

RULES: UNDERSTANDING THE KEYS

Section 1.00

Section 1.00, entitled OBJECTIVES OF THE GAME, briefly describes the objectives in a very general manner. More specific objectives are enumerated in Sections 4.00 and 5.00.

Essentially, this section establishes specifications for the playing field, uniforms, and the implements of play. We will highlight some of those most applicable to your administering the rules. Do not get bogged down in tedious detail and memorising a bunch of numbers. Develop a general idea of this section and remember where to look for technical information when you need it.

OBJECTIVES (1.01/1.02/1.03)

General objectives:

1.01 Baseball is a game between teams of players each under jurisdiction of one or more

1.02 The objective of each team is to win by more than the opponent.

1.03 The winner of the game shall be that team which shall have scored more runs at the conclusion of a game.

In Section 5.00, we are given more specific objectives-the objectives of the pitcher, the offensive team, and the defensive team:

Rule 5.03 The pitcher shall deliver the pitch to the batter who may elect to
, or

Rule 5.04 The offensive team's objective is to have its batter become a and

Rule 5.05 The defensive team's objective is to prevent offensive players from becoming
, and to prevent their around the bases.

THE PLAYING FIELD

1.04/ Diagrams 1,2,and 3

The INFIELD is a

The PREFERRED DISTANCE along foul lines is

The PREFERRED DISTANCE to centre field is

The height of the PITCHER'S PLATE shall be

The distance between HOME PLATE and SECOND BASE is

The distance between HOME PLATE and the PITCHER'S PLATE is

What are the REFERENCE POINTS for measuring this distance?

The dimensions of the BATTER'S BOX are

The dimensions of the CATCHER'S BOX are

The radius of the PITCHER'S MOUND or CIRCLE SURROUNDING THE PITCHER'S RUBBER is

The dimensions of the PITCHER'S RUBBER are

RUDIMENTS OF PLAY

HOME PLATE

What is the width of Home Plate?

BASES

The distance from one base to the next is

PEEWEEES:

UNDER 15:

UNDER 17:

SENIORS:

What are the dimensions of a Base?

First and third base bags are in FAIR TERRITORY, aligned and touching the FOUL lines. Second base is centred at

APPAREL

UNDERSHIRTS

Is it permissible for some players on a team to wear undershirts with exposed sleeves and other players on the same team to wear undershirts with no sleeves exposed?

Must sleeve lengths be identical in length?

It is a cold night and the shortstop chooses to cut-off his right, undershirt sleeve to give him more freedom for his throwing arm. His left sleeve is several inches longer. Do you permit this? Explain your reasoning.

What action would you take if a pitcher appeared with a frayed and ragged sleeve on his non-pitching arm?

What action would you take if this was on his pitching arm?

UNIFORMS

Are all players on a team required to wear identical uniforms with numbers?

If a team's uniform include names on the backs, may players use nicknames?

JEWELLERY

1.11(f) states that glass buttons and polished metal shall not be used on a uniform. No specific rule has been written to prohibit jewellery but 1.11(f) evidences the intent of the rulemakers.

As the umpire, try to detect a potential problem before someone complains and ask the pitcher to remove or re-position the problem jewellery.

MISCELLANEOUS

WRIST BANDS

The rule does not address the wearing of wristbands of wristbands. Most leagues permit wristbands. However, white wristbands are not to be worn while at bat or in the field.

THE PITCHER MAY NOT WEAR A WRISTBAND OF ANY COLOUR.

[The prohibition against white wristbands is based on problems they have created for umpires by being mistaken for the white baseball in some rather unusual play situations.]

GOLF-TYPE GLOVES

These are relatively new and not specifically covered in the book.

Professional Leagues apply the following guidance:

Pitchers may not wear golf-type gloves while pitching.

All other defensive players may wear this type glove on the non-throwing hand.

Batters may wear 'batting' gloves of any colour except white.

Runners may wear "running" gloves of any colour except white.

Defensive players are not allowed to rub the baseball using a gloved hand.

Batters are to be discouraged from entering the batter's box with gloves sticking out of their back pockets.

EQUIPMENT

BATS

What is the maximum length and legal diameter allowed?

PEEWEEES:

UNDER 15:

UNDER 17:

SENIOR:

GLOVES (1.12/1.13/1.14/1.15)

Don't memorise the details of each glove. Use the rulebook if required.

May a first baseman wear a regular infielder's glove?

May an infielder wear a first baseman's mit?

Pitchers to wear glove of one colour only.

This concludes your preliminary study of Section 1.00. Field and equipment violations are rare but you must be able to rule decisively when they occur.

DO NOT BECOME AN OVERBEARING TECHNICAL SLEUTH; ALWAYS TRY YOUR BEST TO ENFORCE THE "SPIRIT OF THE RULE".

RULES: UNDERSTANDING THE KEYS

Section 2.00

Understanding the definitions of certain terms is mandatory to understanding the intent and enforcement of the rule. Concentrate your study of Section 2.00 to the following terms. It is a lack of understanding these terms that provokes many arguments.

Umpires should use rulebook terminology. It helps to get you out of arguments quickly.

Make your own notes for each of the following terms.

APPEAL:

BALK:

BUNT:

CATCH:

FAIR BALL:

FOUL BALL:

FOUL TIP:

FLY BALL:

LINE DRIVE:

FORCE PLAY:

ILLEGAL PITCH:

QUICK RETURN PITCH:

INFIELD FLY:

INTERFERENCE:

OBSTRUCTION:

PITCH:

THROW:

REGULATION GAME/ SUSPENDED GAME:

SET POSITION:

WIND-UP POSITION:

STRIKE

STRIKE ZONE

TAG:

TRIP: (8.06)

RULES: UNDERSTANDING THE KEYS

Section 3.00

The Rulebook refers to Section 3.00 as Game Preliminaries. Actually only a small portion of Section 3.00 involves preliminaries. This rule defines the umpire's pregame duties, authorised personnel, ground rule provisions, substitution procedures, fraternisation prohibition, jurisdiction for decisions related to weather, and the spectator interference rule. It is a real catchall for many rules that don't fit anywhere else.

Concentrate your study of Section 3.00 on

- (1) the umpire's duties,
- (2) general substitution procedures,
- (3) pitcher substitution requirements, and
- (4) decisions based on adverse weather.

3.01

Before the game the umpire shall:

- (1) require strict observance of equipment rules (gloves, bats, ball, and bases, etc.-see Section 1.00)
- (2) ensure properly marked field
- (3) certify baseballs.

When may the umpire discard a baseball and put another ball in play?

3.03/3.04/3.05/3.06

When may a substitution be made?

Where must the substitute player bat?

When may a replaced player re-enter the game?

JUNIORS

SENIORS

May the replaced player return as a runner?

JUNIORS

SENIORS

What information should you require from the manager when multiple substitutions are made?

Who informs the official scorer when multiple substitutions are made?

How often can a pitcher be switched to another position?

If a pitcher is changed to another position, how does this affect the Designated Hitter rule?

JUNIORS

SENIORS

Is a replaced player allowed to remain on the bench?

If the manager does not notify the umpire of a substitution, when is the sub considered officially in the game?

PITCHER

BATTER

FIELDER

RUNNER

Must the ball be in play?

PITCHER SUBSTITUTION RULES

Study the following guidelines. Many arguments and protests are lodged each season based on pitcher substitutions.

3.05a

Pitcher named in batting order must pitch to first batter or substitute until batter is put out, reaches first, or said pitcher is incapacitated.

3.05b

Substitute pitcher must pitch to batter at bat or any substituted batter until he is put out, reaches base, offensive team is retired, or said pitcher is incapacitated.

3.05c

If the umpire slips up and allows and improper pitcher substitution to be made, you should correct the error if you can do it before the said improper pitcher makes a pitch or any runner is retired.

ONCE A PITCH IS MADE the improper pitcher becomes the proper pitcher.

At this point, refer to Rule 8.06. Pitcher substitutions are dictated by this rule.

8.06

A SECOND TRIP to a pitcher in the SAME INNINGS requires that pitcher to be removed from the field.

How many visits per innings are allowed in?

UNDER 15:

UNDER 17:

What is the interpretation of 'removed'?

DECISIONS RELATED TO WEATHER

(3.10)

Adverse Weather - Who makes the Decision?

1. To start or not to start because of unsuitable weather or unfit conditions of the field.
2. Once the game has started who is in charge of suspending, resuming, or terminating play.
3. What determines the start of a game?

(Hint: See rule 4.01)

RULES: UNDERSTANDING THE KEYS

Section 4.00

Section 4.00 is a genuine catchall for many diverse and unrelated rules. Though entitled STARTING AND ENDING A GAME, this section goes far beyond that description and includes guide-lines for sportsmanship, positioning of players and coaches, procedures for scoring runs, and explains the umpires responsibilities in turning on the lights. It defines regulation games, suspended games, tie games and "no games."

Section 4.00 concludes by outlining the rules concerning protests and forfeits.

A DETAILED DISCUSSION OF "THE MEETING AT HOME PLATE" IS INCLUDED IN THIS MANUAL. Some of the main points will be highlighted here.

Procedures for starting the game.

*Umpires shall proceed to home plate FIVE MINUTES prior to the scheduled game time.

*Managers or their representatives shall meet the umpires at this time.

*Plate umpire takes HOME LINE-UP FIRST. Then the visiting line-up.

*Plate umpire carefully checks each line-up and then distributes. (You may correct any error any time before call of "Play.")

*Plate umpire explains ground rules.

*Plate umpire acceptance of the home batting order establishes umpire's control of the game.

*Home team players take their defensive positions.

*The first batter steps into the batter's box.

*The pitcher assumes a legal pitching position.

