foot **touches down** on the scoring line or past the line.
- ✓ HPU shall not allow “quick pitches” when the batter is not ready.
- ✓ HPU must keep track of balls and strikes (use the clicker) and routinely remind the batter of the count.
- ✓ When a ball is hit into the outfield, it is the responsibility of the HPU to ensure base runners do not leave the base early on tag ups.
- ✓ HPU shall write down the runs scored every ½ inning on the score sheet.
- ✓ If BU is hit by a batted ball, the ball is considered “live” unless he/she is in front of the infielder (in this case, the umpire shall call the play as a dead ball single).
- ✓ Runners can be called safe if he/she moves out of the way to avoid a collision and the umpire determines the runner would have been safe.
- ✓ Batter that reaches first base can turn either way to return to the base. The exception is if the runner makes an attempt to run towards second base. He/She can be tagged out on the way back to first.
- ✓ Umpires may allow runners on 1B or 3B to step off the base to avoid line drives down the baseline (safety issue). They must touch the base to proceed.
- ✓ When a play is going to take place at 3rd base, HPU shall move toward the base to get a better view of the play and call.
- ✓ Always keep your eye on the ball until the play is dead or time is called.
- ✓ If a throw from the infielder goes into the dugout or is out of play, and the runner has past a base, he/she is entitled to the next base, PLUS one more.
- ✓ Use common sense in areas that are “gray.” If you didn’t see the play, umpires shall call “safe.” It is allowable for an umpire to confer with the

other umpire on rule interpretation. Once decided, the HPU shall announce the call.

- ✓ Defensive players must be positioned with two (2) outfielders on each side of second base, and infielders must have at least two (2) players positioned on each side of second base. Rover can go anywhere, including outfield.
- ✓ Only the team manager can initiate an Appeal to the umpire that made the call. That umpire can consult with the other umpire to confirm or adjust a call.
- ✓ The Mercy Rule is a 15-run lead after 5 innings of play.
- ✓ The Flip-Flop rule is automatically enforced if the visiting team has a lead of 7 runs or more going into open play
- ✓ A home run will be declared when a ball is hit into the netting above the chain link fence, whether the ball bounces back into play or not.
- ✓ Runners to first base cannot be thrown out by any player positioned behind the cones, or by an outfielder relaying the ball to the infield. **However, a fielder in front of the cones may throw out a runner going to first base if the ball has touched the infield dirt, even if the ball is fielded on the grass.**
- ✓ Courtesy runners may run twice in a game (home or base). You cannot use a courtesy runner for a courtesy runner (unless of injury)
- ✓ A batter, who has a courtesy runner, cannot run past the line depicted about 20 feet from home plate. If the batter does, the ball is dead and the batter is out.
- ✓ If an infielder intentionally drops, or lets drop, a fair fly ball including a line drive that can be caught with ordinary effort with any forced runners on base and less than two outs, only one recorded out may be made on the play. Runners tagged/thrown out are returned to the base they previously occupied.

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Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: 10 Commandments/Umpire
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Lesson Focus/Goals: During this lesson, the goal is to cover the 10 commandments of umpiring

1. Keep your eyes on the ball.
2. Keep all personalities out of your work. Forget and forgive.
3. Avoid sarcasm. Don't insist on the last word.
4. Never charge a player, and above all, no pointing your finger and yelling.
5. Hear only the things you should hear – be deaf to others.
6. Keep your temper. A decision made in anger is never sound.
7. Watch your language.
8. Take pride in your work at all times. Respect for an umpire is created both off and on the field.
9. Review your work. You will find that 90% of the trouble is traceable to not hustling or staying focused.
10. No matter what your opinion is of another umpire never make an adverse comment regarding them. To do so is unprofessional.

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Umpire Class

Date: <i>Oct 17/20 2023</i>	Subject: Umpire Training	Topic: Lessons Learned/Summer
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Lesson Focus/Goals: Lesson's Learned from Summer Play
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1. NEVER call "Fair Ball." Players are keen to hear the umpire holler Foul, so when you call Fair, it might confuse the runners.
2. Infield Fly Rule. Remember to remind players before the pitch is thrown. It is usually made by the HPU (home plate umpire). To help the HPU, the BU should hold a thumb up to his chest while looking at the HPU. Also, an infield fly situation occurs when a fair fly ball (not including a line drive) which can be caught by an **infielder with ordinary effort**, when first and second, or first, second, and third bases are occupied before two are out. Very important to remember, the grass should not be used to determine if the infield fly rule is in effect. If someone can make the catch with ordinary effort, the ball might just drift into the grass area. Also, better NOT to call an infield fly if you are not sure. It can always be fixed on appeal.
3. Call Time! After each play, where the ball is in play, remember to call time. Either the HPU or BU can do it, but somebody has to do it and do it loudly. This stops the play from continuing and runners advancing.
4. Illegal pitch. Many players have complained about the pitches being too low or too high. As an Umpire, just be consistent in your call. It's tough to distinguish a 12-foot arc and a 13-foot arc. We all do the best we can, but most players appreciate the consistency. Also, make the call as soon as you determine the pitch is illegal. Use the word, "Illegal" when making the call.

That should do it, and thanks for volunteering to be an umpire. You are an integral part of the game. It is a tough job, but we need to remember it is a senior league and we are all friends. As one umpire said last year, when he might have gotten a call wrong..." *You get what you pay for!*"