



providing Softball opportunities for all Canadians

Softball Canada

Fast Pitch Umpire Mini-Clinic

**Presented by
Calgary Minor Softball Umpires**

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Introductions

- Jim Portman – President, CMSU
- Mark Taylor – VP/Assignor, CMSU
- Kyle Muisse – CMSU



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Attendee Self-Introductions

Name

District


What you want to learn



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Mini-Clinic Outline

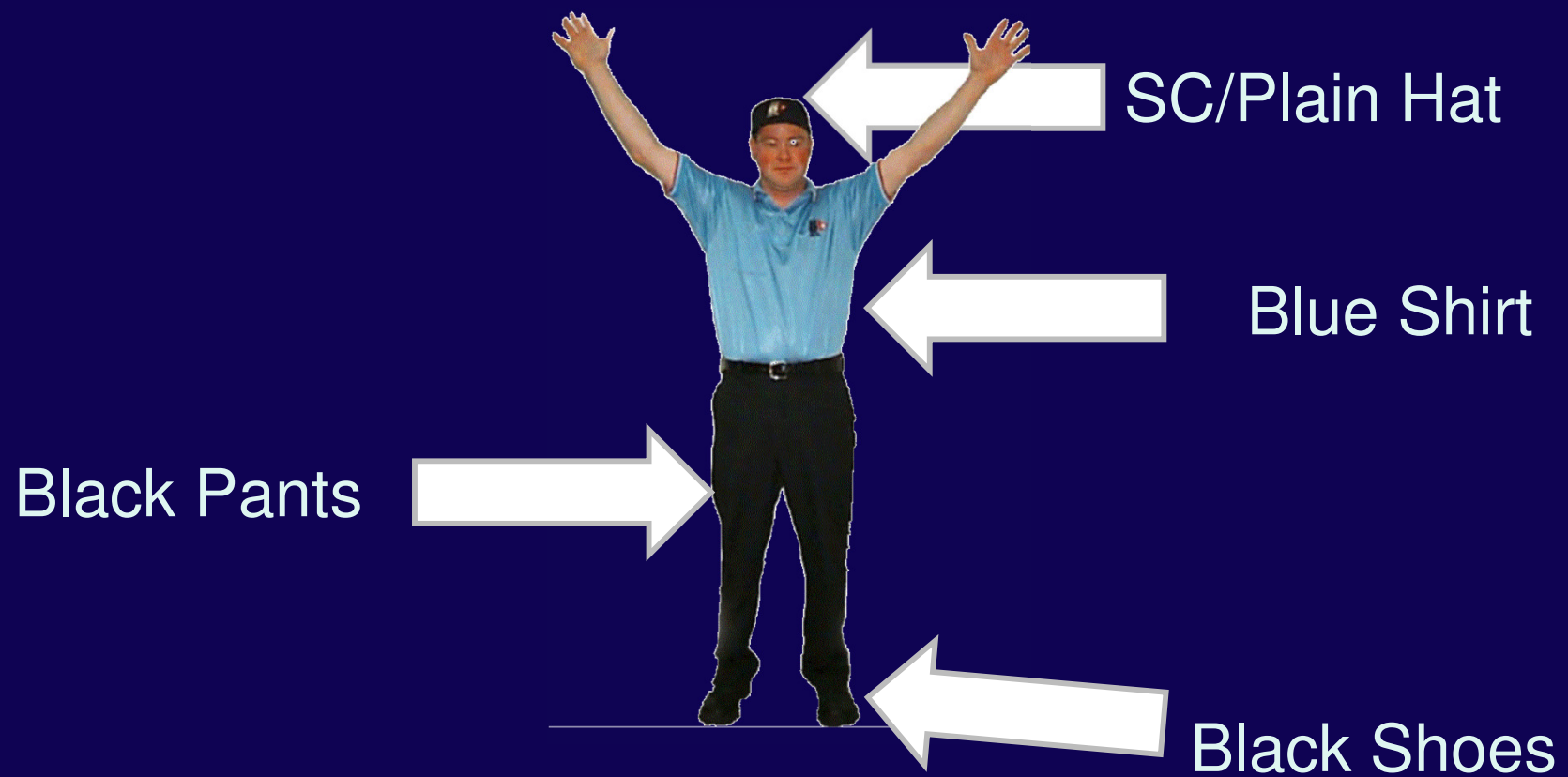
- Umpiring Essentials
- Fair or Foul
- Rules That Cause The Most Grief
- Signals and Mechanics



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Umpiring Essentials

Umpire Uniform



Umpire's Equipment



Black



Qualities of a Good Umpire

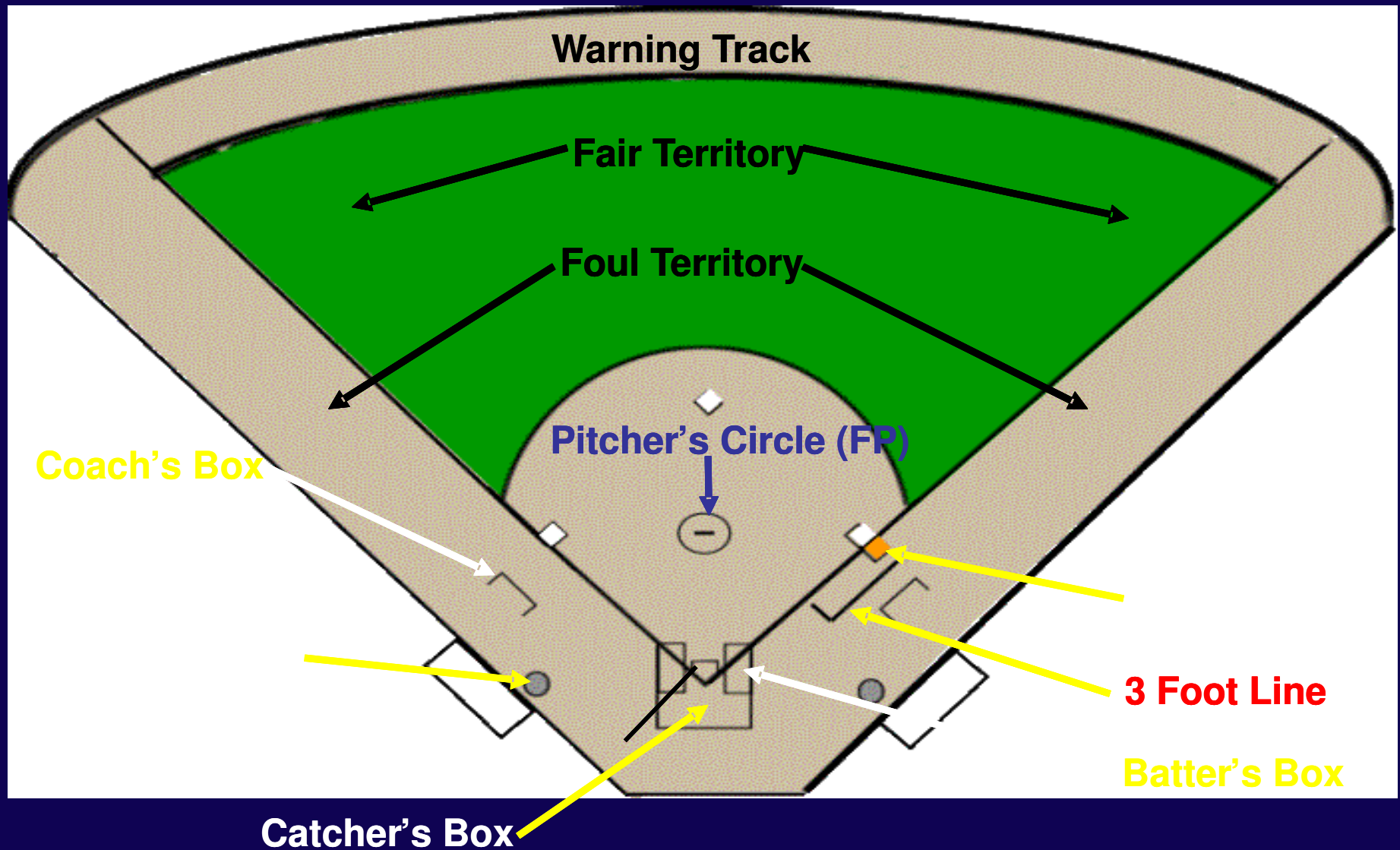
- **Good attitude**
 - **Good position**
 - **Good judgment**
 - **Handles pressure**
 - **Rule knowledge**
 - **Good communicator**
 - **Feel for the game**