*The umpire signals "PLAY"

Positioning

Defensive Team

Catcher:

4.03(a)

1. Directly back of plate
2. May leave this position at any time to catch a pitch or make a play.
Exception: Catcher must stand with both feet in the catcher's box until the pitch is released when an INTENTIONAL WALK IS BEING GIVEN
(Penalty: Balk)

Pitcher:

8.01

1. Must take sign from rubber
2. Must use one of two legal pitching positions outlined in 8.01(a&b) when delivering ball to the batter. Windup or Set.

Any Other Fielder:

4.03

1. Must be anywhere in fair territory
2. First baseman may have one foot in foul territory
(UDP procedures dictate that you allow the first baseman to have one foot in foul territory unless the opposing team complains. In that case you would adhere strictly to the rule and require both feet to be in fair territory. You would, of course, apply this interpretation equally to both teams.)

Defensive Team

Coaches:

There shall be two offensive coaches

- 4.05
- a) Positioned in foul territory near first and third base respectively
 - b) Shall be in team uniform
 - c) Shall remain in boxes while coaching (common practice allows the coach to leave the box at various times if his actions do not interfere with play. See note 4.05b.)

- Batter:
4.02&6.03
- 1. Shall take his position in the batter's box
 - 2. The batters legal position is with both feet in the box
 - a. The rulebook stipulates that as long as both feet are inside or touching any part of the line, his position is legal.
 - b. UDP guidelines require the batter to have both feet inside the box. A foot may be touching the line but no part of either foot may extend past the line.

- Next Batter:
- Diagram No. 1 in the Official Baseball Rules designates an on-deck circle' but the rulebook itself does not mention this position.
Rules vary from league to league but some of our guidelines include:
- 1. Only one player in the on deck circle
 - 2. Proper next batter must occupy the circle
 - 3. Offensive catcher may not wear his protective gear while in the circle
 - 4. On-deck batter must vacate any space needed by a player to field a batted or thrown ball.

Any Other Team

Members (Either Team)

- 2.00
- When not actively engaged in activities on the playing field, all other team personnel shall be seated on the bench or in the dugout or in the bullpen. Even though the rulebook does not mention the Bullpens, this area is reserved for players whose duties cannot be performed in the dugout. (i.e. substitute pitcher warming-up or substitute loosening-up before going in.)

MISCONDUCT

4.06

Any individual authorised to be on the field may be ejected for any of the following reasons:

- 1. Attempting to cause or actually causing a demonstration by the fans.
- 2. Directing derogatory language at the opposing players, umpires, or fans. (Derogatory language is not expressive enough for some of today's players. Throwing bats at opposing pitchers, charging the mound, and throwing equipment in disgust have become prevalent ways to express their feelings.
Such behaviour can definitely be grounds for ejection.

Some League Rules state:

Any player/coach deemed by an umpire to have sworn or to have thrown equipment during a game:

- a) May on the first occasion, be:

- 1) Warned, or
 - 2) Ejected and reported to the League Secretary.
 - b) For the second offence in the same game, shall be ejected and reported to the League Secretary.
3. Intentionally contacting an umpire. (By the same token, the umpire should not intentionally contact a player in a confrontational situation. The umpire should also control his actions to eliminate any chance of accidentally contacting anyone. Many ugly situations have developed as a result of accidental contact.)
4. Saying or doing anything that is designed to make the pitcher balk. (Note: If a balk does occur, nullify it and eject the offender.)
5. Deliberately trying to distract the batter while in his line of vision.

OTHER PLAYER MISCONDUCT

The preceding points focused basically on behaviour problems. There are two other misconduct violations that are dealt with in other sections and involve specific rules. Review Rule 8.02(d) which prohibits pitchers from intentionally throwing at hitters and Rule 6.06(d) which penalises the batter for using or attempting to use a "doctored" bat. Both violations can result in EJECTION.

SPECIFIC PLAYER / UMPIRE CONDUCT

Rule 4.06(a.4.) is covered in the earlier text. Intentional physical contact is grounds for ejection. Rule 9.02(a) prohibits anyone from objecting to a judgement call by an umpire. As you have probably concluded, this would eliminate most arguments. Fortunately, baseball is not played as a "police state" and this rule is not strictly enforced.

Arguments are a traditional part of baseball and not automatic grounds for ejection. Certain arguments do, however, result in automatic ejection. When a player, coach, or manager leaves his position to argue balls and strikes, he should be warned and, if he persists, ejected.

Each argument must be evaluated on an individual basis. Some are violent in nature and require immediate ejection. In addition, prolonging an argument may very well be sufficient reason to eject a player, manager, or coach.

MISCONDUCT BY GROUNDSKEEPER

Rule 4.16 reiterates that the groundskeeper is responsible to the umpire. A game may be forfeited to the visiting team if the groundskeeper does not co-operate with the umpires in preparing the field for play.

The authority given to umpires in Section 4.00 coincides with the broad powers enumerated in Section 9.00.

Let's review those responsibilities.

ADDITIONAL UMPIRE AUTHORITY

- 9.01(b&d) The umpire is required to:
1. Enforce all rules
 2. Order personnel to refrain from violating the rules
 3. Disqualify any offender for unsportsmanlike language or conduct.

9.01(e) The umpire has far-reaching authority. He may eject anyone authorised to be on the playing field and any other person in the park.

MISCONDUCT PENALTIES

4.07 Ejected Persons Shall Leave the Field Immediately and Take No Further Part in That Game. Do not recommence the game until the ejected person has left the field. Refer to further information in 'Forfeits', Page twelve.

- Options:
1. He may remain in the clubrooms.
 2. He may change into street clothes and sit in the park away from his team's bench or bullpen.
 3. A person ejected in the first game of a Double Header may participate in the second game.

SUSPENSIONS

A suspended person may not participate in any pre-game activity.

CLEARING THE BENCH

4.08

If the umpire is not able to determine the offender when the occupants of the bench show violent disapproval, he may clear the bench of all substitute players and send them to the dressing room. In order to be inserted into the line-up, each player must be recalled from the dressing room as needed.

THIS ACTION SHOULD BE ENFORCED AS A LAST RESORT.

EJECTION DURING PLAY

9.01(d)

When an ejection occurs during a play, the penalty shall be invoked after the play is over. In other words, the ejected player is allowed to participate in play until action stops and then must leave the field.

HOW A TEAM SCORES

4.09

Sometimes it seems that the rule makers got the cart before the horse. For example, Rule 5.04 explains the objective of the offensive team..."to have its batter become a runner, and its runners advance." To me, that seem a logical way to start an explanation of the objectives of the offensive team; however, we find that Rule 4.09 details "How a Team Scores." That does not seem to be in logical sequence. Nevertheless, lets see what the Book has to say about How A Team Scores.

4.09(a)

To score a run, a runner must legally advance to and touch first, second, third and home base BEFORE THREE OUTS ARE MADE.

Even though a runner legally advances and touches home base BEFORE three men are out, no run shall be counted if the third out is made:

- (1) On the batter-runner before he touches first base
- (2) On any runner being forced out
- (3) On a preceding runner who is called out on appeal.

4.09(b)

When the winning run is forced in, the umpire shall not declare the game over until:

- (1) The runner from third has touched home plate and
- (2) The batter-runner has touched first base.

If crowd control is a problem and prevents the runner from touching home plate or the batter from touching first base, the umpire shall award the run because of obstruction.

It's difficult to imagine a runner on third being awarded home without liability and refusing that opportunity. The Rulebook, however, covers that situation. If the runner refuses to advance in a reasonable time, he shall be declared out and no run scored.

If the batter-runner refuses to advance and touch first base before there are two out, the run shall count if the runner from third properly advances.

If the batter-runner refuses to advance with two outs, the run shall not count. The batter is declared the third out before he touches first.

BASIC SCORING PRINCIPLES

4.09/ 7.12

- A. No run will be scored During A Play in Which the Batter-Runner Is Declared Out Before He Touches First Base. 4.09(b) Note. Even though there is an intervening play, no run will count anytime the batter-runner makes the third out before he reaches first safely.
- B. With less than two outs, following runners are not affected by an appeal that is sustained on a preceding runner.
- C. With two outs, following runners cannot score if a preceding runner is declared out on appeal.
- D. No run shall be scored when the third out is a Force Out.
- E. With less than two outs, the Runner is out when the umpire sustains the appeal.
- F. With two outs, the runner is out the moment that he misses the base as applied to following runners. No following runner can score.

MAKE SURE YOU DIFFERENTIATE THE EFFECT OF A MISSED BASE ON FOLLOWING AND PRECEDING RUNNERS.

4.09 Study the casebook interpretations covered in Rule 4.09.

4.11 Study Rule 4.11 for other scoring interpretations.

Note the following:

1. A game is considered over once the winning run scores and all other runners fulfil their obligations.
2. If the game ends on a Home Run outside the park, all runners on base and the batter-runner score runs provided they properly advance.

Note: Rule 4.11(c) stipulates that in the event that the batter hits a home run out of the park to win the game but then passes a preceding runner and is declared out, that game will end immediately when the winning run scores.

THIS IS A LITTLE DIFFERENT PHILOSOPHY THAN IMPLICIT IN RULE 7.08(h).

Ordinarily, passing a preceding runner is a Time Play; however, the rulemakers have chosen to interpret a game-ending, home run situation differently.

WHAT IS A GAME?

4.10 / 4.11 / 4.12

You have probably never asked yourself that question. Game has never seemed that difficult to explain or define until you try it. My Webster's Collegiate Dictionary takes 17 lines to define this simple noun.

The Official Baseball Rules devotes 152 lines to making sure you understand what a baseball game is. Fasten your seat belt and take your time with the following rules, they can get confusing.

Keep your Rulebook handy and refer to it often.

