

DO IT NOW
Referees
Make The Call



DO IT NOW PROS INC.

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Oakland Park

UNIFORM



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This Training is designed for;



When you see this Logo
The Rule is specific to BSO-PAL

Rules derived directly from Major League Baseball Will bear this Logo



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BSO-PAL Baseball Starting April 25th
Ref Training on April 23rd

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BSO-PAL Baseball Starting April 25th
Ref Training on April 23rd



WEB SITE TOOLS & NAVIGATION

Welcome to the Referee Locker Room
Check here for changes and updates. This will help us 2 B Consistent.

This Weeks

Punt Procedure Clarification

Traditional Punt Rule, but **NO** Blocking or Rushing the Punter
Punts May Be returned, just like in normal football ...

EXCEPT:

If a Any Player from Either Team Touches the Ball, and it Hits the Ground, it is a Dead Ball at that Spot.

Receiving Team may catch the ball On The Fly, from a Bounce, Roll, (even a Deflection Off another Player), or Pick Up a Ball from the Ground and Return It, Provided it Doesn't Touch a Player Before Hitting the Ground.
Kicking Team May Catch a Ball Deflected Off a Receiving Team Player and Gain Possession, BUT the Ball is Dead at the Spot of that Catch and **Cannot be Returned**. First Down, Kicking Team, at Spot.

Consistency

We've had quite a few requests, to alter the rules/procedures to Coaches "preferences". Of course, we're tempted to be courteous and honor seemingly harmless requests. Unfortunately, this causes inconsistencies/expectations that result in chaos in subsequent games. In truth, we don't have the authority to alter the leagues rules, without first getting clearance from the league administrator.

When you receive such a request, please inform them that:

We do not have the authority to honor this request. Changes must be approved through Coach V. Once approved, he will inform us, and the change will be added to the online rules, where we all have access to the same, most current rules.

Play-Huddle = 25 Seconds & Time Outs = 1 Minute

We don't want to go military on them, but we do need to reasonably enforce these times. Some of the teams are taking waaaaaayyyyyy too long, and it cuts into play time. Help them to avoid a 5 yard penalty, by announcing so both teams can hear it, that times almost up. Don't be afraid to repeat it a couple of times. If they don't respond and continue to take extra time, the cure is an airborne penalty flag and 5 yards marched off. That usually adjusts their sense of urgency pretty quickly!

End of this weeks Referee Locker Room Update

Previous Weeks

Thanksgiving

Hope you all had a great Thanksgiving. What am I grateful for?

Each and every one of you and your contribution to the team, I also enjoy the personal relationship with each of you. I feel fortunate to have such a great team and I thank you for doing an awesome job. YOU, make US look good!!!!!!!

Double Try Throw-Ins Cease Immediately for ALL Sunrise Games

There will be no more second tries for throw-ins, for the rest of the season. We've allowed the second tries on throw-ins, as a courtesy, because of the lack of practices, to give the kids a chance to receive instruction and learn to do it properly. At this point, they should be able to perform a proper throw-in. If they do it incorrectly, the ball is turned over to the other team for a throw-in.

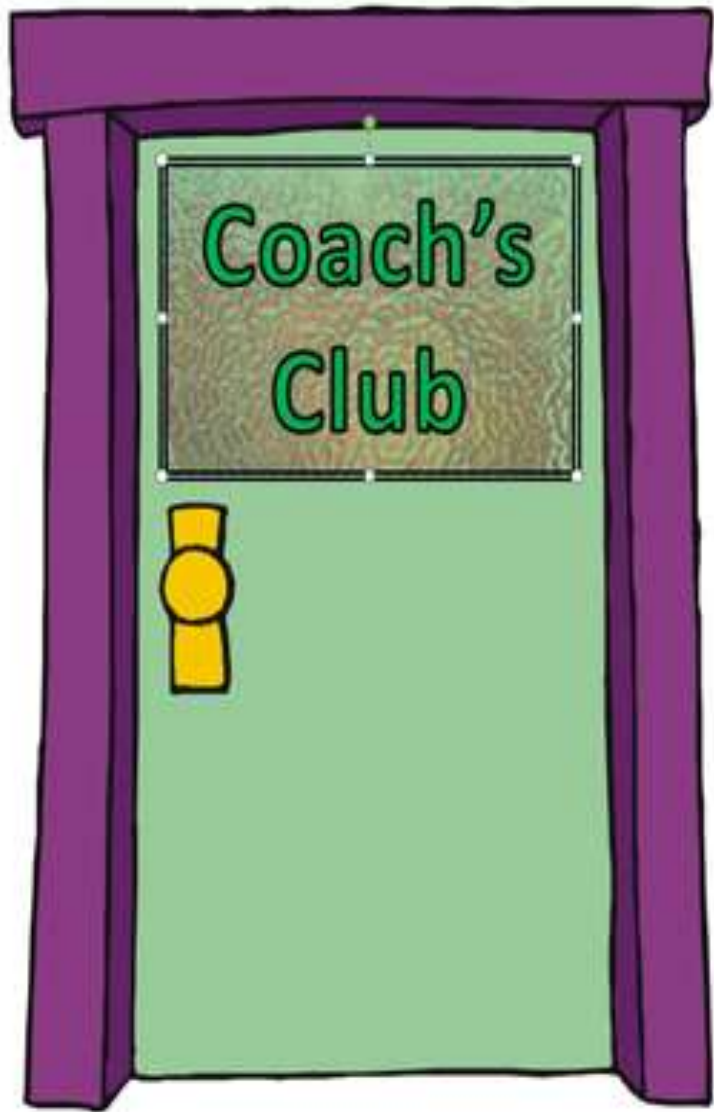
Please inform the Coaches in your pre-game meeting, and avoid the unnecessary confrontation(s).



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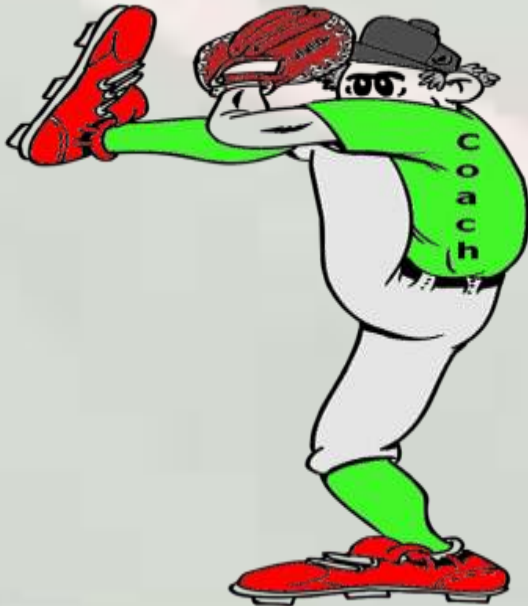
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Much of the same
Information provided in
Referee Locker Room

Except:

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Posted Sunday's By 6pm









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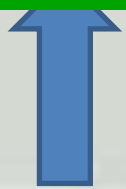


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Day/Time	Date/Division	Field/Court	Sub F/C	Official 1	Official 2	Official 3
	\$Pay Per Work\$					BE THE BEST YOU CAN BE!
Sunday	4/19/15		No	Game	Scheduled	
Monday	4/20/15			Games	Scheduled	
Tuesday	4/21/15			Baseball Begins	No Really	
						
6:30	T-Ball	Jack Brady	3			
						

WEB SITE TOOLS & NAVIGATION

Tuesday	4/21/15			Baseball Begins	No Really						
											
6:30							BSO-PAL Baseball Rules	BSO-PAL	4/21/15		
											
6:30	T-Ball						BSO-PAL Baseball Rules	BSO-PAL	4/21/15		
											
6:30	AAA	Jack Brady						BSO-PAL	4/21/15		
											
6:30	AAA	Lauderhill Sports Complex	2					all	BSO-PAL	4/21/15	



WEB SITE TOOLS & NAVIGATION

Tuesday	4/21/15			Baseball Begins	No Really						
											
6:30	T-Ball	Jack Brady	3	Ref/Ump 1	Ref/Ump 2	Ref/Ump 3	BSO				
											
6:30	T-Ball	Jack Brady	4				BSO-PAL Baseball Rules		BSO-PAL	4/21/15	
											
6:	Game Stat Played/Cancelled/Forfeit, etc.								BSO-PAL	4/21/15	
											
6:30	AAA	Lauderhill Sports Complex	2						BSO-PAL	4/21/15	

Referee/Ump

League Rules

League



Uniform & Equipment



Paperwork
Paperwork
Paperwork
Paperwork
Paperwork
Paperwork
Paperwork
Paperwork

WEB SITE TOOLS & NAVIGATION

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Click Here for Forms

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BACK

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Please fill out and print these documents. Click the Link and save on your computer, before filling them out. Turn them in to Coach Dave.

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BSO PAL Form cannot be filled out on computer. Print it and scan or bring to DO IT NOW Dave

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Uniform & Equipment



Background Checks

We Are Umpires



Not Grumpires



Uniform & Equipment



Umpires



Always Keep Their Eye ON THE Ball



Uniform & Equipment



All players must have six inch numbers on the back of their shirts.

(T-Ball may have four inch numbers)



Uniform & Equipment



Pitchers shall not wear any type of sweat band on their wrist.





Uniform & Equipment



A pitcher's sweat shirt must be uniform in color and may not be white or gray.



Uniform & Equipment



A pitcher's glove shall be uniform in color, including all stitching and webbing. The pitcher glove may not be white or gray.



Uniform & Equipment



No pitcher shall attach to the glove any foreign material of a color different from the glove.



Uniform & Equipment



Catchers must wear a catcher's glove.
EXCEPTION: T-Ball.



Uniform & Equipment



Catchers must wear protective head gear; a facemask and helmet with ear protection.

Penalty: Game suspension during regular season.



Uniform & Equipment



Catchers (male/female)
MUST Wear a Protective Cup.



Uniform & Equipment



Catchers must wear a minimum 2 inch throat guard or extended mask



Uniform & Equipment



Players must not wear watches, rings, pins, jewelry, or metallic items.

No BEADS in Hair



Uniform & Equipment



**Shoes with;
Metal Spikes,
Metal Cleats or
Crews on Cleats
Strictly Prohibited
ALL DIVISIONS**



Uniform & Equipment



No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.





Uniform & Equipment



Players in all divisions must wear the “coverall” type head gear while batting, running bases, or coaching the bases.

Penalty: If a batter or runner intentionally removes or dislodges his/her head gear while running the bases or batting, he/she shall be declared out if a play is being made on the runner.



Uniform & Equipment



No “On-Deck” batters

Except AAA.



Uniform & Equipment



In between innings, any player warming up the pitcher on the field must wear protective head gear



Uniform & Equipment



No non-baseball attire or equipment will be permitted on any field. Furthermore, any equipment deemed unsafe by the umpire will be considered unacceptable and will be removed from the playing field.



Uniform & Equipment



If there is a medical need for the use of such items as crutches, canes, casts, etc. by any player, coach, assistant, or manager; that member will be restricted to the dugout area.



Uniform & Equipment



Coaches & All Player's,
not Positioned on the Field

Must Remain In The Dugout

...

Not the DOORWAY



Umpires



T-Ball = 1

(May use 2 for Younger or Training Umps - Umpires/Base)

Coach Pitch = 1

(May use 2 for Younger or Training Umps - Umpires/Base)

AA = 1 Umpire + Base Ump

AAA = 1 Umpire + Base Ump



Umpires



**Home plate Umpire
is Head Umpire**
(Umpire in Chief)



Umpires



All Umpires/Base
*Will Wear the
Proper Uniform
And Protective Gear
YES - Including Cup!*



Umpires



Was that a Ball
or a Strike?

Really Don't Know
But Definitely a
Game Changer





Umpires



Umpires are to carry a copy of the rules for every game.



*All the Rules you could want, are on our website,
which means they're on your phone*





Umpires



All Umpires/Base

Will Arrive at ALL Games

ON TIME



Umpires



Unsuitable Weather or Field Conditions.

Notify DO IT NOW Dave
Immediately

Of Any Issues

Ejections, Forfeits, Game Suspensions,
Conflicts, etc.



Umpires



Unsuitable Weather or Field Conditions.

Umpire in Chief Determines
If and When

Play shall be Suspended during a game,
When play shall resume after such
suspension

If and when a game shall be terminated
after such suspension



Umpires



Unsuitable Weather or Field Conditions.

Umpire **shall not** call the game until at least 15 minutes after play has been suspended.

Umpire may **continue a suspension** as long as there is a **chance to resume play** within a **reasonable time period**.

Game Time **shall not** be affected by Umpire suspension.



Umpires



The Umpire is **Required** to Review and Sign the Official Score Sheet.

Any Protest **shall be** documented, providing the circumstances, the specific rule in question, and the time of the protest.

This **shall be done** at the Completion of the Game.



Umpires



Ejections

If an Umpire Ejects a Player, Manager, Coach, or Spectator from the game;

The Umpire must:

In **writing** - on the **back of the game sheet**,
Document Reason and Circumstances for Ejection.



Umpires



If the Umpire in Chief

Declares a forfeit after play has started,
the Umpire **must**;

Document the Reason for the Forfeit.



Umpires



Only one (1) manager or designated coach may approach the umpire to question or dispute a call.

NO EXCEPTIONS



Umpires



The 1st named or numbered team on the league schedule during the regular season shall be the home team.