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Rules and Definitions

The Playing Field



Fair or Foul?

The Outfield

**Where ball first
touches the ground
or is first touched**

The Infield

**Where the ball stops
or is first touched**

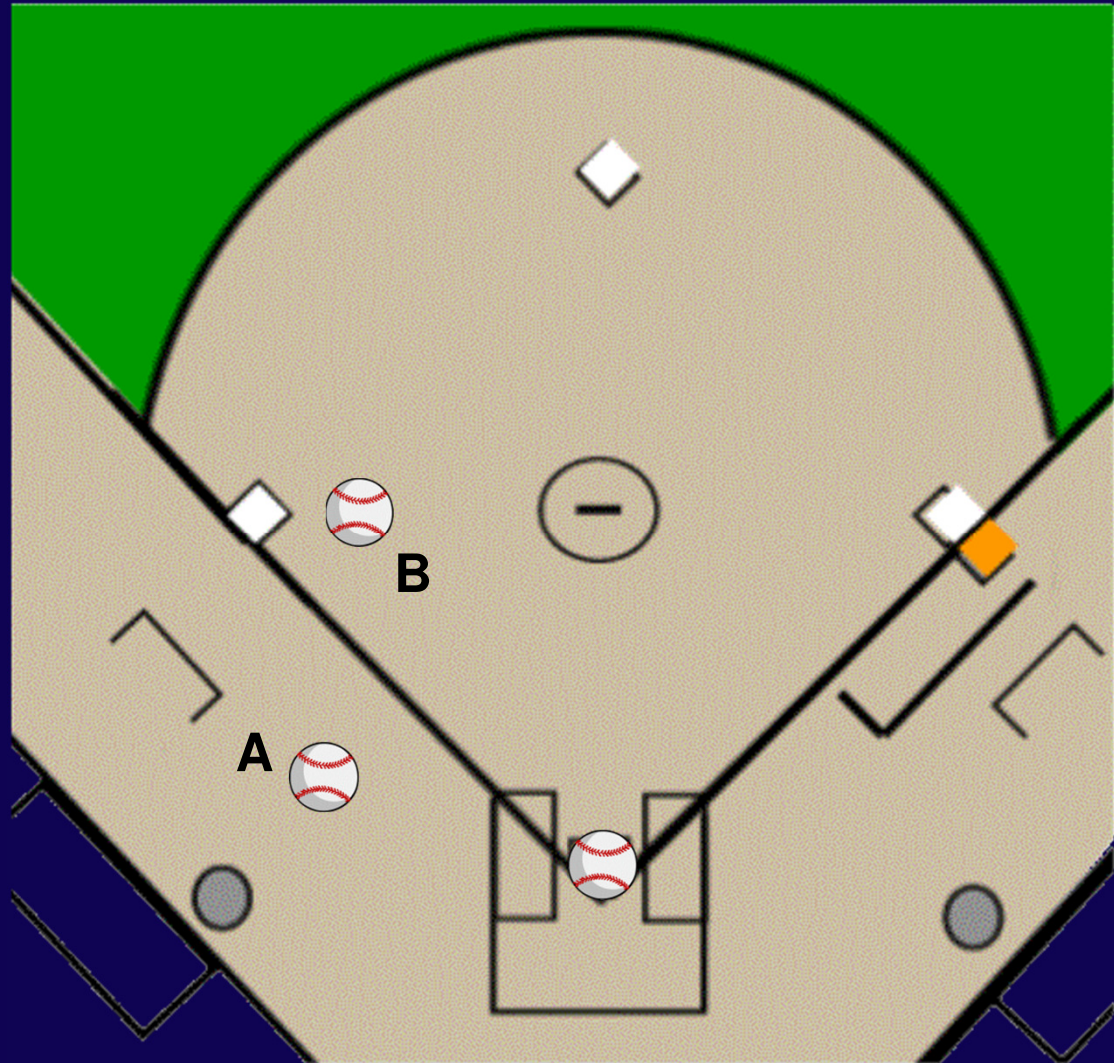
Fair Foul Test #1

Ball bounces in foul territory, strikes a pebble (A), bounces to point (B)

Is fielded at point (B)

Ball comes to rest at (B)