A baseball game is designed to be 9 innings in duration. This, ideally, would make it a Regulation Game. And that's what a season consists of, regulation games. Actually there are some exceptions which qualify a contest as a regulation even though the game is NOT 9 FULL INNINGS. They are as follows:

1. The score is tied after 9 innings.
2. The game is a Time Limit Game
3. The game is a 7 Innings Regulation game (Minor Leagues)
4. The home team is ahead after 8.5 innings. (6.5 in Minor Leagues)
5. The home team scores enough runs to win in the bottom of the 9th before 3 outs are made. (bottom 7th in Minor Leagues)

FORFEITS

Section 2.00 defines a forfeited game as one declared ended by the umpire-in-chief in favour of the offended team by the score of 9-0, for violation of the rules.

A forfeit is a drastic measure and should be carefully considered before declaring.

NEVER FORFEIT A GAME WITHOUT CONSULTING YOUR PARTNER.

Following is a list of reasons outlining "just cause" for forfeiting a game:

- 4.15(a) A team does not show up to play within 5 minutes of the scheduled start (Umpire may provide extra time if he deems the delay unavoidable)
- 4.15(a) A team refuses to play within 5 minutes of the scheduled start.
- 4.15(c) A team refuses to continue to play after the game has started.

- 4.15(d) A team refuses to resume play after a suspension within one minute of umpire's call of 'Play'.
- 4.15(d) A team does anything intentionally to delay or shorten the game.
- 4.15(e) A team continues to violate any of the official rules after your warning.
- 4.15(f) A team refuses to take a player out of the game or off the field after he has been ejected. (This includes a player's refusal to leave the dugout after he has been ejected) It is important that a game is not forfeited under this rule. Note that the team personnel remained in the dugout in your report.
- 4.16 The groundskeepers do not co-operate with the umpires in preparing the field for play. This may be at the beginning of a game or after a suspension of play.
- 4.17 A team is unable or refuses to place 9 players on the field.

UMPIRE RESPONSIBILITIES

1. Never forfeit without consultation with your partner.
2. Never forfeit without warning the offending team.
3. Never forfeit a game at home plate without at least starting the game (This is UDP policy)
4. Always allow at least the minimum time specified in the rule
5. Always let the league office know what you did as soon as possible.
6. Always use discretion and sound judgement in explaining your actions to others.

A BIT OF ADVICE: If you have no other alternative but to forfeit a game, then so be it, BUT protect yourself as the umpire responsible for the ultimate decision. People expect player, coaches, and managers to act irrationally at times; however, they expect UMPIRES TO EXERCISE RATIONAL COMMON SENSE AND EXCELLENT JUDGMENT AT ALL TIMES.

A significant part of being professional is the ability to detach your emotions and personal feelings and make sound rulings in these situations.

Do not think that a drastic action such as a forfeit will send out a warning that "you are a tough guy and not to be messed with." The subsequent critique of your handling of the situation will far exceed the importance of any personal satisfaction you derive.

SOME VERY GOOD ADVICE - NEVER FORFEIT A GAME

PROTESTS

4.19

A protest is a formal complaint by the manager that he thinks the umpire has misinterpreted a rule.

NO PROTEST IS VALID IF BASED ON A JUDGMENT CALL.

Sometimes, it is more feasible to accept an irate manager's protest even though it is based on a judgement decision than it is to try and explain the finer points of the Protest Rule.

Rules Governing Protests:

1. Protest may not be based on judgement calls
2. Protests must be lodged in a timely manner
 - a. Before next pitch, or
 - b. before a runner is retired, or
 - c. Before noon the following day if the protest involves game ending play.

Umpires Responsibilities with Protests.

1. Consult with other umpires to confirm the rule
2. Inform opposing manager
3. Note following at time of protest
 - a. score and innings
 - b. any runner and his occupied base
 - c. the batter and his count
4. Ask manager "What are you protesting"
GET EXACT WORDING OF HIS PROTEST.
5. Enter details of protest on "Game Card" and sign score book. (at end of the game.)

NEVER ACCEPT A PROTEST WITHOUT DISCUSSING THE SITUATION WITH YOUR PARTNER(S).

THE MEETING AT HOME PLATE

Professional Decorum

Line-Up Cards & Ground Rules

PROFESSIONAL DECORUM

Umpires shall walk briskly onto the field at the designated time. Do not linger, stop to visit or run. Walk with your head held up. Be proud. Make a professional first impression.

When you reach the plate area, the plate umpire shall stand directly behind home plate with his back to the stands. The base umpire shall stand directly opposite the plate umpire and will be facing the stands.

Umpires shall maintain a professional decorum. Avoid spitting, slouching, excessive laughing and joking, dramatic gestures, hands in pockets, or any other unprofessional conduct.

Never smoke or drink alcohol while in uniform.

At first meeting, each umpire shall introduce himself to each manager or team representative. Use the name you want to be called. If you use a nickname in your introduction, this indicates that you accept such nickname and you are not offended by it. You will hear it again. In future discussions address the manager or coach by the name he used in introducing himself.

Do not interrupt a conversation between managers. Be courteous but not solicitous. Conduct your business in a brisk and professional manner and get the game going.

During the National Anthem, umpires shall stand with heels together, left arm along left side of body, and the right hand holding cap over heart. There shall be no chewing, spitting, or talking.

Umpires shall stand for the National Anthem at home plate or at their respective positions.

Maintain this decorum until the final note has been played, replace your cap and proceed to your position.

LINE-UP CARDS

The meeting at home plate initiates your official jurisdiction of the game. Once you receive the line-up cards from the home team's representative, you are in full control of the game. Be professional and minimise the small talk. Be courteous but do not encourage prolonged visitation. Remember that you have a very serious job to do. You must carefully check each line-up card. Each year protests occur that could have been avoided by more careful scrutiny of the line-up cards. Don't be distracted.

Ask the club representative if they are using the D.H. rule as they may have forgotten to enter it on the card. Check also the courtesy runner for the catcher.

Follow the proper procedure! The home team must deliver their line-up card first. Next, the visiting team shall deliver their batting order. The plate umpire shall closely check each card before disbursing them to each representative.

Keep the original copy for yourself. In addition, do not exchange line-up cards with the managers until you have received both sets.

Mark your copy so that you can positively identify it. Incidents have occurred in which the plate umpire collected all the cards to examine and then was unable to identify his "official" copy.

After determining that the copies are current, identical, and there are no obvious errors, the plate umpire shall hand each manager the opposing team's card. See rule 4.01.

Careful scrutiny of the cards will lessen your chances of having a problem later. However, we are all human and subject to overlooking and err at any given time. It is a good policy to double-check the line-up cards after you break from the plate. Any obvious error that is detected before the call of "PLAY" for the start of the game shall be corrected before the game starts. See rule 4.01 Notes.

Supplement - Checking the Line-up Cards

1. CHECK THE DATES CAREFULLY. More than once managers have presented a copy of another day's line-up card inadvertently. Also, be careful in checking cards for doubleheaders. Mention the pitchers listed. Look in the bullpens and see if they are the actual pitchers warming up. Try to catch mistakes here and not after you break from the plate.
2. COMPARE THE CARDS WITH EACH OTHER. Make sure the card you present the opposing manager is identical to the one you keep.
3. CHECK FOR OBVIOUS ERRORS.
 - *Listing a Player Twice
 - *Listing a Pitcher Who Just Pitched
 - *Filling Out an Incomplete Card
 - *Failing to Properly Identify Players with Same Last Name
 - *Failing To Identify Pitcher and D.H.
 - *Presenting Illegible Card

GROUND RULES

On your first visit to any ground, get to the park early and walk the perimeter of the playing field. (Note: The playing field includes fair territory and foul territory.)

Look for potential trouble spots. Determine areas most likely for spectator interference; situations where fair, batted balls can bounce into dead territory; painted lines that mean something; areas defined by "imaginary" lines; potential lost or stuck balls in the fence, padding or tarpaulin.

Observe the foul poles. Are they properly erected? Some parks have actually had their foul poles in foul territory. Determine the best angle from which to make fair-foul decisions.

Study the dugouts. Is there a "lip"? Are there posts or poles in or around the dugouts? Are they considered dead or in play? What about playing equipment on the "lip"? How about the ends and edges of the dugouts - in play or out-of-play? **BE AWARE!**

Look for guy wires. Make sure everyone understands whether you can catch off these wires or not. Generally, any ball deflected off a wire in foul territory is considered foul and cannot be legally caught. If a wire stretches over fair territory, point this out to the managers and explain the ground rule that applies.

BE AWARE! BE AWARE! BE AWARE!

A surprise is not an umpire's friend. Enough spontaneous activity occurs to keep you on your toes. Do not let an unclear rule complicate your decision-making when a quick, decisive ruling is needed.

EXPLAINING GROUND RULES

At home plate prior to the start of the game, the plate umpire will explain all pertinent ground rules. Rehearse your explanations prior to this meeting. This is part of the first impression you cannot "do over". Use proper English, speak clearly, and do not get lost in explaining hypothetical situations.

Explain the basic rule as succinctly as possible. Then, ask if anyone has questions. Be courteous and thorough. Be sure everyone understands your explanations. (Including your Partner)

SUGGESTION: Keep the Ball in Play as much as possible.

Supplement - Discussing Ground Rules

There are two categories of rules for the umpire to administer - **GROUND RULES** and **PLAYING RULES**. Ground rules are regulations established before the beginning of the game and cover situations and peculiarities to a certain park. Playing rules are universal and are administered equally in all parks.

Examples:

Ground Rule - Thrown ball going out of play over dead ball line.

Playing Rule - Batter awarded 3 bases when defensive player throws glove or equipment at fair, batted ball and touches ball. Ball is alive and in play. (Official playing rule in effect in all ballparks.)