Note: Home team supplies game balls (1 new and 1 good used ball)



Umpires



The time of the umpire shall be the official time for governing games





Umpires



T-Ball = 1 hr

Coach Pitch = 1hr & 15 min

Double A = 1 hr & 30 min

Triple A = 2 hrs



Umpires



T-Ball = 5 innings
Coach Pitch = 5 innings
Double A = 6 innings
Triple A = 7 innings

*Each division will consist of 6 runs per inning.



Umpires



The umpires shall be responsible for the conduct of the game, in accordance with these official rules, and for maintaining discipline and order on the playing field during the game.



Spectator Coaching is
NOT allowed
and
MUST be Controlled!!!!



Umpires



Each umpire is the representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.





Umpires



Each umpire has authority to rule on any point not specifically covered in these rules.



Umpires



Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.



Umpires



If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.



Each umpire has authority at his discretion to eject from the playing field

(1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and



Umpires

Each umpire has authority at his discretion to eject from the playing field

(2) any spectator or other person not authorized to be on the playing field.



Umpires

Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.



Umpires



No player, manager, coach or substitute shall object to any such judgment decisions.



Rule 9.02(a) Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. **They should be warned** if they start for the plate to protest the call. **If they continue**, they will be ejected from the game.



If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made.

Such appeal shall be made only to the umpire who made the protested decision.



Umpires

If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. **No umpire shall criticize, seek to reverse or interfere with another umpire's decision** unless asked to do so by the umpire making it.



Umpires



If the umpires consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their discretion, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on the play; failures of runners to tag up based upon the initial call on the field; runners passing other runners or missing bases; etc., all in the discretion of the umpires.



Umpires

No player, manager or coach, shall be permitted to argue the exercise of the umpires' discretion, in resolving the play, and any person so arguing shall be subject to ejection.



Rule 9.02(c) Comment:

A manager is permitted to ask the umpires for an explanation of the play and how the umpires have exercised their discretion to eliminate the results and consequences of the earlier call that the umpires are reversing. Once the umpires explain the result of the play, however, no one is permitted to argue that the umpires should have exercised their discretion in a different manner.



Umpires



The manager or the catcher may request the plate umpire to ask his partner for help on a half swing, when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing.



Umpires



Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Appeals on a half swing must be made before the next pitch, or any play or attempted play. If the half swing occurs during a play which ends a half-inning, the appeal must be made before all infielders of the defensive team leave fair territory.



Umpires



Base Runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire.



Umpires



The ball is in play on appeal on a half swing



Umpires

On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.



Umpires

No umpire may be replaced during a game unless he is injured or becomes ill.



Umpires

If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually behind the catcher, but sometimes behind the pitcher if there are runners). He shall be considered umpire-in-chief.



Umpires



If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)

His duties shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)
His duties shall be to:

(2) Call and count balls and strike;



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)
His duties shall be to:

(3) Call and declare fair balls and fouls
except those commonly called by field
umpires;



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)
His duties shall be to:

(4) Make all decisions on the batter;



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)
His duties shall be to:

(5) Make all decisions except those commonly reserved for the field umpires;



Umpires

The umpire-in-chief shall stand behind the catcher.
(He usually is called the plate umpire.)
His duties shall be to:

(6) Decide when a game shall be forfeited;



Umpires

The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

(7) If a time limit has been set, announce the fact and the time set before the game starts;



Umpires

The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

(8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;



Umpires

The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

(9) Announce any special ground rules, at his discretion



Umpires

A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

(1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;



Umpires

A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

2) Take concurrent jurisdiction with the umpire-in-chief in calling “Time,” balks, illegal pitches, or defacement or discoloration of the ball by any player.



Umpires



A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

(3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.



Umpires



A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

(c) If different decisions should be made on one play by different umpires, the umpire-in- chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.



The umpire shall report to the league president within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore...



When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.



Umpires



After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member. If the penalty includes a fine, the penalized person shall pay the amount of the fine to the league within five days after receiving notice of the fine. Failure to pay such fine within five days shall result in the offender being debarred from participation in any game and from sitting on the players' bench during any game, until the fine is paid.



Umpire Guidelines

Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.



Umpire Guidelines

Keep your uniform in good condition.
Be active and alert on the field



Umpire Guidelines

Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs.



Umpire Guidelines

When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.



Umpire Guidelines

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed



Umpire Guidelines

Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.



Umpire Guidelines

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.



Umpire Guidelines

You no doubt are going to make mistakes, but never attempt to “even up” after having made one.

Make all decisions as you see them and forget which is the home or visiting club



Umpire Guidelines

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base.

Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.



Umpire Guidelines

Do not come running with your arm up or down, denoting “out” or “safe.” Wait until the play is completed before making any arm motion.



Umpire Guidelines

Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."



Umpire Guidelines

Most important rule for umpires is always
“BE IN POSITION TO SEE EVERY PLAY.”

Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.



Umpire Guidelines

Finally, be courteous, impartial and firm,
and so compel respect from all.



Umpires



Game Preliminaries

Before the game begins
The Umpire Shall.....



Game Preliminaries

Require strict observance of all rules governing implements of play and equipment of players;



Game Preliminaries

Be sure that all playing lines are marked with lime, chalk or other white material easily distinguishable from the ground or grass;



Game Preliminaries

Receive from the home club a supply of regulation baseballs, the number and make to be certified to the home club by the league president. The umpire shall inspect the baseballs and ensure they are regulation baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game;



Game Preliminaries

Be assured by the home club that at least one dozen regulation reserve balls are immediately available for use if required;



Game Preliminaries

Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when—

(1) A ball has been batted out of the playing field or into the spectator area;



Game Preliminaries

Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when—

(2) A ball has become discolored or unfit for further use;



Game Preliminaries

Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when—

(3) The pitcher requests such alternate ball



Game Preliminaries

Rule 3.01(e) Comment: The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.



Game Preliminaries

Ensure that an official rosin bag is placed on the ground behind the pitcher's plate prior to the start of each game.

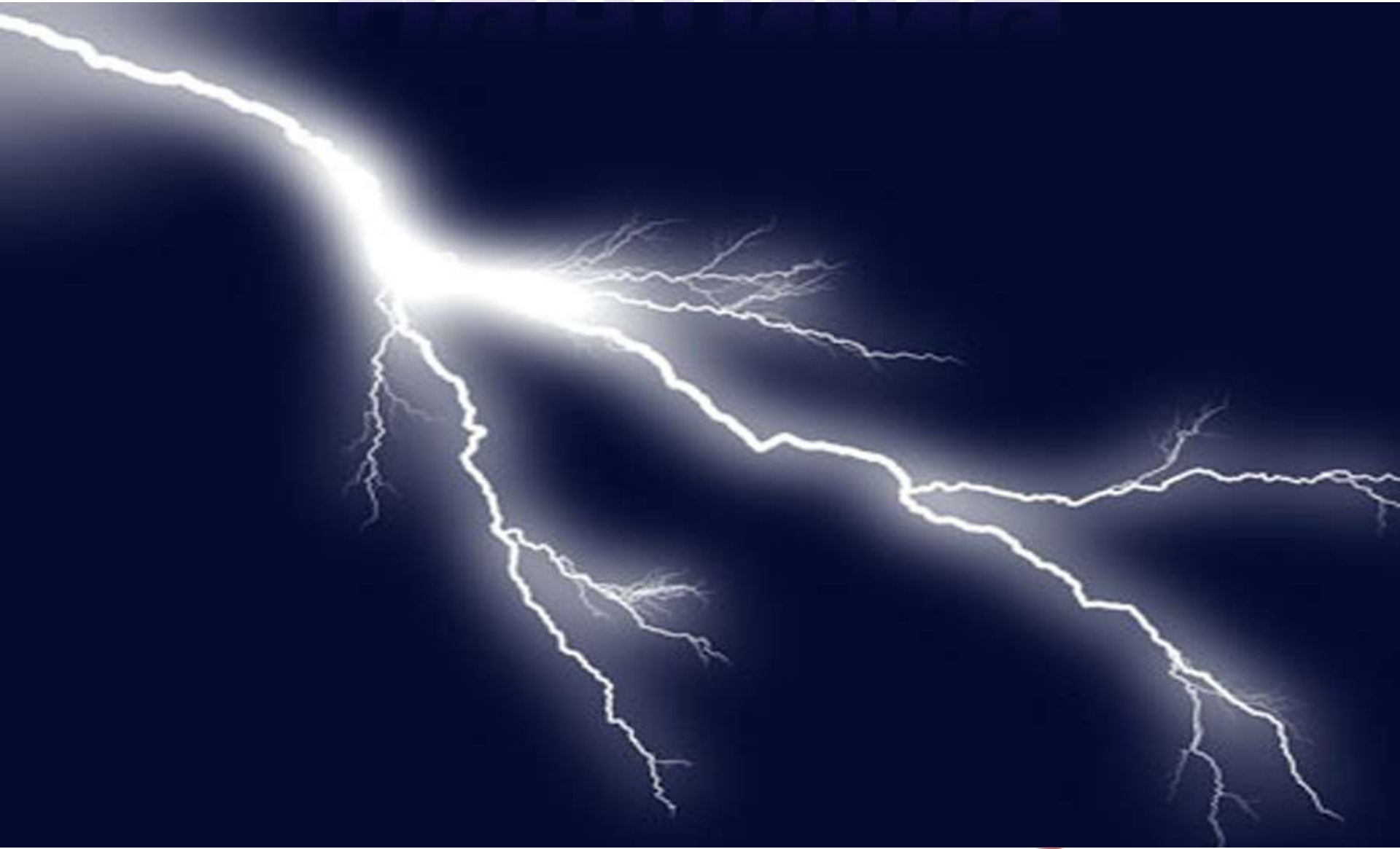


Game Preliminaries

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

PENALTY: The umpire shall demand the ball and remove the offender from the game. In addition, the offender shall be suspended automatically for 10 games. For rules in regard to a pitcher defacing the ball, see Rules 8.02(a)(2) through (6).

LIGHTNING



DO IT NOW PROS inc.

LIGHTNING

Lightning kills more people
in Florida than all other
weather hazards combined

DO IT NOW PROS inc.

LIGHTNING



Lightning Safety
IS
Our Responsibility

DO IT NOW PROS inc.

LIGHTNING

Fields with Warning System

One 15-second warning blast

Get Everyone
OFF the Field



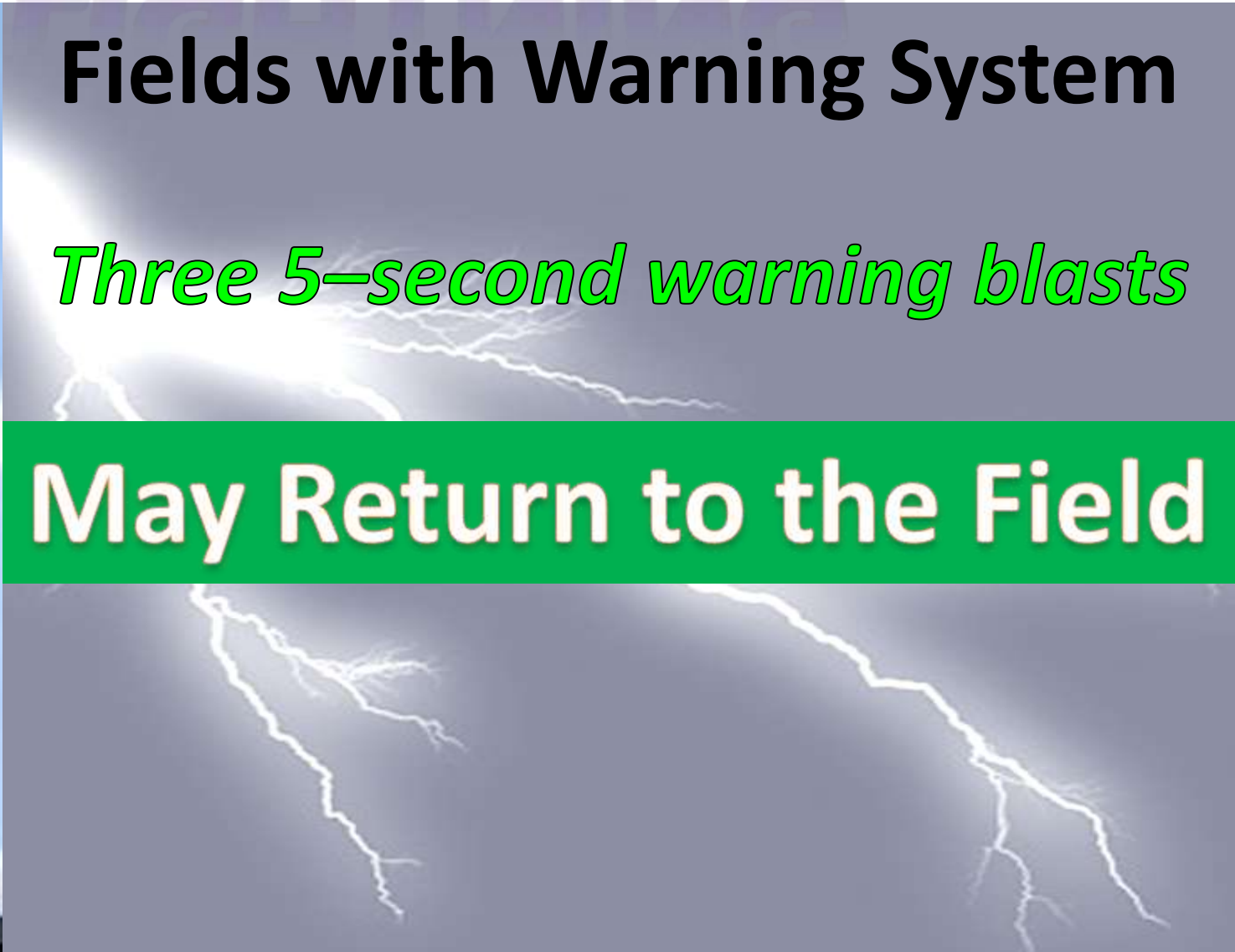
DO IT NOW PROS inc.