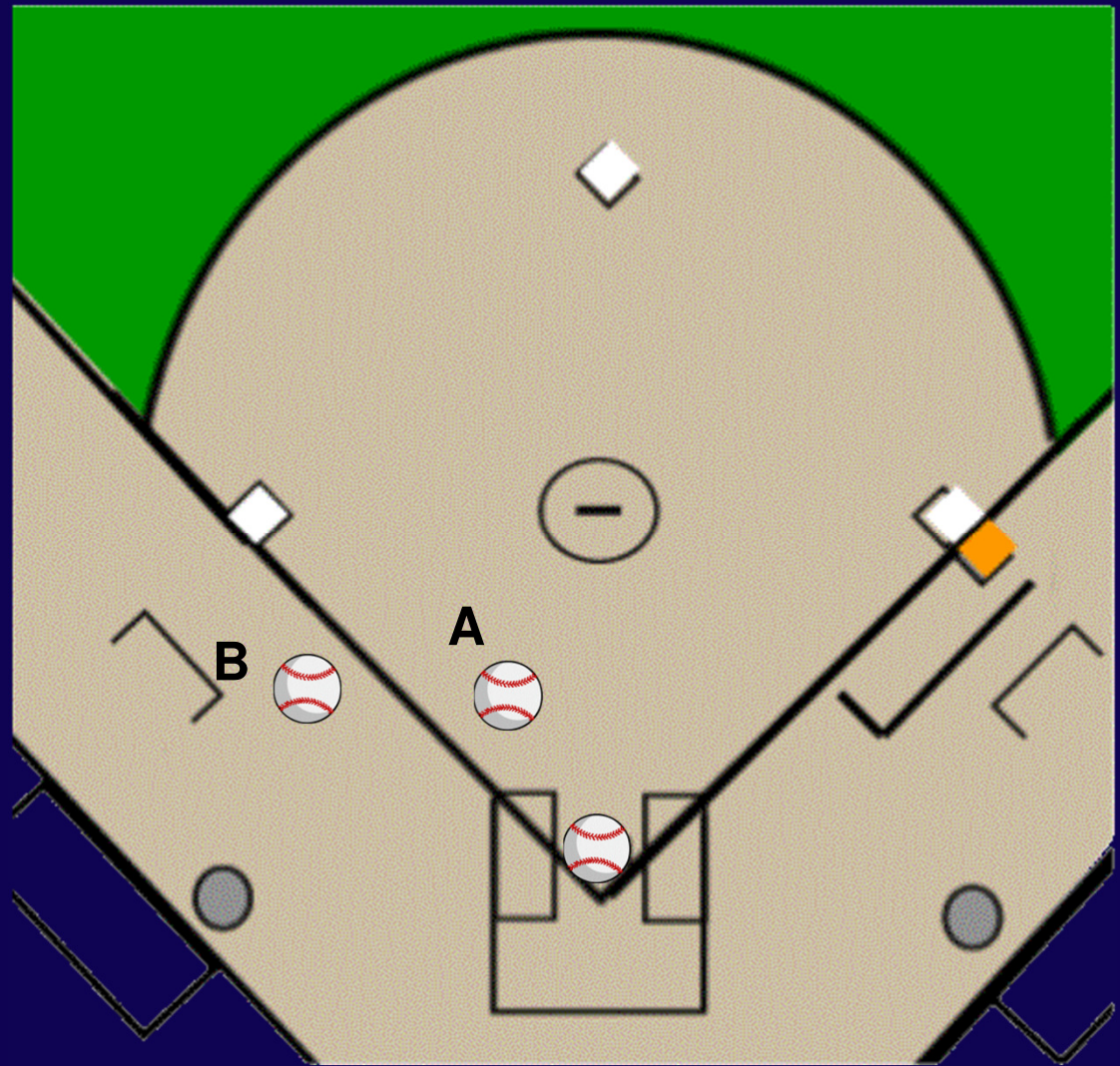
FAIR



Fair Foul Test #2

Ball hits at point (A)
but spins to point (B)
where it is touched or
comes to rest