There are Two Types of Ground Rules:

1. Those established by the Rulebook. Rules 6.09(d), (e), (f): 7.05(f), (g), (h).
2. Special Ground Rules. Those not covered in the Rulebook but agreed upon by both teams and the umpires. Rules 3.13 and 9.04(a)(9).

RULE BOOK GROUND RULES

RULE 7.05(h): ONE BASE. (Pitcher's Wild Pitch or Errant Throw)

If the pitcher pitches to a batter or throws to a base FROM THE RUBBER and the ball GOES INTO DEAD TERRITORY; ALL RUNNERS ARE AWARDED one base. Dead territory is considered the stands; the dugout; over, under, or through any fence; or any other territory so designated by the umpires. Regardless of whether the ball comes back onto the field or not, the BALL IS DEAD and the award of one base shall be made.

RULES 6.09(e&f);7.05(f) TWO BASES. (Batted Ball)

These provisions define the Ground Rule Double. A Fair, Batted Ball that bounces into the stands; goes under or through a fence, score-board, or shrubbery; or sticks in same entitles batter and all runners to Two Bases.

NOTE: Until 1931, fair balls that bounced into the stands were home runs. Several of Babe Ruth's were of this variety.

RULE 6.09(d): HOME RUN (Batted Ball)

A Fair Fly Ball that passes OVER a fence or into stands at a distance from home base of 250 feet or more.

RULE 7.05(g): TWO BASES (Thrown Ball)

All runners advance Two Bases when a THROWN BALL goes into the stands; the dugout; over or through a fence; or onto the slanting part of the screen behind home plate (the Break). Rule 7.05(g) also awards two bases for a ball that sticks in the screen below the break.

NOTE: The Awarding of Bases will be covered in detail. It is imperative that you understand when you make the award it is determined by the position of the runner at the TIME OF THE PITCH or from his position at the TIME OF THE THROW.

The Umpire Development Program instructs all minor league umpires to declare alive and in play any batted or thrown ball that strikes a bird in flight or any other animal on the field.

This is not considered a ground rule and would not necessarily be discussed at your plate conference; however, it is a possibility that deserves special consideration.

BE AWARE! NO SURPRISES.

RULES: UNDERSTANDING THE KEYS

Section 5.00

In essence, Section 5.00 explains how the ball is "put in play" and how it is "taken out of play." Just for good measure, however, Section 5.00 more specifically elaborates on the Objectives of the game. Section 1.00, as you will recall, is entitled Objects of the Game but you will find a more thorough addition of the objects in this section. Let's review the objects presented earlier and combine them with the additional objectives recorded in Section 5.00.

REVIEW OF OBJECTIVES

- 1.01 Baseball is a game between two teams of 9 players each.
- 1.02 The objective is to score more runs.
- 1.03 The winner shall be the team that has scored more runs at the end of the Regulation game. Rules 4.10 and 4.11 define Regulation Games.
- 4.09 Specifies how a team scores.

This brings us to an elaboration of the objectives in Section 5.00.

ADDITIONAL OBJECTIVES - SECTION 5.00

5.03

The pitcher shall deliver the pitch to the batter who may either attempt to strike the ball or choose not to offer at the pitch.

In the early days, there were not many rules regulating the pitcher other than the distance from which he pitched and the nature of his delivery, e.g. sidearm or underhand. The batter even got to order the pitch "above the waist or below the waist."

As you know, these simple guideline have evolved into two whole sections of the Rulebook, Section 6.00 - The Batter and Section 8.00 - The Pitcher. These sections enumerate the many rights and restrictions of each and will be studied in depth later.

5.04/5.06

The defensive team's objective is to prevent the batter becoming a runner and all the runners advancing legally until they score a run. Rule 4.09 summarises HOW A RUNNER SCORES A RUN and Section 7.00 details HOW A RUNNER ADVANCES OR IS STOPPED FROM ADVANCING, in other words, "Put Out."

5.05

The defensive team's objective is to prevent offensive players from becoming runners; to prevent runners from advancing around the bases; and ultimately, to prevent the runners from scoring runs.

5.07

When THREE offensive players are PUT OUT, that team just put out (retired) takes the field and the opposing team becomes the offensive team.

This procedure continues until the conditions of "Ending a Game" are met. Rule 1.03 stipulates that the winner is the team that has legally scored the greater number of runs at the end of a regulation game. Conditions defining a regulation game can be found in Rule 4.10/4.11. Section 5.00

PUTTING THE BALL IN PLAY. LIVE BALL

The following questions are based on LIVE BALL / DEAD BALL situations. They are practical scenarios that will occur sooner or later in your career. Study them carefully and document with the appropriate rule.

How does the umpire initially put the ball in play and start the game?

At what point does the umpire assume full jurisdiction for running the game?

After the ball is properly put in play, it remains alive until for
or at the umpire's _____ suspending play, the ball becomes dead.

Is it possible to score a run while the ball is dead?

Explain.

A runner on third legally tags up on a fly ball to right field. He advances home, touching the plate ahead of the throw when the on-deck hitter suggests that he had better return to third. It appears to him that his team-mate had left third base early. The runner heeds this advice and proceeds to re-touch home plate and returns to third base. As the umpire, what do you do?

The runner beats the throw to the plate; however, he makes a second effort to tag the plate but the catcher tags him before he touches the plate for the second time. How do you rule?

A throw from the shortstop to retire the batter-runner gets by the first baseman and accidentally hits the first base coach. What is your ruling?

If the coach is trying to get out of the way but inadvertently kicks the ball, how would you rule?

What's your ruling if the first baseman collides with the coach while retrieving an errant throw?

A pitched ball is in the dirt and gets away from the catcher. The umpire tries to get out of the catcher's way but accidentally "kicks" the ball several feet away. This enables the runners to advance. What is your ruling?

What three conditions must be met to put the ball back in play after the ball is dead?

Name two situations in which the umpire may call "Time" while a play is in progress?

An infielder goes down into the dugout to catch the batter's pop-up. Is this legal?

Is the ball dead or alive?

What determines whether you kill the ball or keep it alive?

As an umpire, you mistakenly think there are 3 outs and request the ball from the first baseman as the runner from second is heading for third.

What do you do next?

You do not request the ball but a fielder flips the ball to you with runners on base and you instinctively catch it.

How do you handle this one?

Under what circumstances would you allow a pinch runner to substitute for an incapacitated player?

The runner from third base is stealing home. The pitcher delivers the pitch and the ball narrowly misses the batter but hits the runner. Is the runner out?

Is the ball dead?

What about other runners?

RULES: UNDERSTANDING THE KEYS

Section 6.00

Section 6.00 details the rights, responsibilities, and obligations of THE BATTER. It also explains two of the most misunderstood rules of the game - Batting Out Of Order and the Designated Hitter. Take your time with this section. These are real - life situations that WILL HAPPEN!

As the umpire, what action do you take if a batter steps out of the batter's box after the pitcher has started his wind-up?

It is a rainy day and you are making every effort to get the game completed. The batter requests time to go over to the on-deck circle to use the pine tar rag. Do you allow this?

Explain.

With a runner on first base, the pitcher has started his delivery to the batter from a set position. The batter steps out of the box and the pitcher stops his delivery. Is this a balk?

Explain.

What's your ruling if the pitcher does not stop his delivery but throws the ball wildly to the backstop after the hitter has stepped out?

With one out, the batter steps out of the box to question your call of "strike". After listening to his beef, you order him to get back into the box. He refuses and walks over to get the pine tar. What do you do?

- (a) Eject him for arguing balls and strikes.
- (b) Order the pitcher to pitch and call ball or strike as the case may be.
- (c) Call him out and order the next batter up.
- (d) Order the pitcher to pitch and call each delivery a strike.

Do you allow the batter to stand on the lines defining the batter's box?

Is there any circumstance, which would justify your calling "time" after the batter has stepped into the box?

Explain.

When has a batter legally completed his time at bat?

6.05 / 6.06

Rules 6.05 and 6.06 enumerate the many reasons a batter may be declared out. Read these two rules thoroughly and then complete the following exercise.

Check the following situations in which the batter shall be declared OUT.

1. Catcher catches batter's foul tip.
2. Bat breaks and interferes with pitcher fielding batted ball.
3. Batter bunts foul on third strike.
4. Anytime first base is occupied and catcher does not catch third strike.
5. Infield fly situation. He bunts fly ball over charging pitcher's head and it falls in.
6. Batter swings and misses strike three and the pitch hits him; however the catcher retrieves the ball and picks off runner at first.
7. Batter's foul fly is caught with less than two outs.
8. Batter's batted ball hits helmet on ground between first and second.
9. Batter throws bat at pitch-out.
10. Batter, in disgust, throws bat at the pitcher.
11. Infield fly is declared but the short stop drops the ball.
12. Batter bunts ball directly back to pitcher. Batter runs outside three-foot line Pitcher's throw to first hits the batter-runner.
13. Batter picks up live ball with runner standing on first.
14. Batter tops ball down onto plate. Ball hits his bat a second time in fair territory while batter is still holding it. However, the batter is still in the batter's box.
15. Batter uses bat that has pine tar beyond the 18-inch limit.
16. Batter unintentionally hits catcher on his backswing before catcher has secure possession runner advances to second.
17. Runner on third. Batter hits pop-up to first baseman. He intentionally drops the ball trying to lure the runner into advancing home.
18. No outs. Two strikes on the batter. Runner attempts to steal home but the pitch hits the runner in the strike zone.
19. Batter tops ball down first baseline. While running to first, he is touched by the ball in foul territory.
20. Batter is being intentionally walked. He takes two pitches as a right-hander and two pitches as a left-hander.
21. With one out the runner from third is stealing home. Batter intentionally interferes with the catcher making the play on the runner.
22. Bases loaded. No outs. Ground ball to third baseman. He steps on third base for the force out and starts to throw to first. The runner from second lowers his shoulder, throws up his hands, and upends the third baseman.