LIGHTNING

Fields with Warning System

Three 5-second warning blasts

May Return to the Field



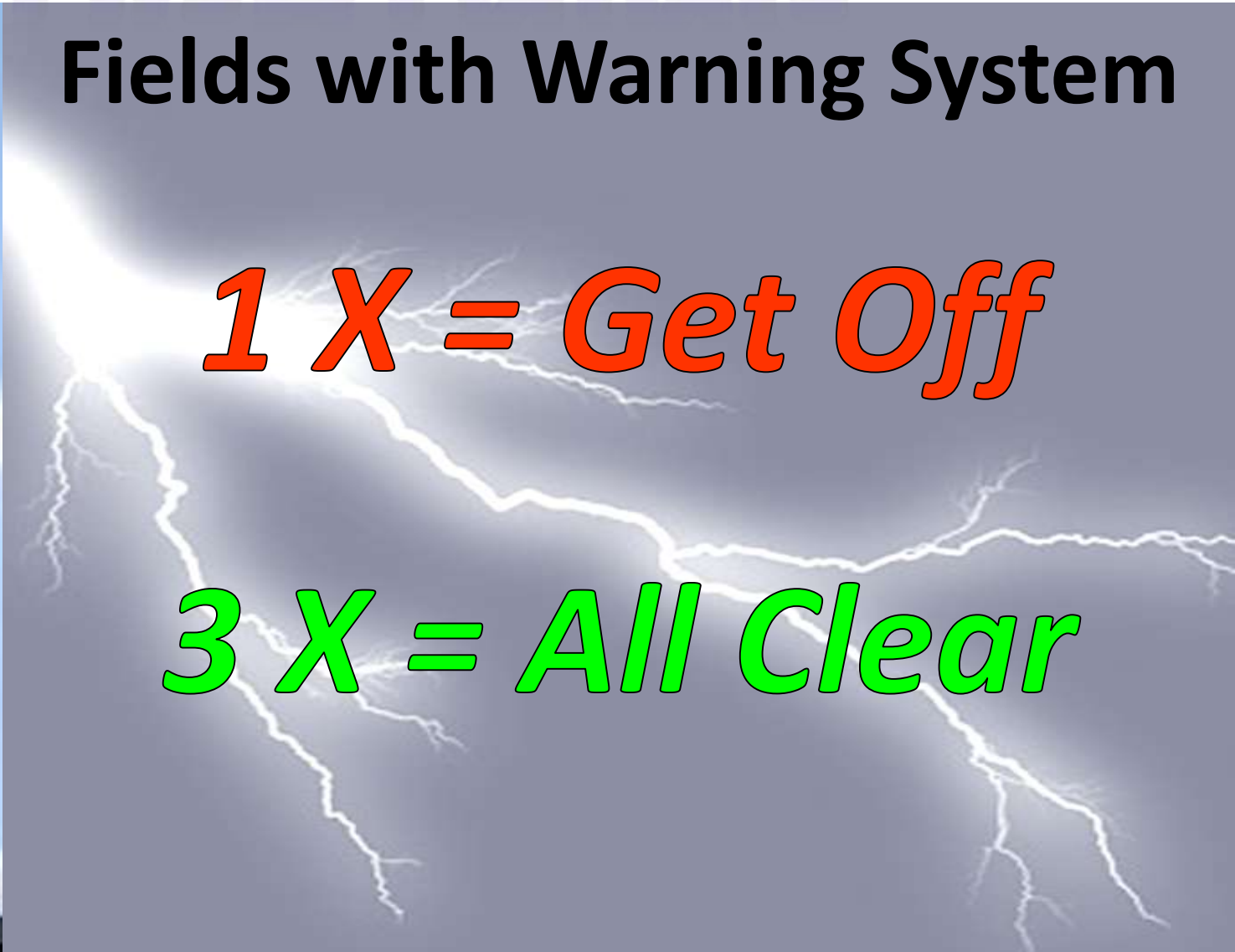
DO IT NOW PROS inc.

LIGHTNING

Fields with Warning System

1 X = Get Off

3 X = All Clear



DO IT NOW PROS inc.

LIGHTNING

Fields without Warning System

*Lightning & Thunder within
6 seconds of each other*

*Get OFF Field and wait 30
minutes*

*Restart Lightning Clock each
time*

30/30 Rule



LIGHTNING

Fields without Warning System

If you stop the game
for lightning

And

have to reset again for
Another Lightning Warning
Call the Game



DO IT NOW PROS inc.

LIGHTNING

In Car or Truck

GOOD

Inside Building

Under Pavillion

DO IT NOW PROS inc

LIGHTNING

Bleachers

Fences & Trees

Field or Parking Lot

Convertible or Truck Bed

DugOut

BAD

DO IT NOW PROS inc.

LIGHTNING

Safety Is OUR
Priority

DO IT NOW PROS inc.



Strike Zone

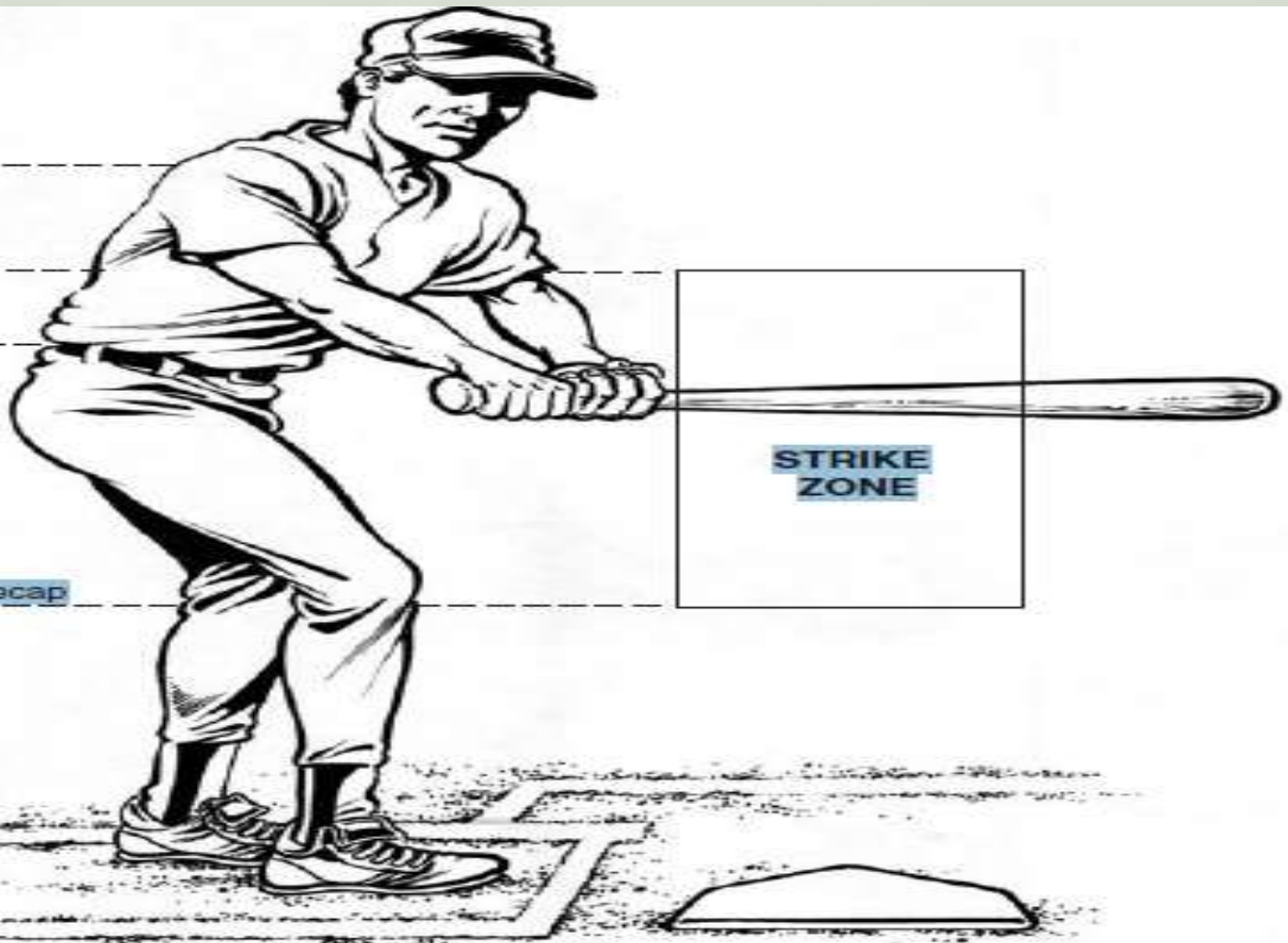


Top of shoulders

Mid point

Top of pants

Hollow beneath kneecap



Baseball Myths

Hands are considered part of the bat

The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base.

Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f) Official Baseball Rules

Baseball Myths

Batter-runner must turn to his right after over-running first base

The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over-sliding it.

Rule: 7.08(c and j) Official Baseball Rules

Baseball Myths

If the batter breaks his wrists when swinging, its a strike.

A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules.

Rule: 2.00 STRIKE Official Baseball Rules

Baseball Myths

Batted ball hits the plate first its a foul ball

The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.

Baseball Myths

Batter cannot be called out for interference if he is in the batters box.

The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided.

Rules: 2.00 INTERFERENCE, 6.06(c) Official Baseball Rules

Baseball Myths

Ball is dead on a foul-tip

There is nothing "FOUL" about a foul-tip. It is a strike and the ball is alive. A foul-tip is the same as a swing and a miss. To be a foul-tip, by rule, the ball must go sharp and direct from the bat to the catcher's hand or glove AND BE CAUGHT. Confusion arises on this because people commonly call any ball that is tipped or nicked a foul-tip. It is not a foul-tip, by rule, unless the nicked or tipped ball is caught. If it is not caught, it is simply a foul-ball. A foul-ball is a dead ball. A foul-tip (a legally caught nick) is a live ball strike, just like a swing and a miss.

Baseball Myths

Batter may not switch batters boxes after two strikes

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch.

Rule: 6.06(b) Official Baseball Rules

Baseball Myths

Batter who batted out of order is the person declared out

The PROPER batter is the one called out (if Appealed successfully). Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out.

Rule: 6.07(b, 1) Official Baseball Rules

Baseball Myths

Batter may not over run first base when he gets a base-on-balls

Rule 7.08(c and j) simply state that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike.

See Official Baseball Rules

Steve's note: I have discussed this myth, which appears quite often, with both a former ML crew chief and a college-level interpreter who both perceive this statement as TRUE, that a batter-runner may NOT over-walk first base. The interpretation is that a base-on-balls is an awarded base under ML rules. The protection ends when the batter-runner reaches the awarded base (1st). This rule is specifically TRUE in NFHS Rulebook. A base-on-balls is considered a live-ball base award and therefore the runner is protected to the base(s) awarded and no further. If they run through the base, they are at-risk once they've touched the awarded base

Baseball Myths

Batter is out if he starts for the dugout before going to first after a dropped third strike

When a third strike is called, or is swung at and missed and the catcher does not make a legal catch, the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. Occupied means it was occupied at the time of the pitch. The fact that the runner attempts to steal does not make the base unoccupied. Time of pitch is defined as the moment the pitcher starts his windup or commits to a pitch to the plate. To be legally caught the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is NOT a legal catch. The batter may run to first anytime before he leaves the dust circle surrounding home plate. He is not out simply because he walks off toward the dugout. If the bases are loaded with 2 out and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.

Rule 2.00 BALL casebook Rule 6.09(b) Official Baseball Rules

Baseball Myths

Batter does not pull the bat out of the strike zone while in the bunting position, its an automatic strike

A strike is an attempt to hit the ball.
Simply holding the bat over the plate is not an attempt. This is umpire judgment.

Rule 2.00 STRIKE Official Baseball Rules

Baseball Myths

Batter is out if his foot touches the plate

To be out the batter's foot must be ENTIRELY outside the box when he contacts the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box.

Rule: 6.06(a) Official Baseball Rules

DO IT NOW PROS inc.



Baseball Myths

Batter-runner is always out if he runs outside the running lane after a bunted ball

The runner must be out of the box AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call.

Rules: 2.00 INTERFERENCE, 6.05(k), 7.09(k) Official Baseball Rules

Baseball Myths

Runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence

The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner.

Rules: 5.02, 7.05(a) Official Baseball Rules

Baseball Myths

Tie goes to the runner

There is no such thing in the world of baseball umpiring. The runner is either out or safe.

Baseball Myths

Runner gets the base he's going to, plus one on a ball thrown out-of-play

When a fielder other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays.

Rule: 7.05(g) Official Baseball Rules

Baseball Myths

Anytime a coach touches a runner, the runner is out

The runner is out if the coach **PHYSICALLY ASSISTS** the runner. Hand slaps, back pats or simple touches are not physical assists.

Rule: 7.09(I) Official Baseball Rules

Baseball Myths

Runners may never run the bases in reverse order

In order to correct a base running mistake, the runner must retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense.

