



UMPIRE TRAINING SWFLL 2007

SOFTBALL

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UIC SWFLL '07

Rules and Regulations

Rules that are commonly applied

Rule 1.06

Break away base dislodged by a runner, no play can be made on that runner if he had reached the base safely. If there is a play on a subsequent runner, the base plate becomes the actual base for rendering of the umpire's decision. *(If the base is pushed away the runner who pushed it away can not be called out if he was safe when the base was moved.)*

Rule 1.08

On deck Batter, Majors and below - no on deck batter. **Juniors and up** - only 1 at a time. **Majors and below** - in between innings only the first batter is permitted outside the dugout. *(The batter who leads of the inning)*

Rule 1.09 –

The softball used must meet Little League specifications and standards. The ball shall be not less than 11 – 7/8” nor more than 12-1/8” in circumference and shall weigh not less than 6-1/4 ounces nor more than 7 ounces. **Minor League/Tee Ball** the ball shall be not less than 10-7/8” nor more than 11-1/8” in circumference and shall weigh not less than 5-1/2 ounces nor more than 6 ounces.

Rule 1.11

The pitcher may not wear any items on their **hands, wrists or arms** which may be distracting to the batter

Players may not wear **jewelry or other metallic items** with the exception of medical alert jewelry. *(Sports bands are not jewelry and are **allowed** on players other than the pitcher).*

Rule 1.17

Catchers must wear mask, **dangling** type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-ups and games.

Rule 2.00

Catch is the act of a fielder getting secure possession in the HAND or GLOVE of a ball in flight before it touches the ground. Provided they do not use their cap, protector, pocket or any other part of their uniform in getting possession. If they simultaneously or immediately collide, with a wall or player, or if that fielder falls down and drops the ball it is not a catch. If a fly ball is touched by a fielder and then hits a member of the offensive team or umpire and caught by another fielder it is not a catch and the ball is live. *(As long as it only touches defensive players a ball can be juggled and caught by any defensive player.)* The runners may leave their bases when the ball is first touched. If a fielder has made a catch and drops the ball in the act of making a throw it is a catch.

Crow Hop is while during the pitch the pitcher's pivot foot leaves the pitching rubber and replants before the ball is released. (Illegal Pitch)

Dropped Ball is a ball that slips from the pitcher's hand and goes directly to the ground.

Force Play is a play in which the runner legally loses his right to occupy a base by reason of the batter becoming a runner.

Foul Ball is a bounding batted ball that settles on foul territory between home and third or home and first, or that bounds past first or third on or over foul territory, or a ball in flight that first touches ground, person or object foreign to the ground while over foul territory.

Foul tip is a batted ball that goes directly to the catcher's hands or glove and is legally caught by the catcher. If not caught it is a foul ball. *(A foul tip is LIVE and is a strike.)*

Illegally batted ball is a ball hit by the batter while one or both feet are **completely** outside the batters box. *(Fair or foul it does not matter.)*

Infield Fly is a **fair fly** ball which **can** be caught by an **infielder** using **ordinary effort**, when first and second are occupied or bases are loaded and there are less than 2 outs. A line drive or bunt cannot be an infield fly. *(The ball is alive and runners may advance at their own risk and are still required to tag up on a catch.)*

Rule 4.01

Pre game conference the umpires **shall** proceed to home plate and **shall** be met by the managers of the opposing teams just preceding game time.

Rule 4.05

Base Coaches –The Offensive team **SHALL** station 2 base coaches on the field.

Rule 4.09

Runs- One run shall be scored each time a runner legally advances to and touches all bases in order and lastly home plate before 3 players are put out.

*(EXCEPTIONS: A run is not scored if the runner touches home and the third out is made by; **1. the batter runner before reaching first, 2. any runner forced to advance 3. a preceding runner called out on appeal.***

Rule 4.19

***Protests** – Only rule violations and interpretations can be protested.*

*Umpire judgment can not be protested, appealed or even argued. **Umpire judgment is final.***

Rule 5.09 & 5.10

Immediate and Delayed Dead Balls

Immediate

Hit by Pitch

Illegally batted ball

Delayed

Umpire interferes with catcher's throw

Illegal Pitch

Foul Ball not caught

Type (b) Obstruction

Type (a) Obstruction

Catcher interferes with batter

Ball goes into Dead Ball Territory

Severe Injury

Other than severe injuries-call "TIME" at the end of

continuous action

Runner or Umpire hit by fair batted ball*

Pitched ball gets lodged in equipment

Ball gets lodged in fence or other areas

Fielder with the ball falls in dead ball territory

[Runner leaving early on the pitch and look back rule](#)

* If ball had passed or been deflected by an infielder, other than the pitcher, the ball is LIVE and in play

Rule 6.03 The batter's legal position shall be with both feet WITHIN the batter's box

Rule 6.05 A batter is out when –

Majors and below – strike three is called

Juniors and up – third strike is not caught by the catcher with less than 2 outs and first base is occupied

Bunting foul on third strike

Infield fly is declared

Batter is touched by strike three when it is in strike zone or batter swings at it

After hitting or bunting a fair ball the BAT hits ball, if the ball hits the bat it is LIVE batter is not out

After hitting or bunting a foul ball the batter intentionally deflects the ball

Running the last half distance to first base runs outside the 3' lane and interferes with the fielder taking the throw at first base. (It must be a catch able throw)

Hitting the ball with one or both feet on the ground entirely outside the batter's box

Interfering with the catcher's fielding or throwing by stepping out of the box, or intentionally interferes in the box.

