

# Trilogy at Vistancia Softball

## Umpire Class

Date:	Subject: <b>Umpire Training</b>	Topic: <b>Positioning</b>
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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, 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 too 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 behind 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, 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.*

# Trilogy at Vistancia Softball

## Umpire Class

Date:	Subject: <b>Umpire Training</b>	Topic: <b>Specific Calls/Signals</b>
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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** (overhand throwing motion 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.

# Trilogy at Vistancia Softball

## Umpire Class

Date:	Subject: <b>Umpire Training</b>	Topic: <b>Preparations for Play</b>
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**Lesson Focus/Goals:** During this lesson, the goal is to explain the process for an umpire to prepare for play.

- ✓ 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 vests.
- ✓ HPU will use a new softball and make sure you have a couple new 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.

# Trilogy at Vistancia Softball

## Umpire Class

Date:	Subject: <b>Umpire Training</b>	Topic: <b>Umpire Mechanics</b>
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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.*
- ✓ The batter may not have a foot completely outside the batter's box when he/she strikes the ball, or he will be called out.
- ✓ 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).
- ✓ 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.