Rules: 7.08(l), 7.10(b) Official Baseball Rules

Baseball Myths

Runner must always slide when the play is close

There is no "must slide" rule. When the fielder has the ball in possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.

Rule: 7.08(a, 3) This rule does not apply to professionals

Baseball Myths

Every Umpire's Name is "Blue"

Preposterous!

It only seems that way and is generally an "affectionate" term.

It is certainly more pleasant than some of the other names we've been called 😊

Baseball Myths

Runner is always safe when hit by a batted ball while touching a base

The bases are in fair territory. A runner is out when hit by a fair batted ball, except an infield-fly.

Rules: 5.09(f), 7.08(f) Official Baseball Rules

Baseball Myths

Runner may not steal on a foul tip

There is nothing foul about a foul-tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball.

Rules: 2.00 FOUL-TIP, STRIKE Official Baseball Rules

Baseball Myths

It is a force out when a runner is called out for not tagging up on a fly ball

A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on an a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09 Official Baseball Rules

Baseball Myths

An appeal on a runner who missed a base cannot be a force out

A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out.

Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b) Official Baseball Rules

Baseball Myths

Runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball

The runner must avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline, only when attempting to avoid a tag.

Rules: 7.08(a), 7.09(L) Official Baseball Rules

Baseball Myths

Runners may not advance when an infield fly is called

An Infield-fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not.

Rules: 2.00 INFIELD-FLY, 6.05(e), 7.10(a) Official Baseball Rules

Baseball Myths

No run can score, when a runner is called out for the third out, for not tagging up

Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on an a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09, 7.10(a) Official Baseball Rules

Baseball Myths

A pitch that bounces to the plate cannot be hit

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown.

Rule: 2.00 PITCH. (If the ball does not cross the foul line, it is not a pitch.)

Baseball Myths

Batter does not get first base if hit by a pitch after it bounces

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base.

Rules: 2.00 PITCH, 6.08(b)

Baseball Myths

If a fielder holds a fly ball for 2 seconds it's a catch

A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional.

Rule: 2.00 CATCH Official Baseball Rules

Baseball Myths

You must tag the base with your foot on a force out or appeal

You can tag a base with ANY part of the body.

Rules: 2.00 FORCE PLAY, PERSON, TAG, 7.08(e) Official Baseball Rules

Baseball Myths

Ball is always immediately dead on a balk

It is not. If a throw or pitch is made after the balk call, the ball is delayed dead. At the end of the play the balk may be enforced or not depending on what happened. On a throw; if ALL runners advance on the play, the balk is ignored. If not, the balk award is enforced from the time of pitch. On a pitch; if ALL runners INCLUDING the batter, advance on the play, the balk is ignored. Otherwise, it is no-pitch and the balk award is made from the time of the pitch.

Rule: 8.05 PENALTY Official Baseball Rules

This Rule is TRUE in NFHS Rulebook. If the ball is pitched, all action on the play is negated. All runners are awarded one base and the count on the batter remains the same.

Baseball Myths

If a player's feet are in fair territory when the ball is touched,
it is a fair ball

The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched.

Rule: 2.00 FAIR, FOUL Official Baseball Rules

Baseball Myths

Ball must always be returned to the pitcher before an appeal can be made

An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately.

Rule: 2.00 APPEAL, 5.11, 7.10 Official Baseball Rules

Baseball Myths

With no runners on base, it is a ball if the pitcher starts his windup and then stops

A pitch is a ball delivered to the batter by the pitcher. If the ball is not delivered, it is not a pitch. If this happens with runners on base it is a balk.

Rule: 2.00 PITCH

Baseball Myths

Pitcher must come to a set position before a pick-off throw

The pitcher is required to come to a complete stop in the Set position before delivering the pitch, not before making a throw.

Rule: 8.05(m) Official Baseball Rules

Baseball Myths

Pitcher must step off the rubber before a pick-off throw

If the pitcher steps off the rubber he is no longer the pitcher, he is a fielder. He can throw to a base from the rubber, provided he does not break any of the rules under rule 8.05 Official Baseball Rules

Baseball Myths

**Fielder catches a fly ball and then falls over the fence.
It is a homerun**

As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play.

Rules: 2.00 CATCH, 6.05(a), 7.04(c) Official Baseball Rules

Baseball Myths

Ball is dead anytime an umpire is hit by the ball

If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base.

Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f) Official Baseball Rules

Baseball Myths

Home plate umpire can overrule the other umps at anytime

The umpire who made a call or ruling may ask for help if he wishes. No umpire may overrule another umpire's call.

Rules: 9.02(b, c) Official Baseball Rules

Baseball Myths

Umpires are Blind



Utter Nonsense ...

need glasses ... maybe.....



Of course, it really depends on which side
of the diamond you're on...



Substitutes

In all divisions, substitutes will enter when team takes the field prior to the first pitch. Teams will bat the entire roster. No player may sit on the bench for two (2) consecutive innings. (Violation will constitute a penalty or possible forfeit.)



Teams not ready to start within fifteen (15) minutes of the official start time, shall forfeit the game. Should both teams violate this section, both teams shall forfeit and be charged with a loss. In all divisions, the game will immediately start during the fifteen (15) minute grace period once both teams have eight (8) players. Scheduled time is starting time. Delay time is time lost. Umpire delay for rain, field conditions, etc. is extended time.

Scoring

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

Scoring

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made;

(1) by the batter-runner before he touches first base;

Scoring

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made;

(2) by any runner being forced out; or

Scoring

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made;

(3) by a preceding runner who is declared out because he failed to touch one of the bases.

Scoring

When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

Scoring

Rule 4.09(b) Comment: An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.

Scoring

PENALTY: If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

Scoring

Rule 4.09 Comment: APPROVED RULING: No run shall score during a play in which the third out is made by the batter-runner before he touches first base.

Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter- runner before he touched first base, Jones' run does not count.

Scoring

APPROVED RULING:

Following runners are not affected by an act of a preceding runner unless two are out.

Scoring

APPROVED RULING: Following runners are not affected by an act of a preceding runner unless two are out.

Example: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.

Scoring

APPROVED RULING: Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

Scoring

APPROVED RULING: One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.

Scoring

APPROVED RULING: Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts.

Scoring

Here is a general statement that covers:
When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

Scoring

APPROVED RULING: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

Scoring

APPROVED RULING: Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts.

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Here is a general statement that covers:
When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

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APPROVED RULING: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

Scoring

If the score is tied after nine completed innings play shall continue until

(1) the visiting team has scored more total runs than the home team at the end of a completed inning,

or

(2) the home team scores the winning run in an uncompleted inning.

Scoring

If a game is called, it is a regulation game:

(1) If five innings have been completed;

Scoring

If a game is called, it is a regulation game:

(2) If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half-innings;

Scoring

If a game is called, it is a regulation game:

(3) If the home team scores one or more runs in its half of the fifth inning to tie the score.

Scoring

If a regulation game is called with the score tied, it shall become a suspended game.
Rule 4.12.

Scoring

If a game is called before it has become a regulation game, the umpire-in-chief shall declare it “No Game.”

Scoring

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- (a) The game ends when the visiting team completes its half of the ninth inning if the home team is ahead.

Scoring

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(b) The game ends when the ninth inning is completed, if the visiting team is ahead.

Scoring

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(c) If the home team scores the winning run in its half of the ninth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored. EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

Scoring

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the ninth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored, unless there are two out and the winning run has not yet reached home plate when the runner passes another, in which case the inning is over and only those runs that scored before the runner passes another shall count.

Scoring

A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.



No on deck batters.

Exception: AAA

All players and Coaches
MUST remain clear of
the dugout doorway.

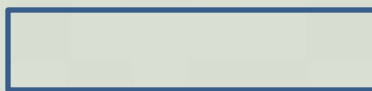
Amended 4/6/06:

Runners do not have to slide unless necessary to avoid contact. No runner may hurdle the defensive player to avoid the tag.

Penalty: This is a judgment call by the umpire as to whether obstruction or interference applies. Runners may be declared out and may also be ejected from the game, if action deemed intentional.

T BALL





Happy Defensive Coach
Must Be Standing in this Box
To Start Play

T BALL





The purpose of the T-Ball division is to introduce players ages 5 and 6 (4 years if parent is coach) to the fundamentals of the game of baseball. It should be both an educational and enjoyable experience for the players, coaches, and parents. A batting tee is used to facilitate both an offensive and defensive game. The following rules shall apply in addition to those covered in the PAL Rule Book and the Major League Baseball Rules.





A full team is ten (10) players, consisting of four (4) outfielders. Game may begin with eight (8) players. If less than (8) players are present after fifteen (15) minute grace period, game will be forfeited. A team may finish game with (8) players. However, if total number of players falls below (8) players during the game at any time, the game will be forfeited. No out is recorded in line-up spot for missing, ejected, or injured player.

10 Players on Field

May Begin with 8 players and finish with 8

Less than 8 players (at any time) = Forfeit

15 Minute Grace Period or Forfeit

No out is recorded in line-up spot for missing, ejected, or injured player.



Team Will Bat Entire Roster





Substitutions will be made every inning.

No player may remain on the bench for two (2) consecutive innings.

Exceptions: discipline, illness, or injury. The head umpire and opposing manager must be notified in advance.

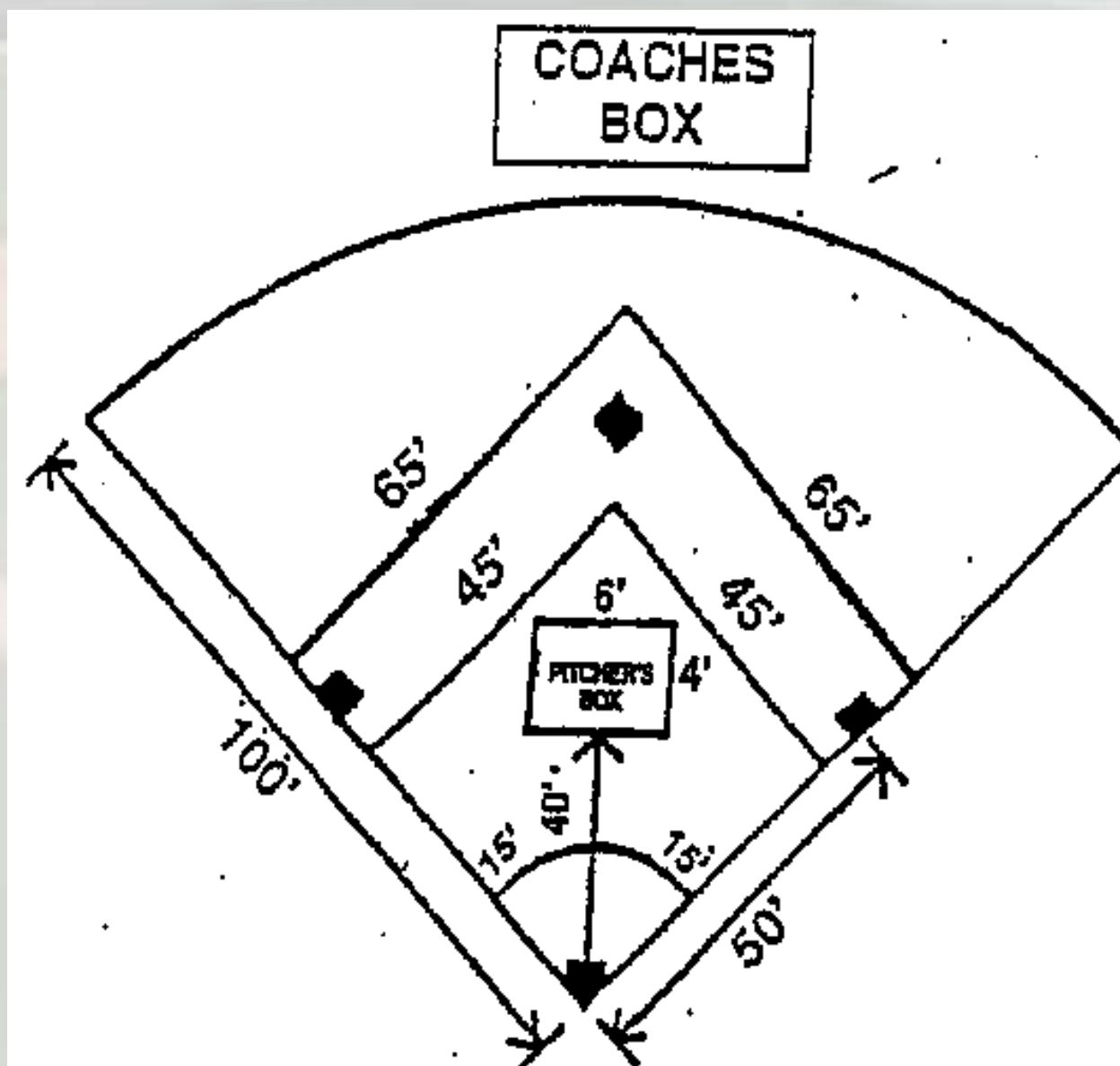


A foul line is drawn fifteen (15) feet from home plate between the 1st and 3rd base foul line (refer to field layout).