Interferes with a play at the plate with 2 outs.

Rule 6.07- Batting Out of Order – is only an out when the out of order batter completes their at bat.

If the out of order batter has not completed their at bat they are replaced with correct batter and the count remains the same. After a complete at bat the person who was supposed to bat is out. The batter, who follows the person that did not bat, in their correct position, is the next batter. **Example: B1's turn to bat. B2 bats instead. B2 completes the at bat and the opposing coach appeals BOO. Ruling: B1 is out, any outs made on the play are negated, all runners return to the base they occupied at the time of the pitch and B2 returns to bat in his spot in the order.**

Only the defense can appeal BOO. Official Scorekeeper and Umpires cannot bring attention to the BOO. If not appealed the BOO batter becomes the legal batter and the person that follows BOO is the next legal batter.

Rule 7.06

Obstruction –

Type "A" – Runner is obstructed by a fielder without the ball while a play is being made on the obstructed runner.

You will see this type of obstruction in run downs and plays at bases

(Examples: a runner collides with the catcher who is blocking the plate

without the ball, and a runner in run down collides with fielder who does not have the ball.)

(Ruling: Immediate Dead Ball runner is awarded one base passed the last one touched by the runner before the obstruction. All other runners get the base they would have reached in the umpire's judgment had there been no obstruction.

Type "B" - Runner is obstructed by a fielder without the ball and there is no play being made on this runner. This is a delayed Dead Ball. Stick out your left arm and call "Obstruction". Find the base he would have reached and protect him to that base. If he passes that base and gets out, he is out! If he does not reach the base you protected him to, at the end of play call Time and award obstructed runner base he would have reached had there been no obstruction. If there is a preceding runner that has to advance to give this runner the protected base the preceding runner advances.

Rule 7.08

Any runner is out when –

3' lane violation and interferes with the fielder taking the throw at first base

Intentionally interferes with a thrown ball

Hinders a fielder attempting to field a batted ball

Runner is tagged by a fielder using the ball or a glove holding the ball, while off a base

Runner does not reach a forced base BEFORE a fielder with the ball tags the runner or the fielder touches the base.

Is touched by a fair batted ball before, it has passed a fielder other than

the pitcher, and no other infielders could have fielded the ball.

Attempting to score on a play in which the batter interferes with the play at the plate and there is less than 2 outs.

Passes a runner who is not out

Runner misses a base and defense legally appeals

Runner leaves early on a catch and the defense legally appeals

When the pitcher has the ball in the circle, a runner stops twice or stops for more than 3 seconds, and the pitcher does not make a play or feint a play on the runner. (On ball four this rule does not go into effect until the batter-runner has reached first base.)

Majors and below – Runner slides head first ADVANCING to a base.

Majors and below – Runner leaves the base before a pitched ball has been batted or has reached the batter.

Juniors and Up – Runner leaves the base before the ball has been released from the pitcher's hand

Rule 7.09

Interference

Batter hinders the catcher in an attempt to field a batted ball

Bat hits a **fair** ball a second time while batter is holding the bat

Batter intentionally deflects a foul ball

Batter hinders catcher making a play at the plate

Any batter or runner who had just been called out interferes with a play

Runner intentionally interferes with a **BATTED** ball or a fielder in the act of fielding a **BATTED** ball with obvious intent of breaking up a double play

Runner is touched by a fair ball before it has passed a fielder other than the pitcher or it has touched a fielder

Batter is touched by a fair ball with both feet entirely outside the batter's box before it has been touched by a fielder

Base Coach, by touching or holding, physically assists a runner leaving or returning to third or first base.

Rule 7.10

Appeals

If the ball stays alive the defense may appeal to the base at any time before the next pitch or play not part of continuous action.

No appeal can be made if the ball is dead

When the umpire calls play and the pitcher with the ball is in contact with the pitcher's plate the pitcher may legally step and throw to the appeal base or legally disengage the plate and make the appeal.

An illegal pitch is a play and would negate the appeal.

Runner loses right to return to base when:

He enters the dugout or dead ball territory

The ball is dead and runner has touched or passed a preceding base

A following runner has scored

Rule 7.13

Runner leaves early on the pitch-

Juniors and up – Runner leaves base before pitcher releases the pitch

Majors and below – Runner leaves base before ball reaches the batter

Immediately call dead ball and the offending runner is called out.