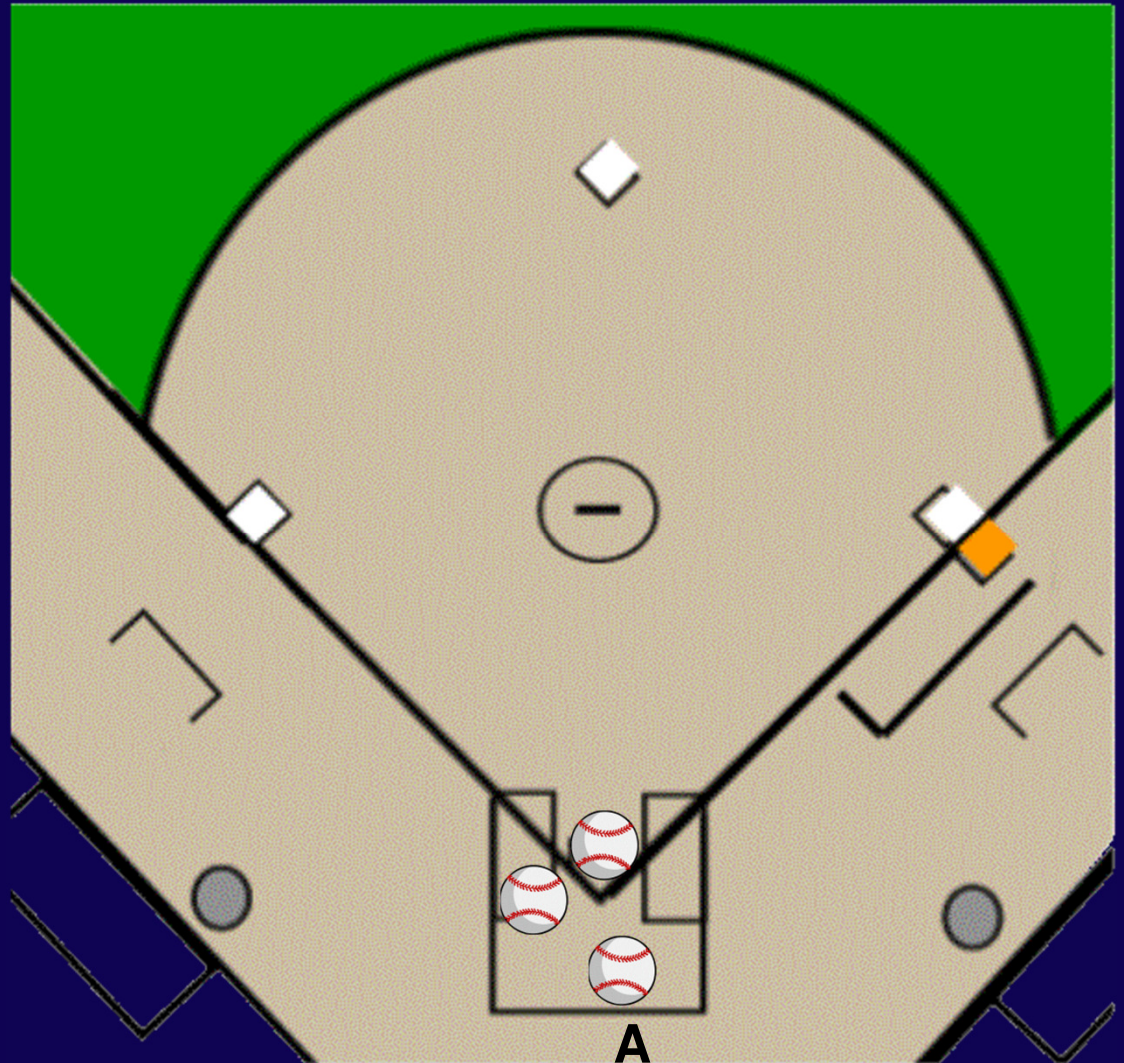
FOUL



Fair Foul Test #3

Ball hits at (A)
then spins
forward to rest
on the plate

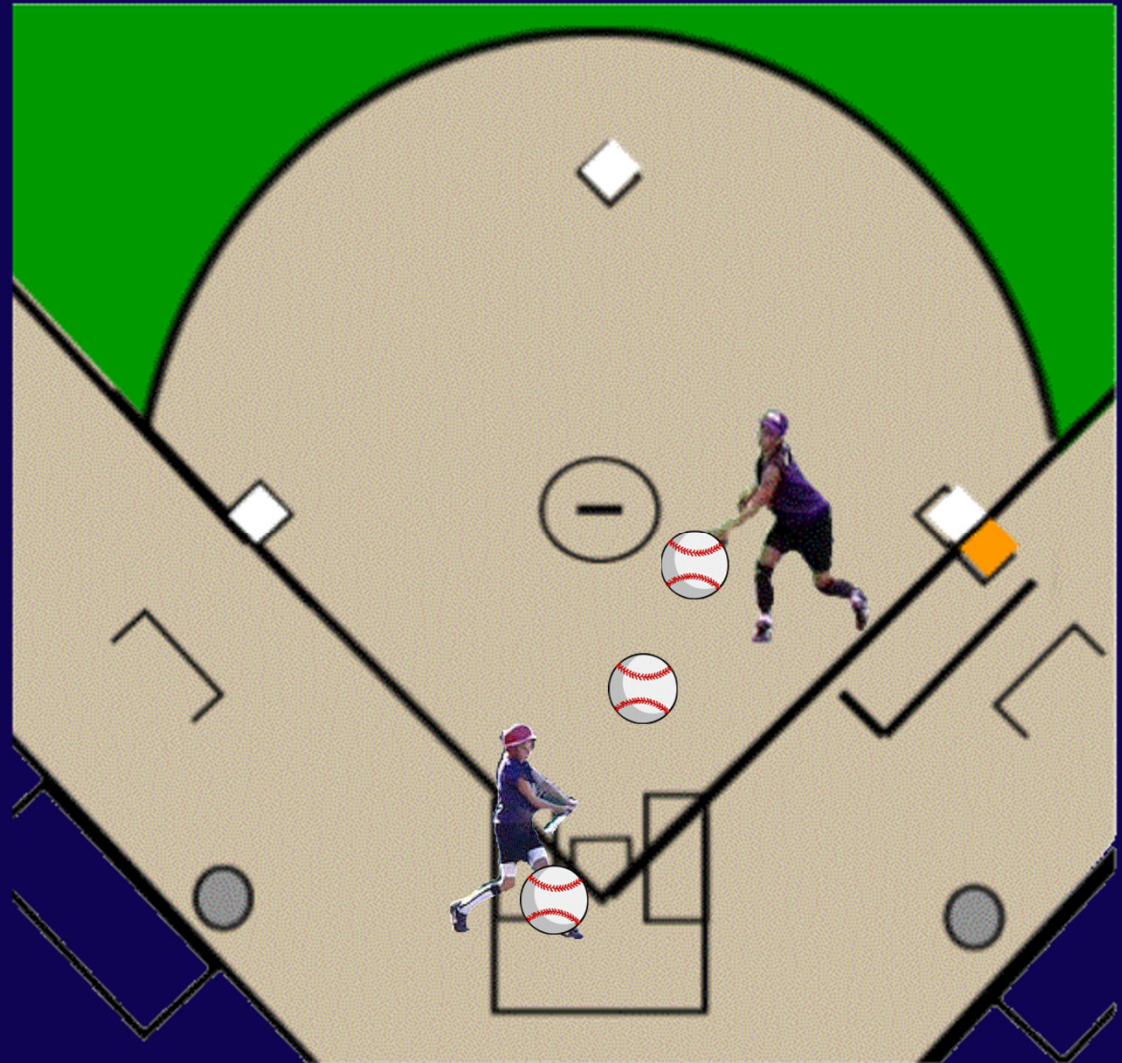
FAIR



Fair Foul Test #4

A batted ball strikes the batter and is fielded in fair territory

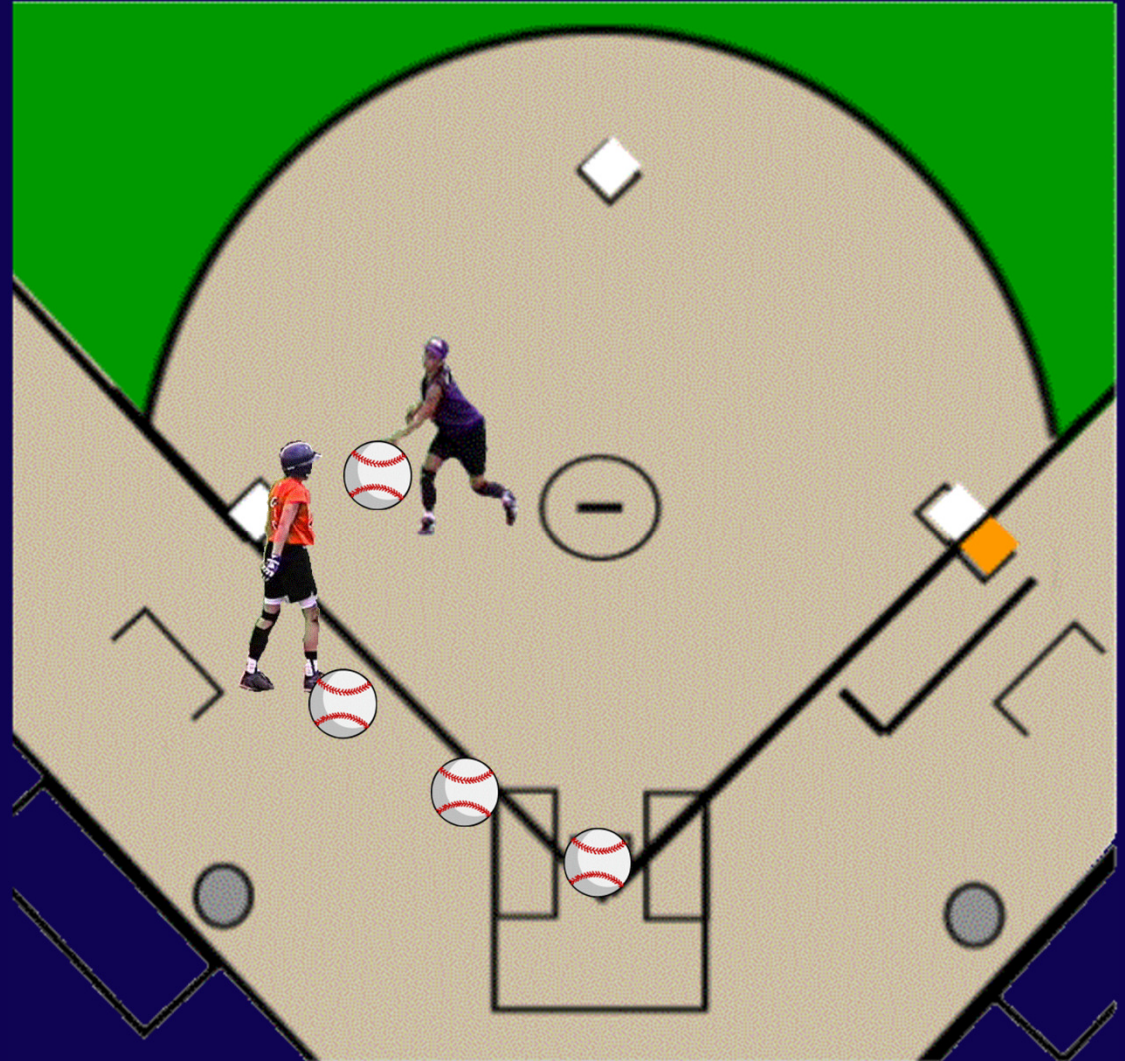
FOUL



Fair Foul Test #5

A batted ball strikes a runner in foul territory then is fielded in fair territory