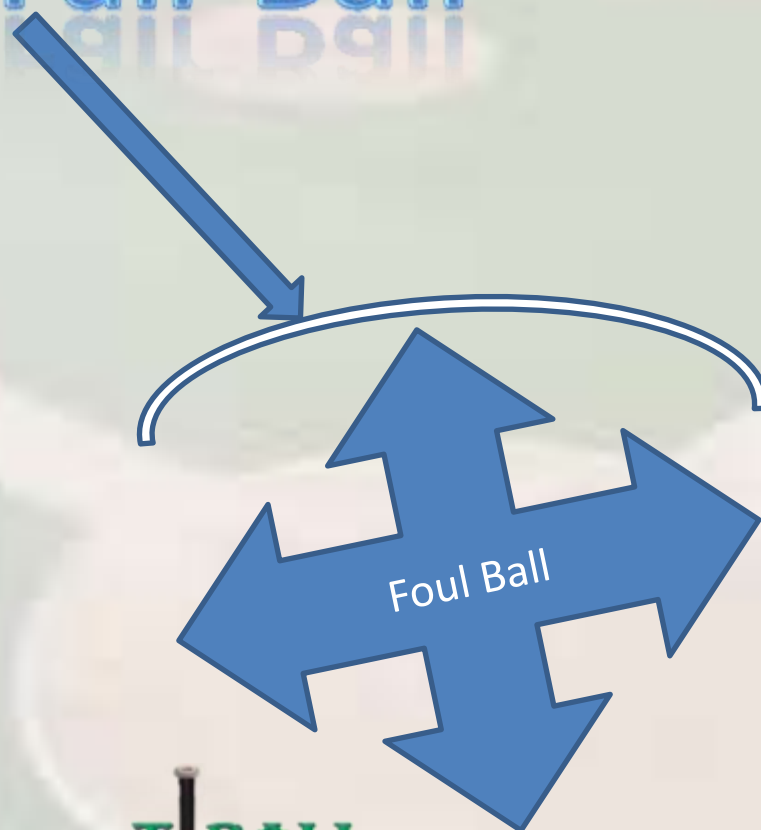
Any ball not hit beyond this line is considered foul.

Any ball touching the line is considered fair.





Must Touch Or Pass To Be A Fair Ball





The pitcher's box is drawn forty (40) feet from home plate; three (3) feet to the right and left on the center of the pitcher's rubber; four (4) feet to the back of the rubber.

One player (pitcher) must be within the pitcher's box until the batter swings at the ball. **Penalty will be assessed if player makes play on the ball. The batter is awarded 1st base.**



Infield and outfield restraining lines are drawn at forty five (45) and sixty five (65) feet respectively from home plate.

Infielders (excluding pitcher) may not be in front of the 45ft. line or beyond the 65ft. line until the batter swings at the ball. Outfielders may not be in front of the 65ft. line until the batter swings at the ball. **Penalty will be assessed if player makes play on the ball. The batter will be awarded 1st base.**



Any ball overthrown into foul territory behind 1st, 3rd, or 100ft. line;
Player Advances one (1) base. If ball goes under fence, it is declared a dead ball and out of play.



Home Run And Ground Rule
Double Line Is 100 Ft. From
Home Plate
On All Fields.





Any ball hit in the air over the 100ft. line is a home run.

If the ball hits a defensive player and goes over the line before hitting the ground, the batter is awarded a home run.





If a defensive player touches or catches a ball in the air while standing on or beyond the 100ft. line, the batter is awarded a home run.





Any ball hit that touches the ground and then touches or passes the 100ft. Line Is a ground rule double.

All base runners shall advance (2) bases and the ball is dead.



If a defensive player stops a ground ball while he/she is touching or beyond the 100ft. line,
The batter is awarded a ground rule double. Ball is dead.





Defensive players will play
normal base positions



The ball is hit from the batting tee.
The tee will be placed on home
plate and can not be moved





The batter must be in the batter's box
and must take a full swing

No bunts allowed and the ball must leave the tee
to be a strike.

(NO ON DECK BATTERS EXCEPT FOR AAA).



Any batter intentionally
throwing a bat will be
automatically out.
This is a judgment call by the
umpire.

A manager or coach is allowed to assist any player in the proper way to play a position or stand in the batter's box, except while the ball is in play.

The ball is in play once it is placed on the tee by the umpire.



If a manager or coach touches a player while the ball is in play, the player is out.



Strikeouts: A player may strikeout when he/she has any combination of the two.

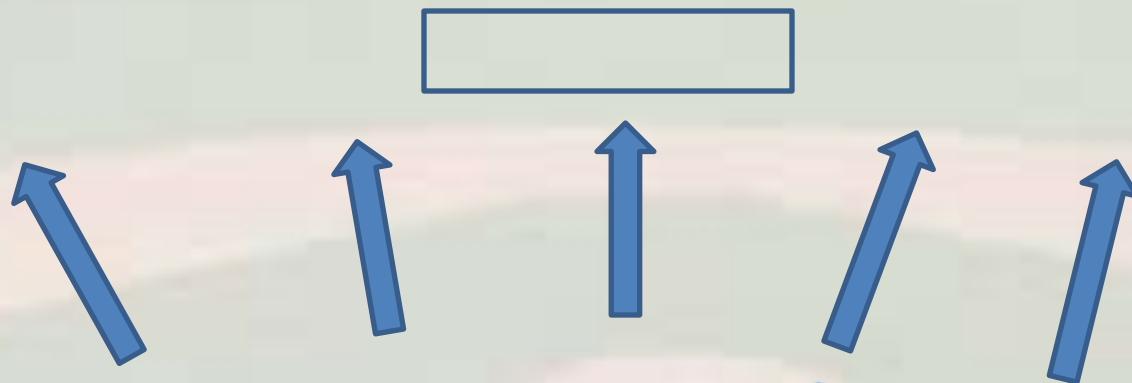
(2) foul balls or (2) misses and he/she misses the ball on the third swing.

The Ball

**MUST Leave the Tee
for it to be a Strike**



The Defensive Coach
Must Stand within the
Coach's Box
Beyond the 100ft. line.



100 Foot Line

Ball on or Past this line (in FAIR Territory)

On the Ground = Ground Rule Double

In the Air = Home Run



No Lead Off
From the Bases
Until the Batter Swings.

Penalty: Runner is Out.





No Stealing of Bases



Play is stopped when the last defensive player tags any base while in possession of the ball, the player must then roll the ball underhanded to the catcher.

Runners may advance only if previously committed to do so prior to the play being stopped. **Umpire Judgment.**

Play is resumed if the fielder makes an attempt or throws the ball in any direction except to home plate underhanded.

(The umpire will determine when the ball is dead.)

**Rolling of a ball
to a base
to obtain an out
is prohibited;
Ball must be Thrown.**

The coach must remove the batting tee when a runner is advancing to home plate.



($\frac{1}{2}$) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made.

Exception: Last inning. This applies to all divisions.



Ten (10) Run Rule;
Game Over After (4) Innings





No On Deck Batters





COACH PITCH





No On Deck Batters



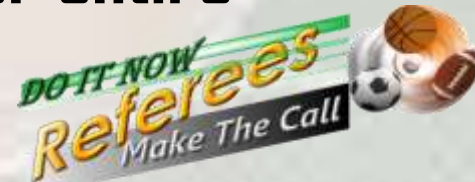
The purpose of this division is to further the players, age 7 & 8, knowledge and skills in the fundamentals and rules of baseball.

The player will begin to train in hitting a pitched ball, which is thrown by an adult coach or pitching machine.



Teams will consist of ten (10) players (4 outfielders), game may begin with (8) players. If less than (8) players are present after (15) minute grace period, the game will be forfeited. A team may finish the game with (8) players. If team finishes with less than (8) players, the game will be forfeited.

(When a team has only (8) players a coach may elect to play (3) outfielders and no catcher. This will stand for entire game)





Teams will Bat the Entire Roster

(Late players will be placed at the bottom of the batting order.)



Substitutions will be made in every
inning.

No player may remain on the bench for
(2) consecutive innings

Except for disciplinary, illness, or injury reasons.
The head umpire and opposing manager must be
notified in advance.

The manager, coach, or designated pitcher will pitch to his/her own team.

Pitching coach's foot must stay inside circle during delivery of pitch.



The batter will receive five (5) pitches.

If 5th pitch is not hit fair the batter is out.

No strikes considered.

No walks or hit-by-pitch allowed.

Umpire will announce the last pitch.



No Stealing



If the coach pitcher is struck with a batted ball, play is declared dead. Batter is awarded 1st base, and all base runners are entitled to (1) base only.

The Coach Pitcher must make an effort to avoid interference or obstruction with play or player. **It is the judgment of the umpire if runner or batter out**



Catcher MUST make an Attempt to Stop Pitched Ball



Any pitched ball that passes the catcher is a dead ball. No advance.



Coach Pitcher may coach batter only, until ball is pitched. Coach Pitcher must not coach while ball is in play.

Penalty: Judgment of the umpire; 1st will be warning, 2nd will result in removal of coach pitcher.



Ball must be returned to coach pitcher at mound.

Play stops only when pitcher has control of the ball inside of circle.

If runner appears more than halfway they will advance. Umpire will decide advancement.



No bunting in
Coach Pitch.

**Penalty: Batter
is Out**

($\frac{1}{2}$) inning is completed when a maximum of six (6) runs per team, or three (3) outs per team.

Exception: Last inning.

No runner may score from 3rd base to home unless:

1. Forced
2. Advanced by hit ball
3. There is a pick-off by a player at any base.

Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3rd base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.



No inning may start after
1 hour and 15 minutes;
There will be a cold cut off
at 1 hour 30 minutes.



Ten (10) run rule;
Game Over After (4) innings.



Pitching and base coach may not interfere with defensive player or base runner.

An out will be called for the interference.



Pitching coach must pitch
over hand and standing
upright.

NO lob pitching.



Overthrows to 1st and 3rd base; ball remains live as long as it remains on orange dirt or stays in fair territory.

Overthrows going onto the grass in foul territory; the base runner will be awarded one base only (Dead Ball).



Infielders must know to stay out of baseline unless they possess the ball or are receiving a throw from another player.

Umpire will award a base runner another base for interference.



Outfielders are to play at least five (5) feet onto grass.

Only when a team is unable to field (4) outfielders may a coach play an outfielder in straight center field.

This fielder must be placed at least five (5) feet onto grass.



No Infield Fly Rule



No On Deck Batters



DOUBLE A





No On Deck Batters



**Double A, Triple A:
Play by the Official Baseball Rules
registered by the Commission of
Baseball, in addition to the General
Playing Rules (pgs 10 thru 12), Pitching
(20), and Safety Rules (21,22)
established by the PAL baseball league.**



No player may advance a base until the ball is pitched from the pitcher and the ball crosses home plate. Only then can the base runner advance at his/her own risk.

As for the dropped 3rd strike; the player is out.

No runner may score from 3rd base to home unless:

1. Forced

2. Advanced by hit ball



No runner may score from 3rd base to home unless:

3. There is a pick-off by a player at any base. Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3rd base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.



(2) hit batters in (1) inning,
or (3) hit batters in one
game by the same pitcher
will result in the pitcher
being removed.

AA & AAA



Ten (10) run rule; game
over after (5) innings.

AA & AAA



No On Deck Batters

PITCHING RULES



A **breaking ball** is a pitch that does not travel straight like a fastball as it approaches the batter.

A breaking ball will have some sideways or downward motion on it. A breaking ball is not a specific pitch, but rather any pitch that "breaks" (for instance, a curveball, cutter, slider). Breaking pitches sometimes hit the ground before making it to the plate (sometimes intentionally, sometimes not). A curveball does not curve side to side, but rather it drops when it reaches the strike zone.

PITCHING RULES



Breaking balls are prohibited in all divisions
EXCEPT MAJOR.

Note: (A knuckle ball or spit finger fastball is not considered breaking balls.)

If this infraction occurs, the umpire will call it a ball and give the pitcher and manager a warning. However, if the batter hits the pitch and releases base safely, the play shall proceed without interference.

PITCHING RULES



Breaking balls are prohibited in all divisions
EXCEPT MAJOR.

**Note: (A knuckle ball or spit finger fastball is not
considered breaking balls.)**

**If the pitcher continues throwing breaking balls
after being warned, he/she shall be removed
from the mound for the remainder of the game.
This rule is to be in effect for all PAL games,
including playoff games, and may not be waived
by any league, committee, or person.**

PITCHING RULES



Balks shall be called in the Triple A - from the first game of the season.

PITCHING RULES



No player shall pitch more than ten (10) innings in a seven (7) consecutive day period during the regular season.

For record purposes, an inning pitched shall be charged when a player takes his/her position on the pitching mound and the umpire indicates that play is resumed.

PITCHING RULES



No player in **ANY DIVISION** shall pitch more than four (4) innings in any one game or day.

Penalty: Forfeit of game in which infraction occurred.

PITCHING RULES



No pitcher may re-enter game regardless of innings pitched that day.

Penalty: Forfeit

PITCHING RULES



Pitching substitutions must be made from the playing field.

Pitching substitutions can not be made from the bench.

(This applies to regular, playoff, and tournament seasons.)

PITCHING RULES



Pitchers are allowed five (5) pitches or one (1) minute to warm up between innings. New pitchers are allowed eight (8) pitches. **If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as deemed necessary.**

PITCHING RULES



Double A thru Major Divisions:

(2) hit batters in one inning,

or

(3) hit batters in one game by the same pitcher will result in the pitcher being removed for remainder of game.

PITCHING RULES



If the runner from 3rd base attempts steal home and the batter takes a full swing at the pitch, the runner is declared out. Ball is dead.

Batter may bunt, fake bunt, or check swing.

AAA and Majors only! (This is a judgment call by the umpire.) .