BATTING OUT OF TURN

6.07

Hypothetical batting out of order situations can drive a sane person crazy. The purpose of this section is to provide practical, easy-to-understand principles that will enable you to unravel the most complicated foul-ups you will encounter.

Remember, your close scrutiny of the line-up cards in the beginning can alleviate many potential problems

Batting out of turn is an APPEAL PLAY.

Name the other types of appeal plays.

Rule 6.07 stipulates that a batter shall be called out, on appeal, when he fails to bat in his proper turn, and ANOTHER BATTER COMPLETES A TIME AT BAT in his place.

What determines that a batter has completed his turn at bat?

There are four actions that can occur when a Batting Out Of Order takes place:

1. The mistake is not detected or is ignored.
2. The appeal is made before the improper batter completes his turn at bat.
3. The appeal is made after the next pitch, play or attempted play.
4. The appeal on the wrong batter is made properly after he has completed his turn and before the next pitch, play or attempted play.

In order for the umpire to invoke a penalty on a Batting Out Of Order, when must the appeal be made?

What is the penalty for Batting Out Of Order if the defensive team properly appeals?

An improper, left-handed batter is at bat when the runner on first successfully steals second. The batter hits the next pitch through the infield for a base hit and the runner scores. The defensive manager makes a proper appeal and you call the proper batter out and bring the runner back to second. So far, so good. Now, the manager wants you to bring the runner back to first because he advanced while an improper batter was batting and it was easier for him to steal with a left-hander up there than the righty who was supposed to be.

What's your ruling and why?

Assuming a proper appeal is made, WHAT ADVANCES ON THE BASES DO YOU ALLOW while the improper batter was batting?

Assuming a proper appeal is made, WHAT ADVANCES ON THE BASES DO YOU NULLIFY while the improper batter was batting?

COMMIT THE FOLLOWING FUNDAMENTALS TO MEMORY

1. When a player bats out of order, the proper batter is the player called out upon proper appeal.
2. After an improper player has completed his turn at bat - one pitch, one play, or one attempted play legalises this batter and no further appeal may be made.
3. The proper batter may replace the improper batter at any time before he completes his time at bat and he assumes the count.
4. In straightening out a batting out of order situation when the proper batter is on base, skip the proper batter and bring up the batter who follows him.

6.08

A batter becomes a runner and is entitled to advance to first base WITHOUT LIABILITY for FOUR REASONS:

- (1) He receives a base on balls (four balls have been called by the umpire)
- (2) He is hit by a pitched ball that:
 - (a) he is attempting to avoid,
 - (b) is not in the strike zone, and one he is not trying to hit.
- (3) The catcher interferes with the batter.
- (4) His batted, fair ball touches a runner or umpire before touching a fielder.

Apply the preceding rules to the following situations:

The pitcher delivers a high, inside pitch. The batter has squared around to bunt but has not actually made a bona fide effort to bunt the ball when the pitch "nicks" him.

What is your ruling?

There is a count of 1 ball and 1 strike on the batter with no outs. The batter makes no effort to avoid being hit when the ball travels through the batter's box, the runner is stealing third. In your judgement, the runner would have stolen third easily.

What's your ruling?

Status of batter:

Number of outs:

Count on the batter:

Status of the runner:

There is a count of 2 balls and 1 strike on the batter with 2 outs and a runner on first base. The pitcher delivers the next pitch and the runner starts for second. The anxious catcher jumps up to get the ball as quickly as possible and touches the batter's bat.

Interpret the following situations:

- (1) The batter completes his swing and homers. Ruling:
- (2) The batter does not swing and immediately calls the contact to your attention. Ruling:
- (3) The batter completes his swing, hits the ball into right centre alley, the runner scores, but the batter stops halfway to first to make sure you detected the interference. The batter is thrown out at first. Ruling:
- (4) The batter completes his swing and hits the ball into left field. The runner is thrown out at third. The batter advances to second on the throw to third. Ruling:

When catcher interference occurs, under what circumstances would you allow a runner to advance?

In section 2.00, the rulebook specifies that "on any Interference the ball is dead." Is this consistent with the interpretation stated in 6.08(c)?

The squeeze play is on. The catcher interferes with the batter. What is the penalty?

The base umpire is at his position in foul territory along the first base line. The left-handed hitter pulls a line shot down the line and it passes the first baseman and then hits the umpire. What's your ruling?

A fair-batted ball gets by the third baseman who is drawn in for a bunt. The runner on third is hit by the fair ball while he is standing on base. What's your ruling on the batter? Review Rule 7.09(m) for clarification.

6.09 (a-c)

A batter becomes a runner WITH LIABILITY to be put out when he hits a FAIR BALL. Define a FAIR BALL?

Under what circumstances can the batter attempt to reach first after the umpire has called strike three?

When does a batter forfeit his right to advance to first after a third strike is not caught?

6.09(d-h)

Rule 6.09 specifies five situations that entitle the batter to advance on fair, batted balls. These are basic rulebook Ground Rules

What entitles the batter to a home run?

Explain what is meant by "Ground Rule Double".

How many bases are awarded when a fair ball goes through or under a fence?

The batter hits a fair, line drive down the line into left field. The ball bounces and is then deflected by the outfielder into the stands. How would you rule?

- a. Umpire judgement. Possible to hold batter at first.
- b. Batter and all runners two bases.
- c. Batter two bases. Umpire places runners where he thinks they would have been.

The batter hits a fair, fly ball near the right field foul pole. The right fielder leaps for the ball. Determine the proper rulings for the following situations:

- a. Ball is deflected off his glove on fair territory and hits foul pole above top of fence.
- b. Ball hits top of fence in fair territory and deflects over the fence in fair territory.
- c. Ball hits fielder's glove in fair territory and is deflected over fence into foul territory.
- d. Ball hits right fielder's glove in fair territory and is deflected into top of fence in foul territory; centre fielder catches ball off the fence.
- e. Ball hits foul pole four inches above fence.
- f. Right fielder touches ball in foul territory and deflects it over fence in fair territory.
- g. Right fielder touches the ball in fair territory and deflects it up into the air near the foul pole and a spectator reaches out and grabs the ball for a souvenir.

THE DESIGNATED HITTER RULE

6.10

The following will help us refine its interpretation.

Can a manager decide after the game has started that he wants to use a DH?

A manager lists yesterday's starting pitcher as his DH. He plans to substitute another hitter when the DH is due to bat. Do you allow this?

Do you allow the DH to pinch run?

The DH is called out for the third out of the inning. He argues the call and is ejected. Does this eliminate the use of the DH?

The DH is ejected. When does the manager have to inform you of the new DH?

The manager elects to use the DH. You notice on his line-up card, however, that he has the pitcher batting ninth and a DH batting fifth. He is using the DH for his weaker hitting second baseman. Do you allow this?

Explain

The DH is listed in the eight spot. During the second innings the manager wants to remove the pitcher and put the first baseman on the mound and put the DH at first. At this stage only the batters on to six have batted. Do you allow this change?

Explain.

LIST FOUR ACTIONS THAT ELIMINATE THE USE OF THE DH.

- 1.
- 2.
- 3.
- 4.

This concludes your preliminary study of Section 6.00. Now that the batter has completed his time at bat, a lot of interesting developments are about to happen. The next instalment, Section 7.00 - THE RUNNER, will examine many of these situations.

RULES: UNDERSTANDING THE KEYS

Section 7.00

As you will recall, the offensive team's objective is to have its batter become a runner and its runners advance. Section 7.00 explains how one becomes a runner, what rules govern his advance, and what eliminates him as a runner.

7.01/7.03 (RIGHTS)

LEGAL RIGHTS TO A BASE

7.01

Runner touches unoccupied base before he is out (how he acquires it)

Runner entitled to base UNTIL (how long he can keep it):

1. He is PUT OUT
or
2. He is FORCED TO VACATE

7.03

Preceding Runner entitled to base when two runners occupy SAME BASE.

7.02 (PROCEDURAL)

LEGAL ADVANCE TO NEXT BASE

7.02

Runner shall touch first, second, third, and home IN ORDER anytime ball is ALIVE.

Runner must touch all bases IN REVERSE ORDER if forced to return when ball is ALIVE.

Runner is not required to touch bases in reverse order WHEN BALL IS DEAD under provisions of 5.09.

1. With a runner on first base, the batter hits a ground ball to the first baseman. He fields the ball and tags the runner who has not left the bag. Is this an out?
2. In the previous play situation, assume that the first baseman tags first base then tags the runner who is still standing on the base.
Explain your ruling.
3. Same situation as above but the fielder tags the runner standing on first base then the base.
Explain your ruling.

May a runner return to a previous occupied base after he has already touched the next base?

Define **FORCE PLAY**.

TRUE OR FALSE

Anytime a runner can be retired by a fielder tagging a base means that a force play is in effect.

When two runners occupy the same base, the following runner is automatically out.

Since the ball is dead on a home run, runners can not be declared out for missing a base.

A run-down ends up with two runners on the same base. Since both are touching the base, the infielder assumes neither can be put out and throws the ball back to the pitcher.. You allow this and call no one out.

A runner steals second on a swinging strike that is in the dirt. The catcher throws to second but the runner and second baseman both mistakenly think the pitch was fouled. The runner trots back to first as the infielder holds the ball. You allow the runner to stay at first.