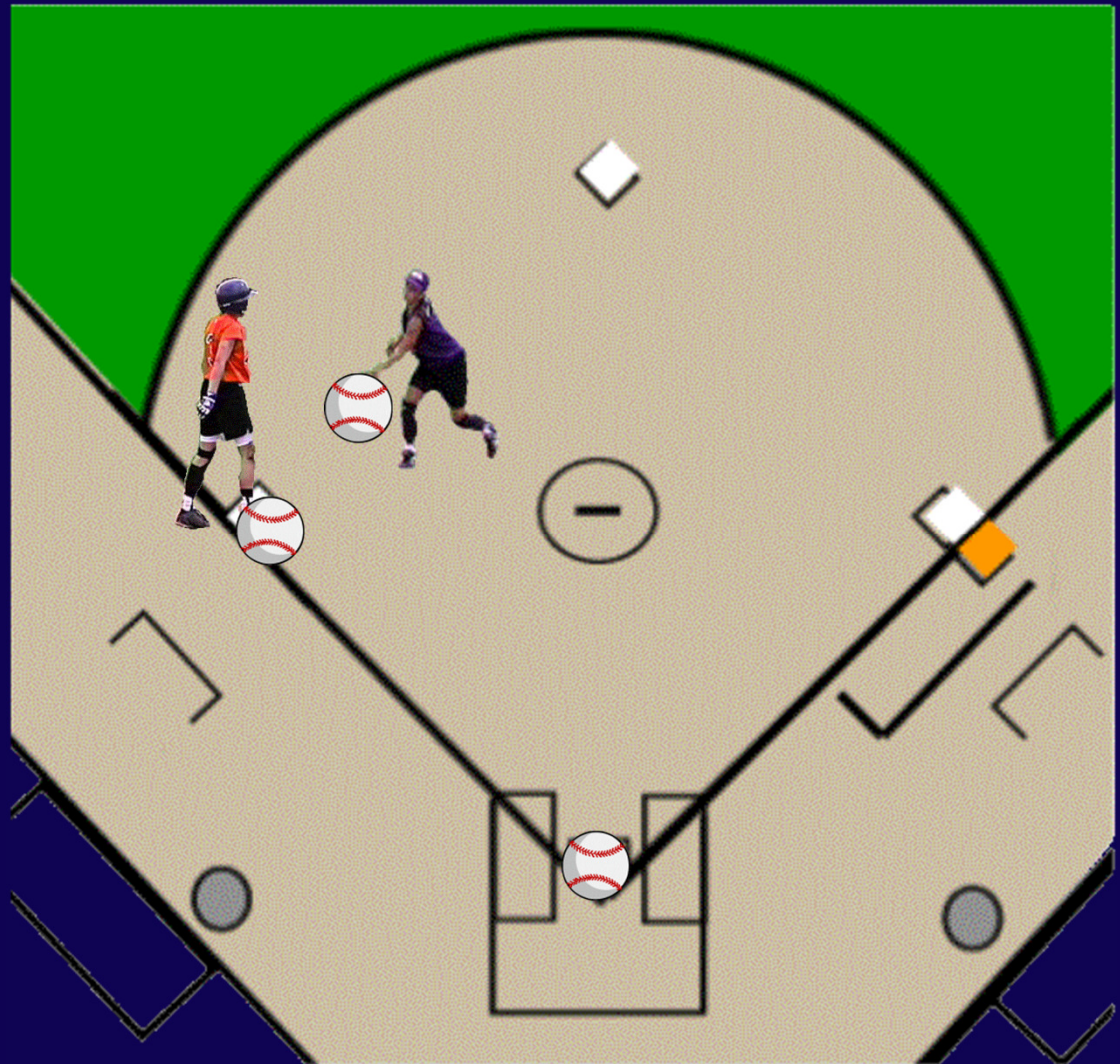
FOUL



Fair Foul Test #6

Batted ball hits the foot of a runner standing on base then is fielded in fair territory.