If there is a runner, or runners, it is a balk when—

The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

Rule 8.05(a) Comment: If a left handed or right handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play

If there is a runner, or runners, it is a balk when—

The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

If there is a runner, or runners, it is a balk when—

The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

If there is a runner, or runners, it is a balk when—

Rule 8.05(c) Comment: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

If there is a runner, or runners, it is a balk when—

A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

If there is a runner, or runners, it is a balk when—

The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

If there is a runner, or runners, it is a balk when—

Rule 8.05(d) Comment: When determining whether the pitcher throws or feints a throw to an unoccupied base for the purpose of making a play, the umpire should consider whether a runner on the previous base demonstrates or otherwise creates an impression of his intent to advance to such unoccupied base.

If there is a runner, or runners, it is a balk when—

The pitcher makes an illegal pitch;

Rule 8.05(e) Comment: A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

If there is a runner, or runners, it is a balk when—

The pitcher delivers the ball to the batter while he is not facing the batter;

If there is a runner, or runners, it is a balk when—

The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;

If there is a runner, or runners, it is a balk
when—

The pitcher unnecessarily delays the game;

If there is a runner, or runners, it is a balk when—

Rule 8.05(h) Comment: Rule 8.05(h) shall not apply when a warning is given pursuant to Rule 8.02(c) (which prohibits intentional delay of a game by throwing to fielders not in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 8.02(c) for continuing to delay the game, the penalty in Rule 8.05(h) shall also apply.

Rule 8.04 (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.

If there is a runner, or runners, it is a balk when—

The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

If there is a runner, or runners, it is a balk when—

The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

If there is a runner, or runners, it is a balk when—

The pitcher, while touching his plate, accidentally or intentionally has the ball slip or fall out of his hand or glove;

If there is a runner, or runners, it is a balk when—

The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

If there is a runner, or runners, it is a balk when—

The pitcher delivers the pitch from Set Position without coming to a stop.

If there is a runner, or runners, it is a balk when—

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

If there is a runner, or runners, it is a balk when—

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

If there is a runner, or runners, it is a balk when—

APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

If there is a runner, or runners, it is a balk when—

Rule 8.05 Comment: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

If there is a runner, or runners, it is a balk when—

Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.

With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.



TRIPLE A





On Deck Batters

Allowed

Only in Triple A



On Deck Batter

May be On Deck
On Either Side of the Plate

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base, by reason of the batter becoming a runner.

A FORCE PLAY

Rule 2.00 (Force Play) Comment:

Confusion regarding this play is removed by remembering that frequently the “force” situation is removed during the play.

A FORCE PLAY

Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag-out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

Rule 2.00 (Fair Ball) Comment: If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

Interference

Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.

If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

Interference

Rule 2.00 (Interference (a)) Comment: In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch; provided, however, if during an intervening play at the plate with less than two outs a runner scores, and then the batter-runner is called out for interference outside the three-foot lane, the runner is safe and the run shall count.

Interference

Defensive interference is an act by a fielder that hinders or prevents a batter from hitting a pitch.

Interference

Umpire's interference occurs

(1) when a plate umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base or retire a runner on a pick-off play, or

(2) when a fair ball touches an umpire on fair territory before passing a fielder.

Rule 2.00 (Interference (c)) Comment: Umpire interference may also occur when an umpire interferes with a catcher returning the ball to the pitcher.

Interference

Spectator interference occurs when a spectator reaches out of the stands and over the playing field, or goes on the playing field, and

(1) touches a live ball

or

(2) touches a player and hinders an attempt to make a play on a live ball.

Obstruction

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

Obstruction

Rule 2.00 (Obstruction) Comment: If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered “in the act of fielding a ball.” It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.

Obstruction

After a fielder has made an attempt to field a ball and missed, he can no longer be in the “act of fielding” the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.

A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.

It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball.

It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player.

In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught.

Rule 2.00 (Catch) Comment:

A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

Rule 2.00 (Catch) Comment:

A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk.

If a fielder, attempting a catch at the edge of the dugout, is “held up” and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.

The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

Less Than Two Outs
Runners On
1st & 2nd or Bases Loaded
Not Line Drive or Bunt
Easily Caught

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baselines, the umpire shall declare “Infield Fly, if Fair.”

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

Rule 2.00 (Infield Fly) Comment:

On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines.

The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder.

The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05(*l*). *The infield fly rule takes precedence.*

Reference Rule 6.05(*l*)

After hitting or bunting a ball that continues to move over foul territory, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

If interference is called during an Infield Fly, the ball remains alive until it is determined whether the ball is fair or foul.

If fair, both the runner who interfered with the fielder and the batter are out. If foul, even if caught, the runner is out and the batter returns to bat.

A DEAD BALL is a ball out of play because of a legally created temporary suspension of play

Double Play

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

Double Play

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

A force double play is one in which both put outs are force plays

Double Play

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play).

Double Play

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

Runner

In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.

Runner

Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged and the preceding runner is entitled to the base, unless Rule 7.03(b) applies.

Runner

If a runner is forced to advance by reason of the batter becoming a runner and two runners are touching a base to which the following runner is forced, the following runner is entitled to the base and the preceding runner shall be out when tagged or when a fielder possesses the ball and touches the base to which such preceding runner is forced.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

There is a balk

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance.....

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Rule 7.04(b) Comment: A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Rule 7.04(c) Comment: If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

A fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel.....

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril.....

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Two bases, if a fielder deliberately throws his glove at and touches a thrown ball.

The ball is in play;

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Rule 7.05(b) through 7.05(e) Comment: In applying (b-c-d-e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Under (c-e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

APPROVED RULING: If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Rule 7.05(g) Comment: In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

APPROVED RULING: Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

The term “when the wild throw was made” means when the throw actually left the player’s hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first base before the throw is a judgment call.....

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

PLAY. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling—Runner at second scores. (On this play, only if batter-runner is past first base when throw is made is he awarded third base.)

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

APPROVED RULING: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

Rule 7.05(i) Comment: The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter/runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base.

Runner

Each runner, other than the batter, may without liability to be put out, advance one base when.....

If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.



Umpire Signals

DO NOT Pitch – Ball is Dead Ball

Foul Tip

Time Out or Dead Ball

Play

Strike

Out



Safe

Time Play

Infield Fly

Count

Fair Ball





Umpire Signs & Signals

READ - PAUSE - REACT.

Remember in each of these calls timing is everything. Selling the call is a matter of the game situation and each umpire will respond differently. There is nothing wrong with putting a little extra on the gesture and voice, in fact it is an important part of the game. In time each umpire develops their own personal sense of rhythm and timing, style and flair.



Umpire Signals

A quick word on a method for starting of the "safe" and "out" call by initially raising or going into motion with both arms. It is handy particularly when teaching novice umpires. The sequence becomes: "hands-on-knees-set, pause, read, raise both arms to chest/shoulder height close to the body, now react, CALL, return to set" or "standing set, pause, read, move both arms, now react, CALL, return to set. “



Umpire Signals

This forces that extra second so quickly glossed over by the new umpire. I like to think of it putting both arms into motion at the same time, a ready-to-call or relaxed prep position. As an umpire progresses slow and proper timing is ingrained into the call and so this technique becomes molded in your personal style. Personally, whenever I find myself rushing a call I resort back to this basic series of motions.



Umpire Signals

Why initially learn to raise or move both arms upwards together? In addition to timing, if anything should happen the novice umpire can easily signal the other call. If "safe" and "out" essentially begin with the same gesture you insert an extra measure of call safety and will avoid the double call. Veteran umpires have developed this margin of safety into their timing.

OR



Umpire Signals

Come set, pause, read the play, stand upright, make the call. On the safe call, extend both arms straight out in front of your body, parallel to the ground, spread them fully open, return them to the front position and then reassume your set position. On the out call, place the left hand on your belt buckle and raise your right hand and pound out the call."



Umpire Signals

Finally, a reminder: as the field umpire all calls start from a "set" position, usually hands-on-knees or standing with your hands at your side. Most important: Never be caught moving on a call. For the field umpire all calls should return to a set position, either standing or hands-on-knees.. This brings the body into balance, allowing you to pivot smoothly to follow the developing play or to stand and move smartly to your proper field position.



Umpire Signals

Essential Signs for the Players and Fans

The plate umpire's **right hand** signals play, strike, out, fair ball - "the ball's alive", and on the rarest of occasions "infield fly" and hopefully even rarer, an ejection.

The **left hand** does everything else including awarding bases, controlling the pitcher and holding the indicator and the mask.

Remember that simple instruction and almost everyone, coach, player and fan, will be crystal clear about your intentions.



Umpire Signals

PLAY





Umpire Signals

PLAY



Along with strike and ball, this is the one call the plate umpire will make most often during a game. Pointing at the pitcher (or the plate) with the right hand and calling "play." The call is essential for the batter and catcher. The gesture is essential for the pitcher, defense and offense.. In every case in the rule book (Section 5.00) it is clear that the play signal is a verbal signal: "...the umpire shall call "Play"."





Umpire Signals

PLAY





Umpire Signals

This signal/call is very important for your partner(s) too! They must know the exact moment the ball becomes alive. If they don't, they won't be able to respond correctly in situations where the pitcher makes a pickoff attempt or drops the ball while standing on the rubber. These are just a few examples." Perhaps more important than the ballplayer knowing is your partner(s) knowing the ball is alive.

PLAY





Umpire Signals

PLAY





Umpire Signals

STRIKE





Umpire Signals

Always signaled with the right hand, each umpire develops a personalized system for signaling the strike. Some do the traditional clenched fist, some indicate the strike out to the side with an open hand.. Some umpires face forward, some turn. Some call strike then signal, others do both simultaneously.

STRIKE





Umpire Signals

STRIKE





Umpire Signals

One essential element is not to turn away from the action particularly in a two man system. In a two or three man system, by not facing forward, an umpire might even miss a play at the plate while going through their actions.

STRIKE





Umpire Signals

STRIKE





Umpire Signals

Should you say "Strike," signal "Strike" or both?

"Generally, on a swinging strike, as the plate umpire, I NEVER VERBALIZE my call but rather indicate to the players and fans with a raised right arm.

STRIKE





Umpire Signals

STRIKE





Umpire Signals

Should you say "Strike," signal "Strike" or both?

The exception to the NOT VERBALIZING is on a third strike; the plate umpire again raises his right arm and says "Strike Three" firmly but does not "sell the call." If the catcher has dropped or trapped the pitch, you still go through with a firm "Strike Three" keeping eye-contact with the batter/catcher."

STRIKE





Umpire Signals

STRIKE





Umpire Signals

BALL

Never Signaled

Alright, maybe a touch of body English but
NO Hand Gestures.

The general preference is that the verbal signal "ball" loud enough that both dugouts can hear it. Calling "ball" allows you to maintain the rhythm of your calls. Never indicate why a pitch was a ball, for example: "High, Ball One"



Umpire Signals

BALL BALL (4) FOUR

Ball four is the one ball count that an umpire should announce aloud. You should NEVER point to first base even with the left hand. Just say "BALL FOUR". If the umpire points to first after the pitch and the defense thinks it's strike 3 and starts to leave the field chaos abounds. Even if you use the left hand, the players may not take note of which hand it was and be confused. Professional umpires never point to first.



Umpire Signals

BALL
BALL (4) FOUR

Why ball four?

It is an important count, but even more important is that you may arrive at a point where you will have to "sell" the walk. Having adopted a vocal call you are now in a position to act with authority should you need to.



Umpire Signals





Umpire Signals

Raising both hands into the air and calling in a loud voice "TIME." All umpires on the field will immediately signal the time call.

TIME





Umpire Signals





Umpire Signals

Sometimes the call must be made several times in order to shut things down. Once time is called every effort must be made by all umpires to stop the action taking place.

TIME





Umpire Signals





Umpire Signals

It is preferred that umpires maintain the time signal with at least the right arm until play is prepared to resume.

TIME





Umpire Signals





Umpire Signals

THE COUNT





Umpire Signals

Balls are signaled using the
left hand.

Strikes are signaled using the
right hand.

THE
COUNT





Umpire Signals

THE COUNT





Umpire Signals

A full count is always signaled as "three balls, two strikes" and never signaled using clenched fists.

THE COUNT





Umpire Signals

THE COUNT





Umpire Signals

The count is relayed back to the pitcher after every pitch and a verbal report is made usually after the second or third pitch and from that point on..

THE COUNT





Umpire Signals

THE COUNT





Umpire Signals

The count is always read aloud as "two balls, two strikes" and not "two and two" or "twenty-two" or other similar variation.

THE COUNT





Umpire Signals

THE COUNT





Umpire Signals

Safe





Umpire Signals

Both left and right arms are raised together, to shoulder level, in front of the umpire and then a sweeping motion is performed out, parallel to the ground, palms down.

Safe





Umpire Signals

Safe





Umpire Signals

The verbal call of "safe" may be made.

Safe





Umpire Signals

Safe





Umpire Signals

To complete the call you may elect to return to the set position.

Safe





Umpire Signals

Safe





Umpire Signals

To sell a safe call you might consider doing it two or three times in rapid succession. It is not always necessary to even make the sign or call. If the play is obvious do nothing.

Safe





Umpire Signals

Safe





Umpire Signals

"OUT!"





Umpire Signals

The clenched right fist and a short hammered motion seem to be favored by most umpires..

"OUT!"



Never say "Strike Three - You're Out!"





Umpire Signals

"OUT!"





Umpire Signals

Again, personal style is acceptable as long as it does not distract you from seeing any further plays taking place.

"OUT!"



Never say "Strike Three - You're Out!"





Umpire Signals

"OUT!"





Umpire Signals

It is advisable to wait a second or two before making this call.