Section 7.00

Rules 7.04 - 7.12

The next few pages of the rulebook contain some of the most confusing syntax you will find in your study. Since most of the action in baseball involves either the offensive team trying to advance runners OR the defensive team attempting to "put out" runners, this section has been pieced together through the years to cover a multitude of various play situations. Hopefully, the following reconstruction of the section will aid your understanding and comprehension.

You will be given a brief outline describing the scope of the next seven sub-sections. The questions at the end of this section will necessitate your careful scrutiny of these rules. Use the outline to help you find the applicable rule.

OUTLINE: Rule 7.04 - 7.10

- 7.04 I Each Runner Awarded ONE BASE without Liability to be put out
- 7.04(a) A. Pitcher balks and batter does not advance at least one base
 - 7.04(b) B. He is forced by batter's advance without liability
 - 7.04(b) C. He is forced after ball strikes another runner or umpire
 - 7.04 (c) D. Fielder catches fly ball - falls into dead territory
 - 7.04(d) E. Catcher interference occurs while runner is stealing
 - 7.05(h) F. Pitch or throw from rubber goes into dead territory
 - 7.05(i) G. Ball 4 or Strike 3 lodges in umpire's equipment
 - 7.06(a) H. Batter-runner or runner on whom play is being made is obstructed; at least one base and possibly more.

Note: As you can probably deduce, items F,G, and H describe play situations that were not covered by the original rule describing one-base awards (7.04); we find them "tacked on" in Sections 7.05 and 7.06.

- 7.05 II. Each Runner Is Awarded MORE THAN ONE BASE without Liability
- 7.05(a) A. Four bases - batted ball leaves park fair in flight
 - 7.05(b) B. Three bases - fair, batted ball is deliberately touched by detached mask or apparel
 - 7.05(c) C. Three bases - fair batted ball is deliberately touched by thrown glove
 - 7.05(d) D. Two bases - thrown ball is deliberately touched by detached mask or apparel
 - 7.05(e) E. Two bases - thrown ball is deliberately touched by thrown glove
 - 7.05(f) F. Two bases - fair ball bounces over or is deflected over, under or through fence: or sticks in same
 - 7.05(g) G. Two bases - thrown ball goes into dead territory

Note: Rule 7.05 also contains two ONE-BASE AWARDS (7.05 h. and 7.05 i.) which we included in the previous segment.

- 7.06 III Runners are Compensated for OBSTRUCTION
- 7.06(a) A. Obstruction
 - 2.00/7.06 Note 1. Definition (Read rule 2.00)
 - 7.06(a) 2. On batter-runner before he touches first
 - 7.06(a) 3. On runner whom play is being made
 - 7.06(b) 4. On runner whom no play is being made
- B. Ball remains DEAD when

7.06(a)

1. Batter-runner is obstructed
2. Runner is obstructed while play is being made on him

C. Ball remains ALIVE when

7.06(b)

1. No play is being made on obstructed runner

D. Possible awards

7.06(a)

1. At least one base

7.06(a&b)

2. Bases they would have reached

7.06(b)

3. No bases

7.07

IV Runner from Third Compensated

A. When

1. He is stealing home or being squeezed in, and
2. The batter is interfered with

B. Penalty

1. Pitcher is charged with BALK

C. Award

1. Runner from third scores
2. All other runners awarded one base
3. Batter awarded first base

Note: This is a DOUBLE PENALTY

Up to this point, we have been discussing good things that happen to the runner. We are now going to explore the rules that restrain his advancing and cause him to be declared out.

7.08 V Any Runner Is To Be Declared Out When

7.08(a,1) A. He leaves the baseline to avoid being tagged

7.08(a,2,notes) B. He abandons his effort to touch next base notes

1. After touching first base
2. Somewhere else on the bases

7.08(b) C. He intentionally interferes with thrown ball

7.08(b) D. He hinders fielder's attempt to field batted ball

7.08(c) E. He is tagged with live ball while off a base

1. Exceptions

- a. overrunning first base
 - b. loose or dislodged base
- 7.08(d) F. He fails to retouch properly
- 7.10(j) 1. After fly ball is caught
2. Appeal play
- 7.08(e) G. He or next base is tagged
- 1. Before reaching it
 - 2. When batters action force him to advance
- 7.08(f) H. He is touched by fair ball
- 1. In fair territory
 - 2. Before ball touches or passes infielder
- 7.08(g) I. Batter interferes with play at plate
- 1. Runner is attempting to score
 - 2. Less than two outs
- 7.08(h) J. He passes preceding runner
- 1. Before preceding runner is out
- 7.08(i) K. He runs the bases in reverse order
- 1. After legally touching next base
 - 2. To confuse the defence
 - 3. Making travesty of game
 - 4. Not out if justified in returning
- 7.08(j) L. He fails to return "at once" after overrunning first
- (a.2 notes)
- V.b. (this outline)
- 7.08(j)
- 1. Put out by tagging him or base
 - 2. Appeal play
- M. He "attempts to advance to second" after over running first
- 1. Out when tagged
 - 2. Immunity ends with "attempt to advance"
- 7.08(k) N. He misses home plate and proceeds to dugout
- 1. Fielder may retire runner on appeal by tagging home plate
 - 2. Distinguishes difference in "missed base" situation

7.09 Interference (Batter)

One reason the Rulebook is difficult to use at times is because many of the rules are placed in inappropriate spots. For example, Section 6.00: The Batter, does not enumerate the reasons a batter shall be called out for interference. Where do you find that?

Try Section 7.00: The Runner. Rule 7.09 defines eight actions that are grounds for calling interference on the batter.

7.09 It is interference by a BATTER or a runner when-

- (a) After a third strike, he hinders the catcher in his attempt to field the ball [See Rule 7.09(f)]
- (b) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.
Penalty: Batter is out Ball is dead. No runners may advance.[This rule duplicated in Rule 6.05(h)]
- (c) He intentionally deflects the course of a foul ball in any manner. [Companion Rule 6.05(i)]
Penalty: Batter is out.
- (d) Before two are out and a runner on third base, the batter hinders a fielder making a play at home base - runner is out;
HOWEVER, with two outs, the Batter Is Declared Out for interference. [Companion rule 6.06 (c)]
- (e) Any batter who has just been put out hinders or impedes any following play being made on a runner.
Penalty: Runner shall be declared out for batter's interference. Ball is dead. No runners may advance.
- (g) The batter fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball.
Penalty: Batter is out. Ball is dead. No runners may advance.

Ironically, it is Section 7.00: The RUNNER that introduces the concept of the Batter-Runner.

Rule 7.09 designates two specific cases, which apply to the batter after he no longer has rights as a batter but has become a runner - a Batter-Runner.

7.09(h)

Batter-Runner deliberately interferes with a batted ball or fielder in act of fielding a batted ball with obvious intent to break-up double play.

Penalty: Batter-Runner is declared out AND runner closest to home plate is out. Ball is dead. No bases may be run.

7.09(k)

Batter-Runner is not in runner's box going to first and interferes with fielder taking the throw at first base.

Penalty: Batter-Runner is declared out. Ball is dead. No runners may advance.

[Companion Rule 6.05(k)]

7.09

Interference (Runner)

In addition to listing the eight ways a batter or batter-runner can be charged with interference, Rule 7.09 enumerates five specific actions that constitute runner interference.

7.09(c)

the RUNNER intentionally deflects the course of a foul ball in any manner.

Penalty: Runner is out. Ball is dead. No runners may advance.

7.09(f)

a RUNNER who has just been put out hinders or impedes following play.

Penalty: Runner on whom following play would have been made is declared out for action of his team-mate.

7.09(g)

a RUNNER deliberately interferes with a batted ball or fielder in the act of fielding a batted ball with obvious intent to break-up a double play.

Penalty: Runner is called out for the interference and the batter-runner is also called out for the action of his team-mate. This is a DOUBLE PENALTY.

7.09(l) a RUNNER fails to avoid a fielder who is attempting to field a batted ball;

a RUNNER intentionally interferes with a thrown ball.

Penalty: The runner is out and the ball is dead.

Note that Rules 7.09(g) & 7.09(l) both have runners failing to avoid fielders in the act of fielding a batted ball. The difference in the penalty is based on the Play Situation and Intent.

7.09(m)

a RUNNER is touched by a fair ball in fair territory before the ball passes a fielder or before the ball is touched or deflected by a fielder.

Penalty: Runner is out. Batter is awarded first base. No runners advance unless forced.

7.09 Interference (Other)

Rule 7.09 also explains three actions by people other than the runner or batter that can result in interference being called and the runner being declared out.

7.09(e)

Any member of the offensive team stands or gathers around a base to confuse or hinder defensive team.

Penalty: Runner who is advancing to that base is called out. Ball is dead. No runners may advance.

7.09(i).

Base coach physically assists runner by touching or holding Penalty: Runner assisted is declared out. Ball dead. No runners advance.

7.09(j)

Third base coach leaves coach's box and acts in a manner to draw a throw from a fielder when there is a runner on third.

Penalty: Ball is dead. Runner on third declared out. No runner may advance.

In addition to the preceding three calls caused by personnel other than the runner, Rule 7.11 adds a fourth. This is an interesting rule because most players do not realise that it exists. They automatically assume that any ball in the dugout area is considered dead and not subject to being played upon.

7.11

Any member of the offensive team shall yield right-of-way to any defensive player who is trying to field a batted or thrown ball. This includes the dugout area.

A fielder has the right to actually step down into the dugout to field a batted ball, e.g. a pop-up.

Of course, a ground ball would be covered by a ground rule and not apply.

Umpires should be especially ALERT on overthrows that can be interfered with by base coaches.

Penalty: Call interference and declare the batter or runner on whom the play is being made out. No runners advance.

Section 7.00

True or False

Designate each of the following cases true or false and list the rule that applies.