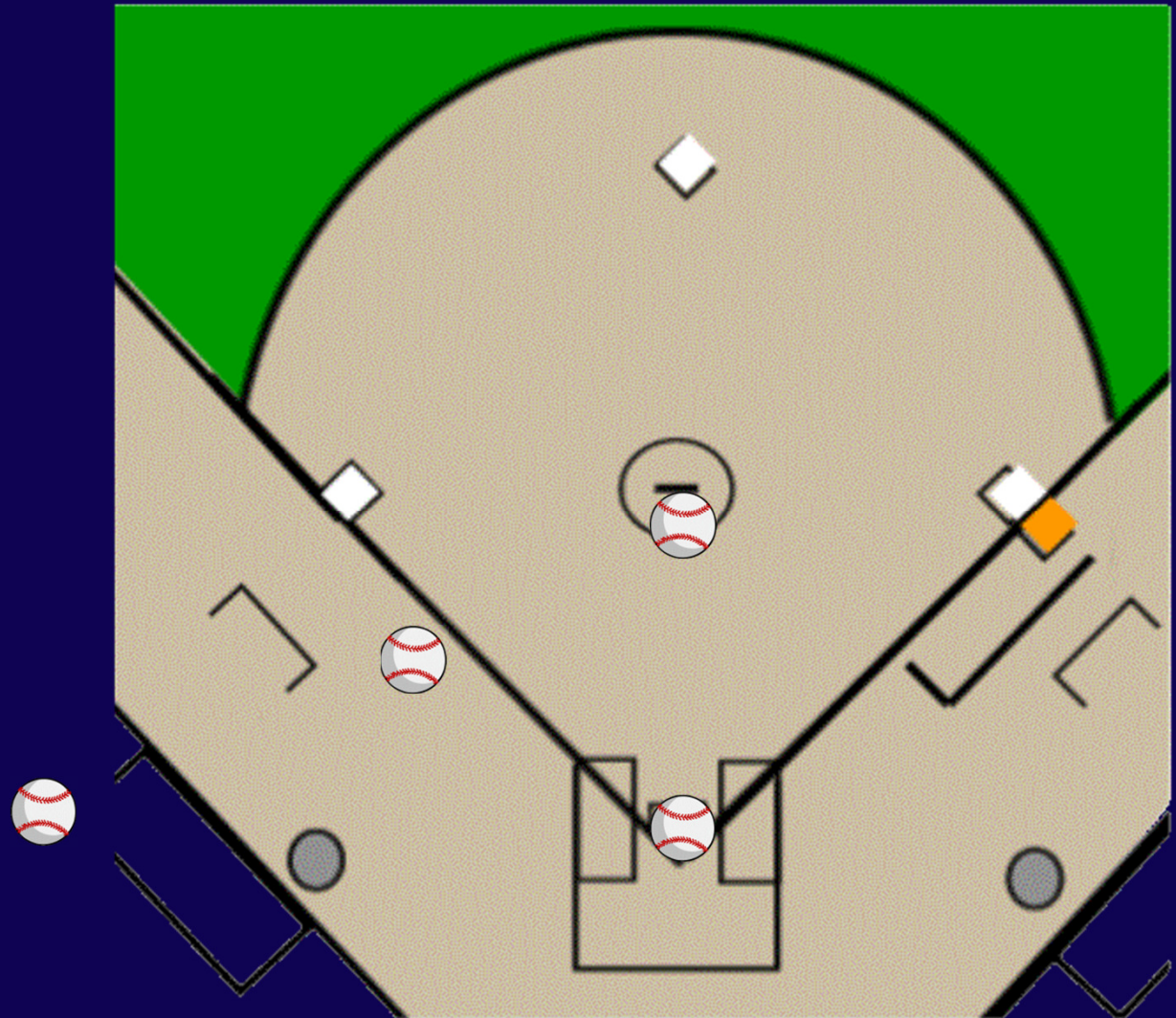
FAIR



Fair Foul Test #7

Line drive hits the
pitchers plate,
bounces between
3rd and home into
the seats

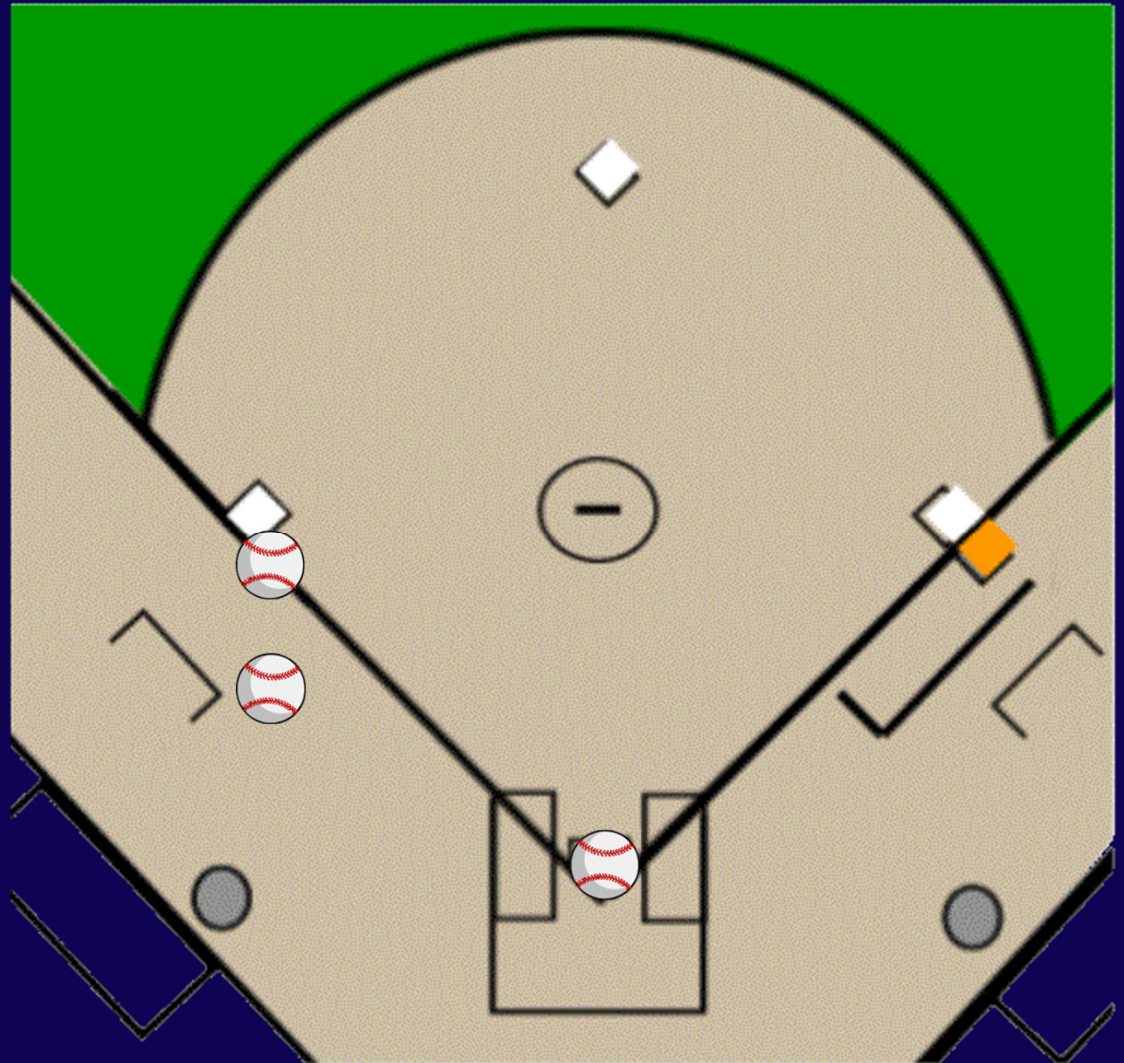
FOUL



Fair Foul Test #8

Ball rolls along the foul line, strikes the corner of 3rd base and settles in foul territory