"OUT!"



Never say "Strike Three - You're Out!"





Umpire Signals

"OUT!"





Umpire Signals

Watch that the ball does not come loose and check that the fielder is really in possession of the ball.

"OUT!"



Never say "Strike Three - You're Out!"





Umpire Signals

"OUT!"





Umpire Signals

The call can be made with only a gesture or can be sold with a loud call of "Out!" Signal every out.

"OUT!"



Never say "Strike Three - You're Out!"





Umpire Signals

"OUT!"





Umpire Signals

Never say "Strike Three - You're Out!"

Umpires are encouraged not to make this call a part of their repertoire.

Why? In some leagues the third strike does not have to be caught while in others it must be caught.



Umpire Signals

Never say "Strike Three - You're Out!"

Often the plate umpire is in the worst situation to call the trapped ball, for example: a breaking ball in the dirt for the swinging third strike.



Umpire Signals

Never say "Strike Three - You're Out!"

An umpire should only call "Strike Three."

If you have a situation where you know the batter now erroneously becomes a runner you can follow this by the call "The Batter Is Out!"



Umpire Signals

DROPPED THIRD STRIKE

Where this call is made the base umpire is often in a better position to relay the possession or trapping of the ball to the plate umpire.

Signaling, not calling, a small discreet "out" means the ball was caught.

Pointing to the ground with your right hand can mean the ball was trapped or not caught.



Umpire Signals

OUT ON THE FORCE!

This is a simple out call but the concentration is on the base.

Raise both hands together, just like you are going to call "safe". Point towards, or focus on, the base then signal the out with the right hand, the left hand usually moves up to your chest. Complete the sign by saying "...he's out" or "out at first" etc. if required



Umpire Signals

OUT ON THE TAG!

Point at the runner with the left hand,
signal the out with the right hand.
Complete the sign by saying "out" + "on
the tag" if you want to sell it a touch.

(Remember you are the umpire, not the color commentator.)



Umpire Signals

SAFE, HE MISSED THE TAG!

A "selling it" call that occurs when a runner slides under or around the tag or the tag is high. You can save some grief by indicating a loud "safe" and following it with a tapping motion where the tag was. Everyone will know you saw the tag and most will assume the runner had the bag before it.



Umpire Signals

FAIR BALL

The right hand points into the field in fair territory.

There is no call "Fair" anything ever made.



Umpire Signals

FOUL BALL





Umpire Signals

The same signal as "Time" but the call becomes "Foul."

Umpires often add a point into foul territory with one hand after giving the time signal.





Umpire Signals

FOUL BALL





Umpire Signals

DEAD BALL





Umpire Signals

The same signal as "Time" but the call becomes "Dead Ball" or is simply left at "Time." The base umpire needs to pay specific attention to a ball hitting the batter in the batter's box. The base umpire will immediately call "Time" or "Dead Ball" if the plate umpire did not see the infraction. Never say "foul" in this situation.

**DEAD
BALL**





Umpire Signals

DEAD BALL





Umpire Signals

NO PITCH





Umpire Signals

The same signal as "Time" but the call becomes "No Pitch." If you are the plate umpire, step away from the plate.

NO
PITCH





Umpire Signals

NO PITCH





Umpire Signals

You will use this call most often in a softball game. It is used to indicate a leading off violation in some leagues. The call is a clear "No Pitch" and the "Runner is Out!" with a point and Out signal..

NO
PITCH





Umpire Signals

NO PITCH





Umpire Signals

THE RUN COUNTS

Here there are two schools of thought. Often you will see an umpires point at the plate each time a run crosses the plate legally.

Scorers often key on this gesture (as well as catchers!) This can be important on the "time-play" or a "third-out" situation.

."



Umpire Signals

THE RUN COUNTS

A professional umpire noted, "As far as the point on the run scoring, I think it is a matter of personal preference. Umpire Development wants no signal from us whether it is obvious or not. It is not our job to let anyone know, because what if the defense wants to appeal and throws the ball away, allowing another runner to advance or even score? That is a situation could put the offensive team in a tizzy. It has happened before."



Umpire Signals

THE RUN DOES NOT COUNT!

Signal and announce when the runner does not score so that the scorer and coaches maintain accurate records.



Umpire Signals

THE RUN DOES NOT COUNT!

The signal, done by the plate umpire, begins by forming an 'X' with the arms in front of the body then sweeping the arms out to the "time" position.

The gesture is repeated and the call "The runner does not score!" is made.



Umpire Signals

Advanced Signs for the Players and Fans

CALLED STRIKE

First point at the batter with your left hand then signal the strike with your right. It is good practice to verbalize something like "He went - strike."

One very effective call is the pointed
"Haaaw ... strike!"



Umpire Signals

Advanced Signs for the Players and Fans

THE "CHECK-SWING"
OR
APPEALED STRIKE

The plate umpire does not have to be asked for help, he can simply request it himself..



Umpire Signals

Advanced Signs for the Players and Fans

THE "CHECK-SWING"
OR
APPEALED STRIKE

Experienced catchers will immediately ask you to get help from the base umpire after a check swing which you called a ball although in younger leagues with the coach and three players yelling you often say to the catcher, "Do you want to ask if that was a swing or not?"



Umpire Signals

Advanced Signs for the Players and Fans

THE "CHECK-SWING"
OR
APPEALED STRIKE

Check with your league to see where the request can come from. In some leagues the request to appeal can come from anywhere on the field, even the manager. A request should never be refused. With your left arm gesture clearly to the base umpire and ask "Did he swing?" or "Did he go?" If the answer is yes the base umpire signals - "Strike." If the answer is no - a safe sign.



Umpire Signals

Advanced Signs for the Players and Fans

THE FOUL TIP

A two part signal. Extend you left arm up, in front of your body, palm down, to at least shoulder level. Brush the fingers of the right hand over the back of the left hand two or three times.



Umpire Signals

Advanced Signs for the Players and Fans

THE FOUL TIP

The signal is completed by signaling the strike with the right hand. Because the ball is alive and runners can advance never say "Foul Tip."
Announcing "foul" anything could stop the action.



Umpire Signals

Advanced Signs for the Players and Fans

INFIELD FLY CALLED

All umpires point into the air with their right hand. On some crews every umpire on the field echoes the infield fly call, on others only the gesture is echoed. This should be dealt with in the pre-game conference.



Umpire Signals

Advanced Signs for the Players and Fans

HOME RUN OR GROUND RULE DOUBLE

First, the ball is dead. Make sure any unnecessary action is killed, particularly if the ball has rebounded back into the field. The signal for a home run is circling the right arm and index finger overhead. The ground rule double is awarded by signaling "two bases" with two fingers held up usually on the left hand.



Umpire Signals

Advanced Signs for the Players and Fans

AWARDING BASES

Using the left hand point clearly at the runner and state "You second base" or "You third base", "You home" whatever the case may be.

The runner is protected all the way to the base but not one inch beyond it.



Umpire Signals

Advanced Signs for the Players and Fans

THAT'S A BALK!

Balks must be called with reference to the action. Remember, if the pitcher completes the delivery of the ball, or throws to a base, you are in a delayed balk situation.



Umpire Signals

Advanced Signs for the Players and Fans

THAT'S A BALK!

The sequence of arriving at that signal is: point at the pitcher, arm at shoulder height, and say "That's a balk" now if the pitcher hesitates in his delivery call "Time" and award the bases "Runner, second base." etc. Pointing at the pitcher will allow sufficient time to determine a delayed balk call situation.



Umpire Signals

Advanced Signs for the Players and Fans

THAT'S A BALK!

Pointing at the pitcher will allow sufficient time to determine a delayed balk call situation.



Umpire Signals

Advanced Signs for the Players and Fans

THE INTERFERENCE CALL

An immediate decision is needed: "dead ball" or "delayed dead ball." Point at the offensive player and make the call "That's Interference" followed by your decision on whether or not the ball is dead, announced with a loud gestured "Time" or (...nothing...) meaning a delayed dead ball.



Umpire Signals

Advanced Signs for the Players and Fans

THE INTERFERENCE CALL

If the ball remains alive avoid any signal that looks or sounds like "Time" until the appropriate moment. If the ball is dead call "Time" immediately and shut down any remaining play on the field.



Umpire Signals

Advanced Signs for the Players and Fans

THE OBSTRUCTION CALL

This call is like interference except the ball may remain alive. In all cases the call

"That's Obstruction" is made while pointing at the defensive player making the obstruction. If a play is being made on the obstructed runner the ball is dead so immediately signal "Time."



Umpire Signals

Advanced Signs for the Players and Fans

THE OBSTRUCTION CALL

This is followed by an awarding of a base or bases either after play has stopped or even while play remains ongoing. Unless a play was being made on the obstructed runner the ball remains alive.



Umpire Signals

Advanced Signs for the Players and Fans

THE OBSTRUCTION CALL

Any gesture which resembles "Time" being called can cause problems on a diamond.

This is one reason why some umpiring organizations teach to initially extend the left hand horizontally with a clenched fist. The professional baseball umpires point at the fielder with one hand only.



Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

When signaled the "catch" resembles the "out" signal. No verbal indication needs to be given. The "no-catch" signal resembles the "safe" signal except the call of "No Catch" is clearly given. Sometimes it will be necessary to repeat this sign several times.



Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

An addition to the "No Catch" is the juggling routine which indicates the fielder did not have possession. Juggle when the fielder is on the base for the force out but not in full possession of the ball.



Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

Some crews give the safe signal and then point to the ground several times saying "on the ground, on the ground" when the ball is dropped. The terms "Catch" and "No Catch" could be mixed up over the crowd noise.



Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

The verbal call needs only to be given on a trouble ball, for example: a ball caught diving or below the fielder's knees.



Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

Routine fly's can be signaled or not signaled depending on crew and local practice. If a ball is on the foul lines first signal whether the ball is fair or foul, then the catch or no-catch status if desired.





Umpire Signals

Advanced Signs for the Players and Fans

CATCH OR NO CATCH

If a ball is on the foul lines,
first signal whether the ball is
fair or foul, then the catch or
no-catch status if desired.



Umpire Signals

Advanced Signs for the Players and Fans

SIGNS FOR THE UMPIRE CREW

The last thing a crew needs are a whole collection of "secret" or "private" signs.

Keep any signs simple. Much beyond these few universal signs and the umpire's sign list is growing too long.





Umpire Signals

Advanced Signs for the Players and Fans

How many are out?

There are two signs for making this request:

- 1) a cutting motion made across the throat or
- 2) tapping the right pant leg with a closed right fist.





Umpire Signals

Advanced Signs for the Players and Fans

How many are out?

Responses

- 1) The number of outs are relayed by hold the appropriate number of fingers, pointing down, pressed against the right leg or
- 2) touching the brim of the hat with the appropriate number of fingers (or a clenched fist if no outs)





Umpire Signals

Advanced Signs for the Players and Fans

How many are out?

Responses

A plate umpire often signals the number of outs by touching the side of the mask with a closed fist (0 out), - one finger (1 out) or two fingers (2 out) extended.





Umpire Signals

Advanced Signs for the Players and Fans

WHAT'S THE COUNT?

A quick tapping on the top of head or on the brim of the hat indicates confirmation of the count being requested.



Umpire Signals

Advanced Signs for the Players and Fans

WHAT'S THE COUNT?

An alternative sign is placing the palms of both hands horizontally on the umpire's chest. Response is made by holding the number of balls in the left hand and the number of strikes in the right hand. These are held pressed against the shirt just above the belt. The responding umpire also calls the count aloud.



Umpire Signals

Advanced Signs for the Players and Fans

POSSIBLE INFIELD FLY SITUATION

Some crews signal each other by first relaying the number of outs from the brim of their hats then signaling the infield fly.



Umpire Signals

Advanced Signs for the Players and Fans

POSSIBLE INFIELD FLY SITUATION

Another infield fly signal is done simply with the thumb pointing and moving upwards.



Umpire Signals

Advanced Signs for the Players and Fans

POSSIBLE INFIELD FLY SITUATION

A standard signal is to tap your left shoulder with your right palm indicating that the infield fly could be called.

What is important is that play does not resume until all umpires are aware of the pending situation.



Umpire Signals

Advanced Signs for the Players and Fans

WATCH OUT FOR A TIME PLAY

A "time play" occurs when a runner crosses home plate just before or just after a third out is recorded and that out is not the result of any runner being forced out or the batter making it before reaching first base. Rule 4.09 (a) applies.





Umpire Signals

Advanced Signs for the Players and Fans

WATCH OUT FOR A TIME PLAY

A sign flashed around many diamonds is a warning to be alert for a potential "two-out" time play situation.

The plate umpire simply taps the back of his wrist where he would normally wear a watch.



Umpire Signals

Advanced Signs for the Players and Fans

WATCH OUT FOR A TIME PLAY

Indicate to partner with right arm extended toward him with two finger indicating two outs and then a sharp point to the plate. This indicates that there is a possible time play and I am staying at home plate for a possible time play.



Umpire Signals

Advanced Signs for the Players and Fans

I NEED HELP!

As soon as a manager leaves the dugout good umpires will move towards the umpire being addressed. If the discussion goes beyond a few pleasant words they will move in very close. If that umpire places two hand on his waist, particularly if he pumps them another umpire will step in between the umpire and manager.



Umpire Signals

Advanced Signs for the Players and Fans

I NEED HELP!

This request for intervention allows the umpire to immediately walk away from the area. As the intervening umpire there is only one objective, calmly say to the coach "OK coach, let's get back to playing baseball, the discussion is over, let's get back to the game."