A balk shall be called anytime a runner is attempting to steal and the catcher interferes with the batter. Rule:

Anytime a live ball goes into dead territory, you award each runner two bases. Rule:

A batted ball hits the runner at second before it passes an infielder. Return all runners to the base last legally touched. Rule:

From the rubber, the pitcher attempts to pick-off the runner at first. The ball bounces into the stands and immediately back onto the field. Even though the ball returned immediately, you still award each runner two bases. Rule:

A line shot up the middle hits the umpire. Award each runner one base only if forced. Rule:

Solid, aggressive umpiring dictates that you point to the infraction and then kill the ball immediately when you spot any obstruction. Rule:

Obstruction can never be called on a member of the offensive team. Rule:

Ball four or strike three lodges in the umpire's mask. The ball is dead. Rule:

No one on base. Ball four lodges in the umpire's mask. Since he is already entitled to first on ball four, the batter shall be awarded an additional base to invoke the penalty of a ball lodging in equipment. Rule:

Sometimes it is impossible to award a runner two bases because of the status of a preceding runner. Rule:

If a play is being made on an obstructed runner, you always award him the base he is heading towards when obstructed. Rule:

The centre fielder throws his glove at and hits the batter's line drive up the alley. The batter-runner flies around the bases and tries to score. He is out on a close play. The out stands. Rule:

Obstruction can be ruled even though no contact occurred. Rule:

There are two situations in which the ball is declared dead immediately when obstruction occurs. Rule:

There must always be at least one base awarded when obstruction occurs. Rule:

The catcher interferes with the batter as a runner is stealing home. Award all runners one base and award the batter first base. Rule:

The runner is allowed a six foot wide base path between bases. In the umpire's judgement, if he goes beyond this limit he shall be declared out. Rule:

The batter-runner over runs first base. In returning to the base, he makes a turn towards second base. He shall be called out if tagged. Rule:

Tagging home plate upon proper appeal may put out a runner who misses home plate and proceeds to the dugout. Rule:

Anytime a runner is tagged with a ball in play and he is not in contact with a base, he is out. Rule:

A runner slides into second base with his hands above his head. You adjudge this to be a natural part of his slide. He shall not be called out for interference if the thrown ball to first hits him. Rule:

A runner may be called out when hit by a fair-batted ball even though he is standing on the base. Rule:

Runner may not run the bases in reverse order under any circumstances once they have legally touched the next base. Rule:

To retire a runner for failure to retouch properly, a fielder must tag the runner or his original base. Rule:

The runner on third is taking his lead in foul territory near the coach's box. A line drive is pulled down the line and is heading directly for the runner. The third base coach grabs him and prevents him from being hit. The runner is out because the coach "physically assisted" him. Rule:

The runner from third intentionally kicks a batted ball that has a chance of rolling back into fair territory. The runner is called out. Rule:

It is possible to call two outs if the umpire thinks the runner's interference was intended to break-up a double play. Rule:

If intent to break-up the double play is ruled, the umpire must declare out the runner who interfered and the runner closest to home plate. Rule:

With a runner on third, a ground ball is hit to the shortstop. The third base coach bluffs an attempt to go home and draws a throw to the plate. Meanwhile, the batter-runner reaches first safely and the

runner remains on third. Since the batter would probably been thrown out, you declare him out for the coach's action.

A batter-runner is considered in the three-foot runner's lane if one foot is inside the lane and the other foot is touching the line. Rule:

APPEALS

There are four types of Appeal Plays

1. Missed base
2. Failure to retouch properly
3. Failure to return to first base "immediately"
4. Batting out of order.

Three of the four appeals involve the RUNNER.

Rule 7.10 Specifies the FOUR TIMES A RUNNER IS OUT ON APPEAL

1. Runner fails to retouch properly after fly ball is caught
 - a) Runner is tagged before he retouches original base, or
 - b) Original base is tagged before runner returns
2. Runner fails to touch each base in order while advancing or returning
 - a) Runner is tagged with live ball, or
 - b) Missed base is tagged with live ball
3. Runner fails to return immediately after over running first
 - a) Runner is tagged with live ball, or
 - b) First base is tagged with live ball
4. Runner fails to touch home plate and proceeds to dugout
 - a) Runner can be retired on appeal by fielder tagging home plate.

Rule 7.10

Specifies Requirements for Making A Proper Appeal

- A. Must be made before next pitch
- B. Must be made before next play
- C. Must be made before next attempted play
- D. Must be made in a precise, unmistakable manner
- E. Must be made before the defensive team leaves the field (All infielders including the pitcher leave fair territory.)

Defensive Team Loses Right To Appeal

- A. After pitch, play or attempted play following break in " continuous action (see definitions following in this section)
- B. After a balk
- C. After ball is thrown out of play while making an appeal

Defensive Team Retains Right To Appeal

- A. After plays or attempted plays made during continuous action(see definitions following in this section.)
- B. After a fake or feint to check a runner(this is not considered a play or attempted play)
- C. After ball gets away from fielder on an appeal attempt (the appeal effort can be consummated after this failed attempt if ball is immediately given to fielder and appeal is made.)

Effect on Other Runners

Knowing when to allow an appeal and when to disallow an appeal are very important. Equally important is knowing how a successful appeal affects other runners. Make sure you understand Rule 7.12 and the principles therein.

Assume that a SUCCESSFUL APPEAL IS MADE:

- A. With Less Than Two Outs
 - 1. Status of a following runner is not affected; may score run
 - 2. Status of a preceding runner is not affected; may score run
- B. With Two Outs
 - 1. No following runners may score if a preceding runner is declared out on appeal
 - 2. Preceding runners may score if they do so before the appeals made. This is a "Time Play."
 - 3. No runs may score if appeal is a FORCE OUT.

DEFINITIONS AFFECTING APPEAL PLAYS

Play or Attempted Play

A LEGITIMATE EFFORT by a fielder with the ball to retire a runner.

*The physical action of tagging or attempting to tag. The fact that the tag is not made is irrelevant. The physical attempt to tag constitutes the attempted play.

*A fielder running towards a base to retire a runner on a force out.

*A fielder running towards a runner to tag him for an out.

(In both of these situations, the running constitutes the play or attempted play, regardless of the outcome.)

*Throwing to another fielder in an attempt to retire a runner.

*The pitcher balks. A BALK constitutes a play.

*The defensive team "errs" on its first appeal. ERR is construed to mean that the ball went into dead territory. This is considered an attempted play.

*Even though it may involve considerable hand or arm action, a fake or feint does NOT constitute legitimate effort.

*A pitcher's bluff to hold or check a runner's advance during an appeal attempt does NOT constitute a play or attempted play.

*An appeal attempt is NOT considered a play or attempted play. Therefore, more than one appeal can be made. If, however, the ball was thrown out of play on an appeal effort, no second appeal would be allowed. That "error" is considered a play.

*Plays or attempted plays that are made as part of "continuous action" do not nullify the defensive team's rights to appeal. These, in effect, are not considered plays.(See "continuous Action" explanation following.)

Fourth Out

After a third out is called, an appeal play is made that is upheld. This appeal play is actually the "fourth out" and takes precedence in determining how many runs score.

All Infielders Leave the Field

For the purposes of the fourth out situation, the defensive team has "left the field" when all the infielders including the pitcher have left fair territory.

The Defensive Team Errs

In making an appeal, the defensive team throws the ball out of play (into dead territory). This constitutes a play and nullifies any further appeal.

Continuous Action

The concept of continuous action is a difficult one to explain. An attempt will be made to give you some guidelines and examples that will help you understand it.

The defensive team shall not be denied an opportunity to appeal on an offensive player who has possibly violated a rule simply because the defensive team acted wisely in making plays or attempted plays prior to the appeal action if those plays are made with a live ball that was put in action by the batter or in any other manner that allowed the runner to advance before there is a break in the action. (see guideline #2.)

These actions to retire runners or prevent their advance may be called plays or attempted plays BUT are part of the continuous action logically required preventing the offensive team from advancing.

Example: Runner on first. Batter hits ball to right field. Runner from first misses second base advancing to third ahead of the throw. The batter-runner advances towards second on the late throw to third. Third baseman throws to second baseman but batter-runner slides in safely.

Question: Do you allow the defensive team to make an appeal on the missed base even though there was an intervening play?

Answer: Yes, you allow the appeal, The intervening play was part of the continuous action incumbent on the defensive team to prevent runner advancement. The ball was put "into action" by the batter hitting it and the "action continues" until the defensive team has exhausted its efforts to prevent runners from advancing.

Guideline #1: When the runners have stopped trying to advance and the defensive team is not compelled to make plays to prevent their 'advance' action has stopped on that particular play. After this has occurred, any other legitimate effort to retire a runner constitutes a play or attempted play and nullifies any legitimate right to make an appeal. (Note: Review the previous on legitimate effort and play or attempted play.)

Example: Same play as above....then pitcher gets the ball from the second baseman and goes to the mound. Runner on second darts off second and draws throw from pitcher but runner gets back in safely. This "pick off action" occurred after the continuous action had ended. Therefore, the intervening play nullified any legitimate right to make an appeal.

Guideline #2: Continuous action is generally initiated by a batted ball. This is the most prevalent way for the ball to be put into play enabling the runners to advance; HOWEVER, Continuous action can be initiated by overthrows, passed balls, wild pitches, or anything else that entices runners to advance. These advancement opportunities "initiate the action" and the "action continues" until the running has been stopped.

APPEALS

Name the four times a runner is declared out on appeal.

- 1.
- 2.
- 3.
- 4.

The runner on first is running on the pitch in a hit and run situation. He has advanced close to third when the fly ball is caught by the centrefielder. May the defensive team put out the runner by tagging second base before he returns?

Rule:

What is the procedure for the defensive team retiring a runner who misses home plate?