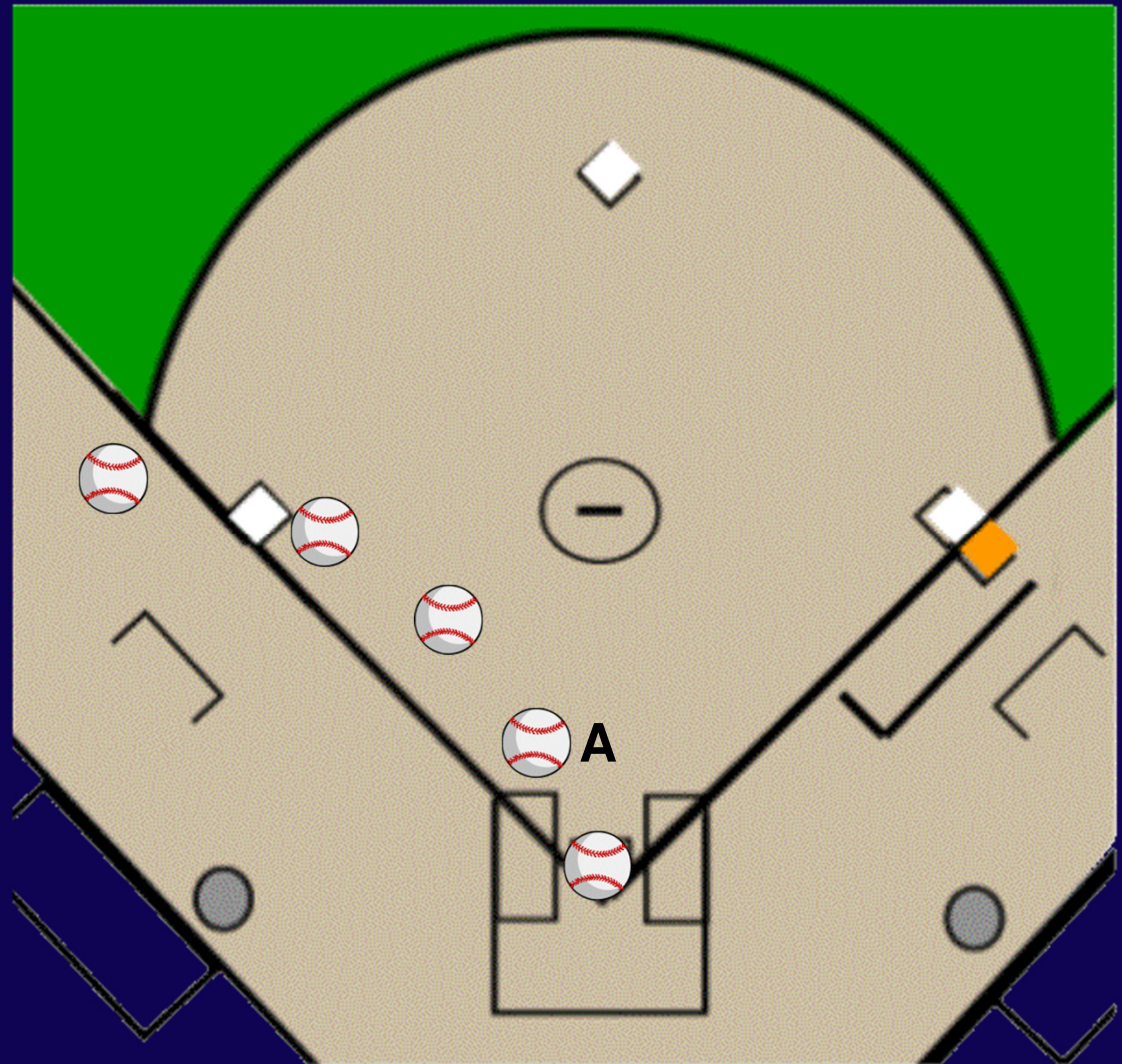
FAIR



Fair Foul Test #9

Ball bounces in front of home plate at point (A), crosses over the base, then settles in foul territory beyond the base

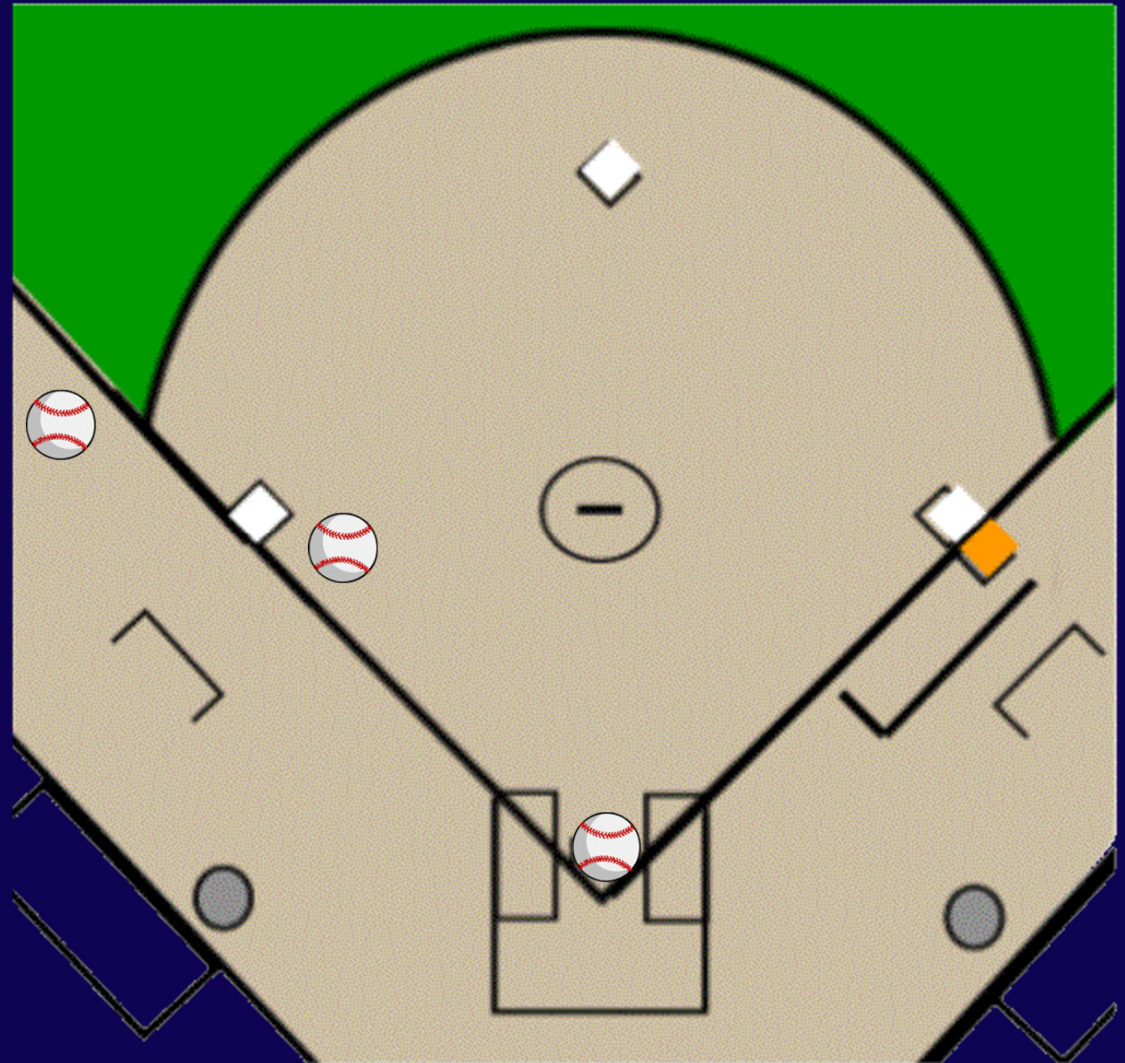
FAIR



Fair Foul Test #10

A ball hit in the air goes over 3rd base then first touches the ground in foul territory