Umpire Signals

Advanced Signs for the Players and Fans

I NEED HELP!

I NEED HELP!

Under no circumstances will the intervening umpire discuss the play or become involved in any rules discussion.





Umpire Signals

Advanced Signs for the Players and Fans

I NEED HELP!

I NEED HELP!

DO NOT

ACT ALL COCKY

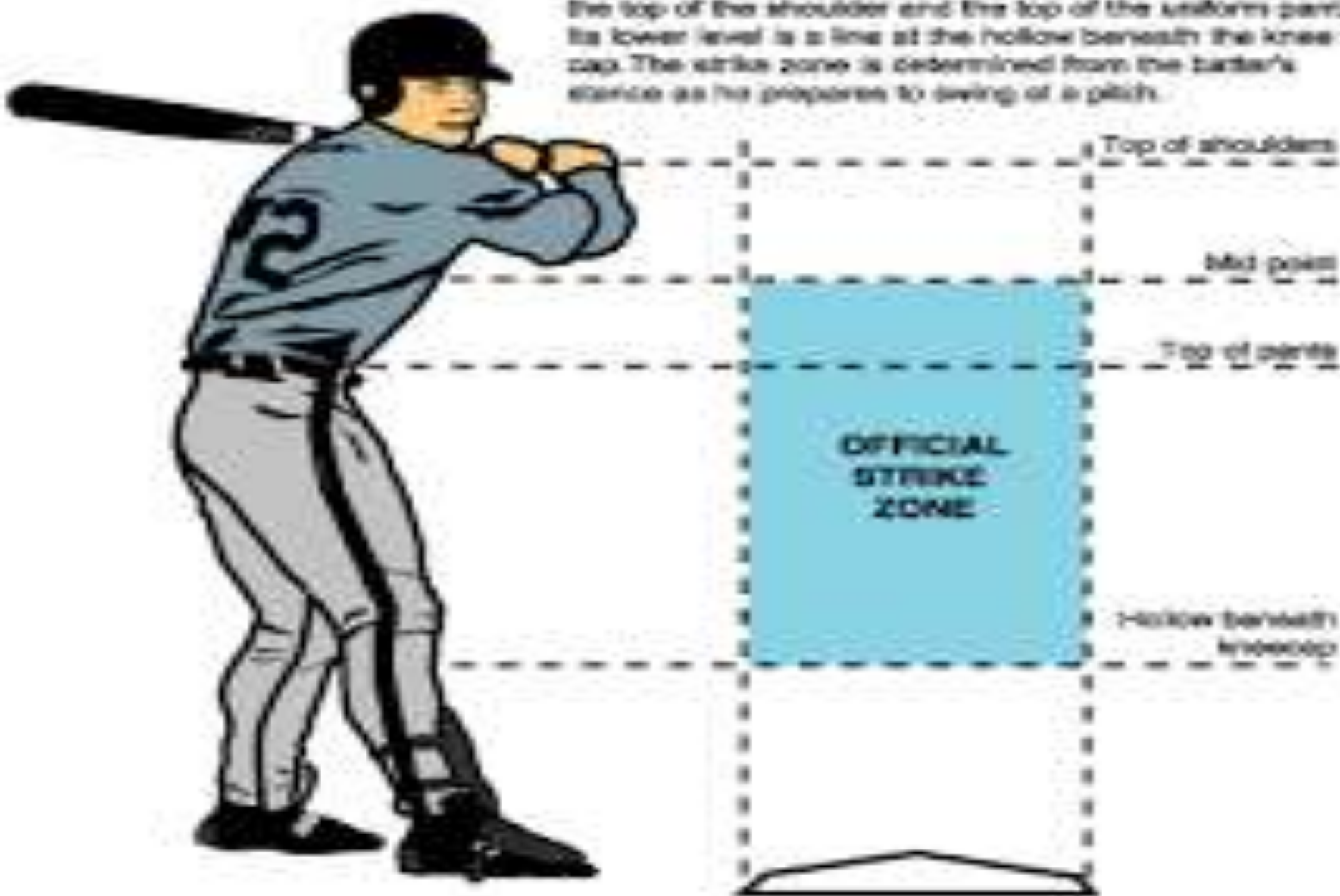
Or

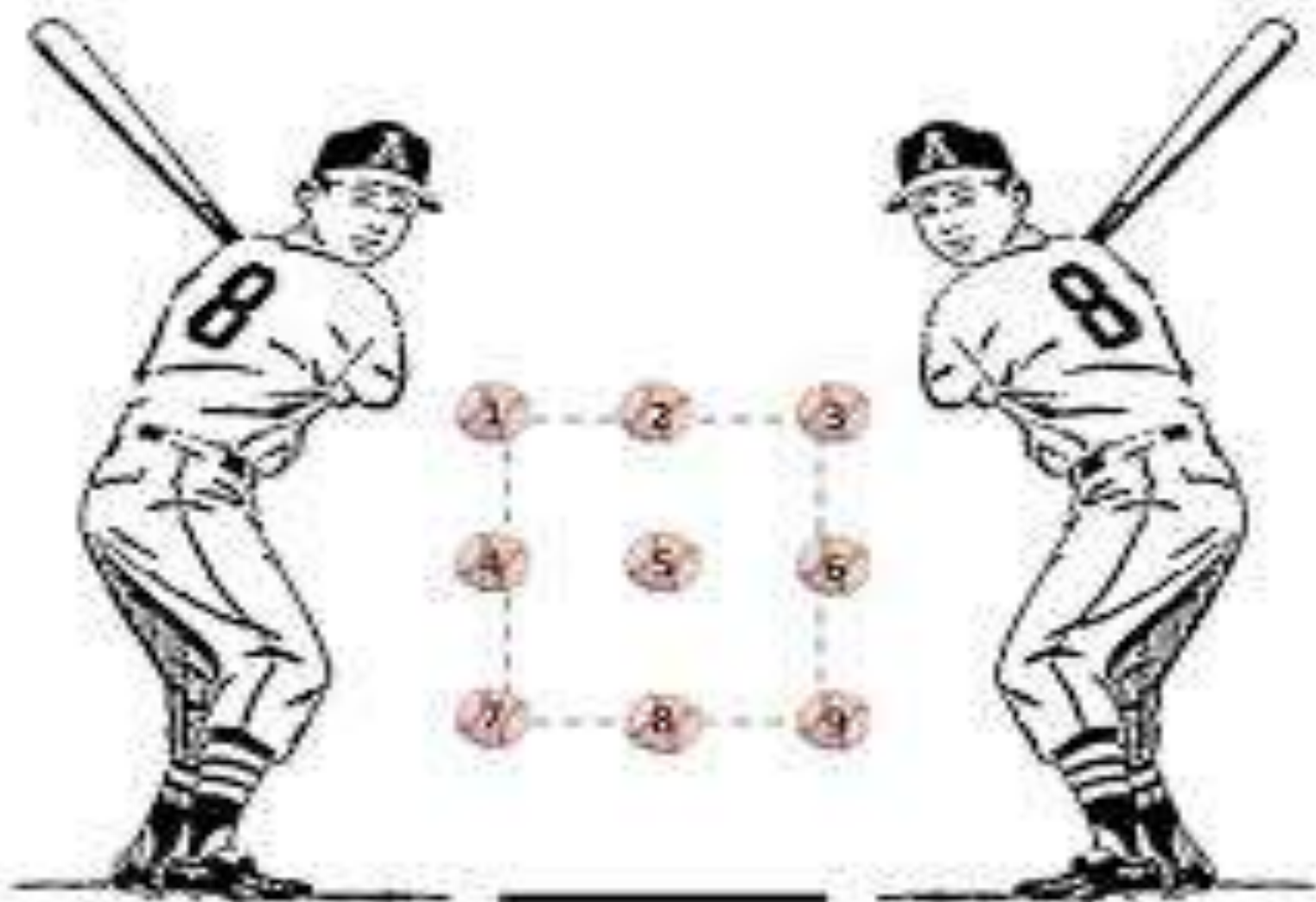
Confrontational



The Strike Zone

The strike zone is an area over home plate. Its upper limit is a horizontal line at the midpoint between the top of the shoulder and the top of the uniform pants. Its lower limit is a line at the hollow beneath the knee cap. The strike zone is determined from the batter's stance as he prepares to swing at a pitch.





Conduct



**All that is dishonorable,
unsportsmanlike, and
ungentlemanly is
particularly and
expressly condemned.**

Conduct



The manager is responsible for the conduct of his/her players, coaches, and team followers

Conduct



Any person to include manager, coach, umpire, player, league official, or spectator who commits an act of violence prior to, during, or after a game will be immediately suspended from participation in any PAL event. The local city board will notify in writing, within (48) hours, the PAL Executive Board. The individual will be barred from league participation. Acts of violence are not subject to appeal.

Conduct



Any person affiliated with PAL, that directly or indirectly approaches a player for the purposes of enticing him/her to leave that team during the current season, or to play in a manner as to affect the outcome of any game, shall be liable to punishment as determined by local city and PAL executive board.

Conduct



No player, manager, coach, or spectator shall indulge in profanity, alcoholic beverage, illegal substance, or display poor sportsmanship at any time during an event; or time prior to event that would have adverse affects on individual judgment or the event.

Conduct



No player, manager, or coach shall at any time entice or try to incite, by word or sign, a demonstration by the spectators. Head coaches and managers will be held accountable for spectator's behavior

Conduct



No player, manager, or coach shall at any time use language which will in any manner refer to or reflect upon opposing players, managers, coaches, umpires, or spectators. **Penalty: Violator may be ejected from game.**

Conduct



When the occupants of a player's bench displays inappropriate behavior such as negative outburst, negative physical gestures, or any belligerent actions/comments in response to an umpire's decision, the umpire shall first give a warning that such actions/comments shall cease. If such actions/comments continue, the umpire shall order the offender(s) away from the field. If the umpire is unable to detect the offender(s), the bench may be cleared of all players. The manager of the offending player can be granted the privilege of recalling to the playing field only those players needed for a substitution.

Conduct



When a player, manager, or coach is ejected from a game, they shall immediately leave the field and the immediate area, and take no further actions in influencing the game.

Conduct



Any player, manager, or coach ejected from a game (1st offense), shall be suspended for the next game. If said player, manager, or coach is ejected from a 2nd game, he/she shall be suspended pending review by the local city board. *The umpire must document on the back of the official game sheet the reason and circumstances for the ejection. **Penalty: 2nd Ejection of same player, manager, or coach will result in a game forfeit.**

Forfeit



A Game Forfeit will occur when a team:

Fails to obey, within a reasonable time, the umpire's order to remove a player, manager, or coach from the playing field and immediate area.

Forfeit



A Game Forfeit will occur when a team:

After warning by the umpire, a player, manager, or coach willfully and persistently continues to violate any rules of the game.

Forfeit



A Game Forfeit will occur when a team:

After warning by the umpire, a player, manager, or coach intentionally employs tactics designed to delay or shorten the game.

Forfeit



A Game Forfeit will occur when a team:

An ineligible player,
manager, or coach
participating in a game.

Protests



Eligibility

Protests of a violation(s) of any PAL rule governing a member's eligibility, may be filed by any member of the PAL baseball program; against any other member of the program

Protests



Eligibility

All protests of a violation of eligibility rules that occurred in the course of the regular season must be filed no later than forty-eight (48) hours after the close of the last regular season game of the current season.

Protests



Eligibility

Note: An individual member does not have to be an opponent in order to protest against a team for fielding ineligible players. This section is designed to keep the respective leagues “PURE” by granting the right to any individual member to protest against a team at any time under the above conditions

Protests

Playing Rules

All protests of violations of the playing rules in official games of PAL must be submitted in writing and filed with a member of the local city league within forty-eight (48) hours of the completion of the game

Protests

Playing Rules

Local city boards shall consist of a baseball commissioner and two (2) designated division commissioners. Umpires may be utilized as consultants only.

Protests

Playing Rules

Any protest received after the specified (48) hours shall not be recognized.

Protests

Playing Rules

The local city board must notify the team against whom the protest was filed within seventy-two (72) hours after receipt of the protest

Protests

Playing Rules

Managers and coaches can ONLY file protests of a playing rule violation within the respective game for which they are officially registered to manage or coach. The rule and section must be clearly denoted on the official protest.

Protests

Playing Rules

Managers and coaches contemplating a protest on violations of playing rules during a game must notify the head umpire immediately of the intent to protest prior to the next pitch. The circumstances will be noted on the official score sheet at the completion of the game. The score sheet must be signed by both team managers and the umpire.

Protests

Playing Rules

If the local city board finds that a positive confirmation of the rule violation would not have affected the outcome of the game, the disposition of the game will remain as recorded.

Protests

Playing Rules

The opposing manager and/or coach may be required to attend the hearing to offer information requested by the local city board. The committee will rule in private after the facts have been presented.

Protests

Playing Rules

No parents or players are allowed at the protest hearing.



Protests

Playing Rules

All decisions of the local city board in conjunction with the PAL League Rules are final.

Suspensions



Any player, manager, coach, or team may be placed on probation, suspended, or disbarred by the local city board and PAL Baseball League for just cause. The manager of the affected team shall be notified in writing of such action

Suspensions



Suspensions and disbarments are to be submitted to the PAL executive board in writing, at which time, all other local city boards will be notified. Suspensions and disbarments are to be honored by all local city leagues within the PAL program, and may not be lifted without written notification to PAL executive board.



LET'S GO OUT

AND BE THE OFFICIALS

WE WISH WE HAD

WHEN WE PLAYED