Name the actions that nullify any further appeal attempt.

- 1.
- 2.
- 3.

TRUE OR FALSE

An appeal must be made before all members of the defensive team have left the field.

It is possible to have a fifth out.

The pitcher balks on an appeal attempt. You should uphold the appeal if he tries again successfully.

A fake throw constitutes a play.

A pitcher steps off the rubber and bluffs a runner back to third. He then throws to first to make an appeal. You allow the appeal.

An intervening play always nullifies the defensive team's right to an appeal.

An appeal may be made as long as there is at least one defensive player in fair territory.

An appeal does not constitute a play.

The fourth out is an appeal play on the batter-runner missing first base. The runner from third crossed the plate before the appeal was upheld. The run counts.

Now that you have completed Section 7.00, you should have a better grasp of the most demanding group of rules in the book. Many of your decisions concerning these rules are based on your understanding and interpretation of what your eyes see. The interference rules are especially subjective and require keen judgement. What one manager interprets as interference will be viewed as obstruction by the opposing team.

Section 7.00 also stipulates procedures for making appeals that must be followed without exception. Know these procedures!

You must be able to make quick, decisive rulings when awarding bases. Make sure you understand all the provisions for making awards.

Review this section often. Since most games have numerous runners, there will always be numerous play situations on the bases. As you gain experience and deeper understanding, your confidence will increase. And, believe me, CONFIDENCE is a major attribute of a solid umpire.

RULES: UNDERSTANDING THE KEYS

Section 8.00

In the beginning there were not many regulations that restricted the pitcher. He was even allowed to take steps and spit on the ball. Through the years, however, rules have been adopted to limit his chicanery. Section 8.00 deals with those rules.

I. PITCHING PROCEDURES

- 8.01 A Pitcher shall take the SIGN FROM THE RUBBER
- 8.01(e) B. Pitcher may remove pivot foot from the rubber by STEPPING BACKWARDS before he is committed to pitch
- 8.01(c) C. Pitcher MAY THROW TO A BASE before he is committed to pitch
- 8.01(d)
2.00 D. Pitcher must pitch to the batter with his PIVOT FOOT IN CONTACT WITH THE RUBBER
- 8.01(d)
2.00 E. Pitcher must allow the BATTER TO BE REASONABLY SET
- 8.03 F. Pitcher may take WARM-UPS
 - 1. Not to exceed eight
 - 2. Not to exceed one minute
 - 3. Emergency warrants more
- 8.04 G. Pitcher must deliver WITHIN 20 SECONDS with no runners on base
- 8.02(a.6) H. Pitcher MAY RUB BALL BETWEEN BARE HANDS.

II. TWO LEGAL PITCHING POSITIONS

- 8.01(a) A. Windup Position
 - 1. Pivot foot
 - 2. Free foot
 - 3. Natural movement
 - 4. Without alteration or interruption
 - 5. One step backward and one step forward
 - 6. Hold the ball with both hands.

- 8.01(b) B. Set Position
 - 1.Pivot foot
 - 2.Free foot
 - 3.Natural movement
 - 4.Without alteration or interruption
 - 5.Preliminary motion - the stretch
 - 6.Complete stop
 - 7.Both feet on the ground
 - 8. Hold the ball in both hands

- 8.01(a,b) C. Legal Moves From The Windup Or Set Positions
 - 1.Delivery to the batter (pitch)
 - 2.Step and throw to a base
 - 3.Step back off the rubber with pivot foot.

- III. PITCHER VIOLATIONS
- 8.02(a,1) A. Inadvertent
 - 1.Pitching hand to mouth while on the dirt. Penalty: Call "ball" unless all players advance/Note: exception for cold weather.

- 8.02
(a,2,3,4,5,6) B. Intentional
 - 1. Putting any foreign substance on ball
 - 2.Spitting on ball, glove or hand
 - 3.Rubbing ball against anything
 - 4.Damaging or marring ball

- C. Penalty for intentional violation
 - 1.If ball is pitched
 - a. Call a "ball", warn pitcher, and have announced
 - b. Issue warning that second offence means ejection
 - 2.If ball is batted
 - a .Offensive manager has "option" - play MAY stand
 - b .Batter and all other runners advance at least one base - play MUST stand

- 8.02(b) D. Criminal Intent
 - 1.Possess any foreign substance
Penalty: IMMEDIATE EJECTION
 - 8.02(b) 2. Pitch at the batter
Penalty IMMEDIATE EJECTION
 - a .Eject pitcher
 - b. Warn both managers that another such pitch shall result in the ejection of both pitcher and his manger.

8.02(c)

3. Intentionally delay the game

Penalty: First Offence- pitcher is warned
Second Offence - pitcher is ejected.

BALKS (8.05)

Balks were first introduced into the Official Rules in 1898. Back then , as now, the purpose was to prevent the pitcher from deceiving the baserunner. Through the years the rulemakers have been intent on creating rules to generate offence.

Many pitchers have developed some rather questionable but very effective mechanics. They are very deceiving to the baserunner but are not considered illegal acts under the present rules.

Following is a breakdown of actions that constitute illegal acts –

BALKS:

INVOLVING THE CATCHER

*Catcher is outside the catcher's box while giving an intentional walk

*Catcher interferes with the batter while runner is stealing home or is being squeezed in.

HANDS

*Hands do not stop before pitcher delivers from set position. The body must also be stationary during the set. i.e. the pitcher cannot start his move to the batter until his hands come to a complete stop.

*Hands stop more than once

*Hands are separated while in legal pitching position

*Any hand movement associated with normal delivery of the pitch or pick-off that does not result in pitch or pick-off attempt.

SHOULDER

*Initial movement toward plate or another base followed by a pick-off attempt at a different base

*Shoulder moves and then stops before actual delivery of the pitch or pick-off attempt

*Any shoulder movement associated with normal delivery of the pitch but does not result in continuous motion and the pitch

KNEE

*Initial move of non-pivot knee toward the plate or another base followed by pick-off attempt at different base

*Pivot knee bends or buckles prior to pick-off attempt or pitch

*Any knee movement associated with normal delivery of the pitch but does not result in continuous motion and the pitch

DECEIVING ACTION

*Failure to pitch after making any motion naturally associated with the pitching motion

*Any movement naturally associated with the pitching motion while not touching the rubber

*Any movement that can be considered a feint to first base while touching the rubber

*Failure to step directly toward any base before throwing from the rubber

*Delivery of pitch while pivot foot not in contact with the rubber

*Standing on or astride the rubber without the ball in his possession

*Failure to come to a complete stop in the set position

MECHANICAL

*Pitcher drops ball while touching the rubber

*Pitcher separates hands while in the set or wind-up position

OTHER

*Pitcher intentionally delays the game

CALLING THE BALK

The Umpire Development Program stipulates a specific BALK MECHANIC. The umpire shall point laterally at the pitcher and call loudly, "That's a balk!"

The ball is NOT AUTOMATICALLY DEAD.

It becomes DEAD when the UMPIRE CALLS TIME AFTER ALL PLAY STOPS.

The call of "TIME" must be made as emphatically as the "BALK."

PENALTY FOR BALK

8.05

The ball is dead when play stops and each runner shall be awarded one base without liability to be put out.

If the batter and all runners advance at least one base on the action resulting when a balk is followed by a pitch, the play proceeds without reference to the balk. Players who advance beyond one base **MAY BE PUT OUT**.

TRIPS TO THE MOUND (8.06)

BASIC RULE #1: A second trip to the same pitcher in the same inning will cause his removal.

BASIC RULE #2: A second trip to the mound with the same batter is not allowed.
Note: If a pinch hitter enters the game, a second trip is allowed but the pitcher must be removed.

BASIC RULE #3: Going out to the mound, a trip is official once the manager or coach crosses the foul line. Leaving the mound, he must proceed directly back to the dugout or bench once he leaves the dirt part of the mound.

BASIC RULE #4: A trip will be counted when a player other than the pitcher is consulted by the manager or coach and then goes directly to the pitcher.
Note: He may visit the pitcher after a pitch or play, however without a trip being counted.

BASIC RULE #5: A trip shall not be charged when a pitcher is injured or becomes ill and the manager requests permission to visit him.
Note: The umpire should be alert for this situation and accompany the manager or coach to the mound after permission is granted.
When an obvious injury occurs, a formal permission to visit is not necessary, however the umpire should monitor the conference and make sure the strategy, etc, is not discussed. If it is, a trip can be charged at the discretion of the umpire.

BASIC RULE #6: When a manager inadvertently makes a second trip to the pitcher with the same batter at bat, the pitcher **MUST BE REMOVED AFTER THIS BATTER** completes his time at bat.

BASIC RULE #7: The Umpire Development Program interprets ANY VISIT TO THE MOUND BY A PLAYER-MANAGER as a TRIP. A player-coach may visit the pitcher without a trip being charged as long as the privilege is not abused.

BASIC RULE #8: A pitcher may change to another position only once per inning. This, of course, eliminates the Designated Hitter role. UDP guidelines provide for eight warm-ups upon returning to pitch.

NOTE Remove is to be interpreted as removal from the game.

RULES: UNDERSTANDING THE KEYS

Section 9.00

Define the powers of the umpires.

Over whom do the umpires have jurisdiction?

Define the proper procedures for getting help on:

(1) a rule interpretation

(2) a half-swing

What is the guideline for allowing a player, manager, or coach to question balls and strikes?

What provision is there for resolving different calls made by different umpires on the same play?

What specific rule authorises an umpire to rule on any situation not specifically covered in the Official Rules?

Explain the following terms and concepts as used in the General Instructions to Umpires:

Fraternisation

Handling criticism

Self-control

Energetic / hustle

Timing

Teamwork

Getting help