Rule 7.14**Special Pinch Runner- (If not using the continuous batting order)**

Once each inning a team may use a player not in the batting order as a special pinch runner for any offensive player. A player may only be removed for a SPR one time during a game. The player who is replaced is not removed from the line up. If the SPR stays in on defense for the same player she ran for, it is a substitution.

Rule 8.02**The Pitcher SHALL not-**

Wear a sweatband, bracelet or similar type items on the wrist or forearm of either arm.

Rule 8.06**Defensive visits-**

3 visits per pitcher per game

2 visits per pitcher per inning

Manager or coach cannot have a third visit while the same batter is at bat

Any player may be included in the conference

Injuries and Pitching changes are not charged visits

Rule 8.07**Dropped ball –**

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter. The ball remains live and runners may advance at their own risk.

Rule 9.01

- a) **...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.**
- c) **Each Umpire has the authority to rule on any point not**

specifically covered in these rules (Example: Batter carelessly throws bat. **Ruling:** Go to manager and give a team warming, next player throwing their bat will be disqualified. Never call a batter out for this, it would be penalizing the team)

Rule 9.02

No player or coach shall object to any judgment decisions

If an umpire makes a decision and there is reasonable doubt the decision is in conflict with the **rules** the MANAGER may appeal to the umpire that made the call. The Umpire may ask another umpire for information before he makes 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.**

Rule 9.04

If different decisions are made on the same play by different umpires, the Plate Umpire will call all the umpires into a conference, no managers, coaches or players are allowed at the conference. After conference the Plate umpire will render final decision based on best position and which decision was most likely correct.

Rule 9.05

The umpire shall report to the league president within 24 hours after the end of the game all violations and incidents worthy of comment. Including but not limited to ejections of manager, coach or player and the reason for the ejection.

The following will replace Tournament Rule 9. c. in its entirety the Baseball and Softball Rule Books...

c. Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:

1. a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 9-10, and 10-11), or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation.

This rule replaces the recommendation for the distance from home plate to the outfield fence on baseball fields (Physical Conditions)...

Facilities - 1.

b. Outfield fences for the Little League Division must be a maximum of 225 feet from home plate and a minimum of 195 feet (Little League); For 9-10 and 10-11 divisions, a maximum of 225 feet and a minimum of 180 feet; For Junior League, a maximum of 300 feet and a minimum of 250 feet; For Senior League and Big League, a maximum of 420 feet and a minimum of 280 feet.

END

Methods of replacement and No Show Penalty

1) UIC scheduling replacements for you

- The UIC must be notified one week prior to the assignment.
- UIC will provide Confirmation and name of replacement Umpire.
- Payments should be put in an envelope with the name of the replacement and the name of the Manager who is being replaced, and deposited in the Umpires Payment Box in the concession stand.
- Fee for replacement is \$20 per assignment.(total fee goes to replacement)
- Late fee of \$5 will be added if payment is not made within one week of the assignment.

2) Paying an approved Umpire to replace your assignment

- Only Umpires on the approved umpire's list may umpire.
- The UIC must be notified 48 hours prior to your scheduled assignment of the replacement's name.
- Payment to the player/umpire must be made within one week, upon completion of the assignment.
- If payment is not made within one week a \$5.00 late fee will be assessed. (The late fee goes to the player/umpire who umpired the game)

No Show Penalty

- **Manager or Coach** – First Offense - one game suspension.
Second Offense - is one game suspension and subject to Board disciplinary action. (If Methods 1 or 2 are followed in getting a replacement then the Manager or Coach is not at risk for No-show, the replacement umpire assumes No-show responsibility)

Player/Umpire – First Offense - one game umpiring suspension and forfeiture of fees to be paid to the replacement umpire or if replacement umpire is a volunteer the fees will be given back to the Paying Manager or Coach.

Second Offense - two game umpiring suspension and above mentioned and forfeiture of fees

Third Offense - season suspension and above mentioned forfeiture of fees

Replacement Umpire Eligibility

- I. First year umpires must attend the Mandatory New coach and player umpire clinic
- II. Must attend one of the two clinics for Player Umpires
- III. Must umpire one scrimmage game
- IV. Must be Little League age 14 or older
- V. If under the legal age of 18 must have written consent from parent or legal guardian

SWFLL Replacement umpire responsibilities / Code of conduct

1. attend one Player/Umpire clinic and one scrimmage game
2. if not able to show up for an assignment notify Umpire Chief, ASAP
3. arrive at the field 20mins. before the scheduled assignment
4. sign the umpire sign in sheet in the scorer's booth before each assignment
5. if there is a protest or an ejection must notify Umpire Chief after the assignment, ASAP
6. exhibit good sportsmanship in all activities at SWFLL
7. strive to learn the rules and the correct way to enforce them
8. must not be ejected for unsportsmanlike conduct, in a game as a player at SWFLL, during the same season as umpiring

By signing below I, _____, agree to umpire at SWFLL
(print name here)

I have read and understand the umpire responsibilities and code of conduct

(if under the legal age of 18 a parent or legal guardian must sign also)

X _____
(Umpire Signature)

X _____
(Parent or Legal Guardian Signature)