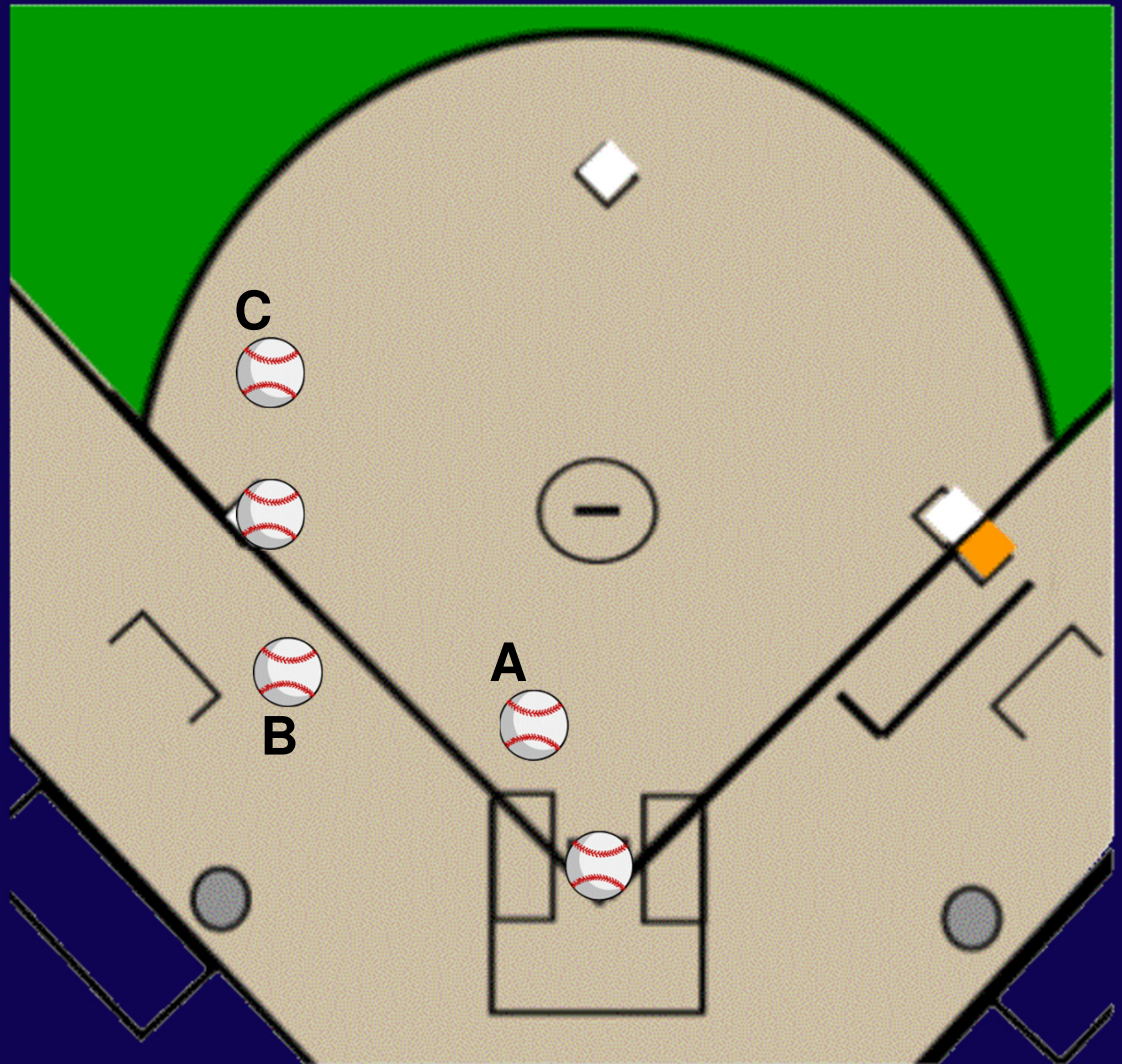
FOUL



Fair Foul Test #11

Ball hits point (A),
spins to point B,
hits a pebble and
crosses 3rd base
settling at point C

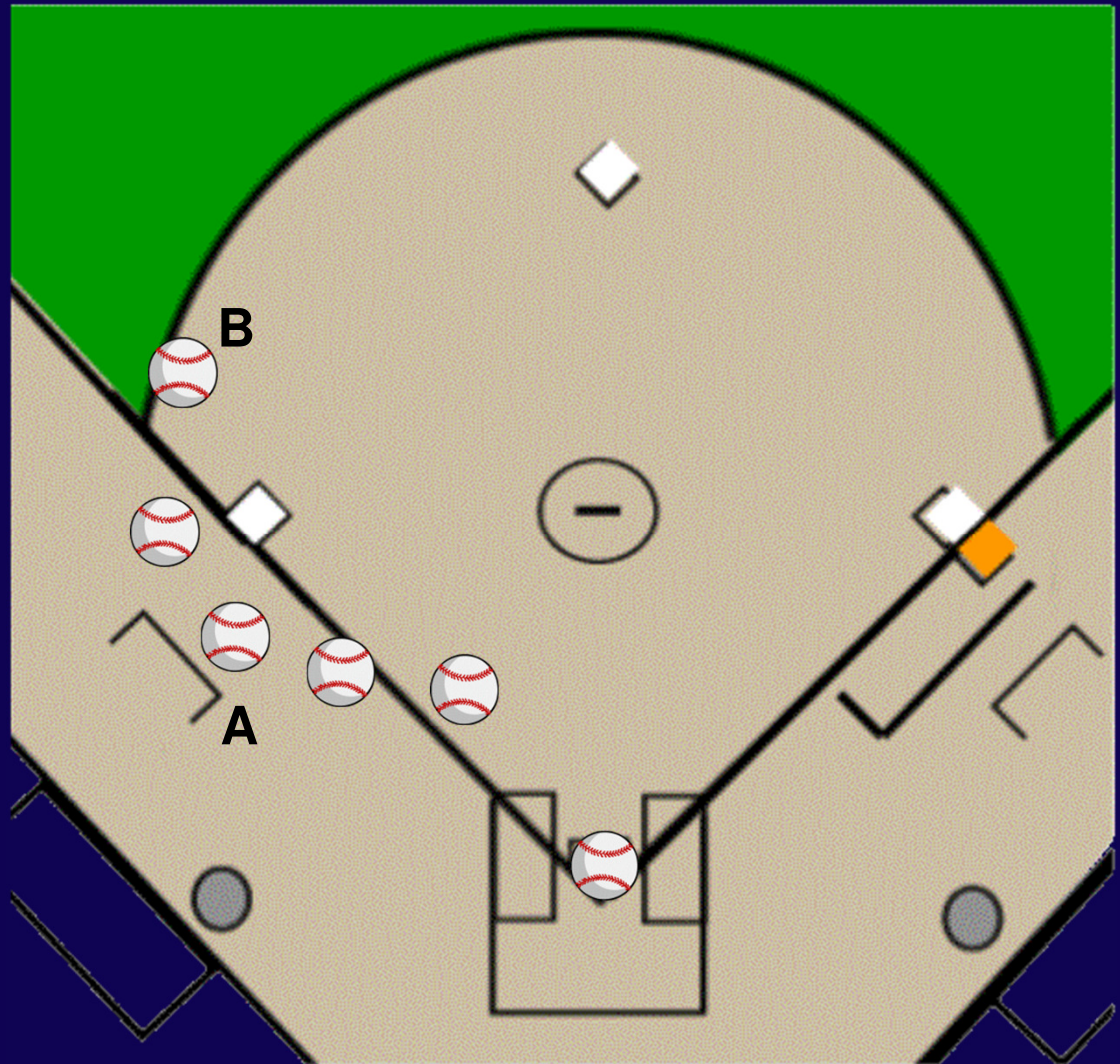
FAIR



Fair Foul Test #12

Ball rolls in fair territory, dips foul to point (A), after passing behind the base hits a pebble and settles at point (B)

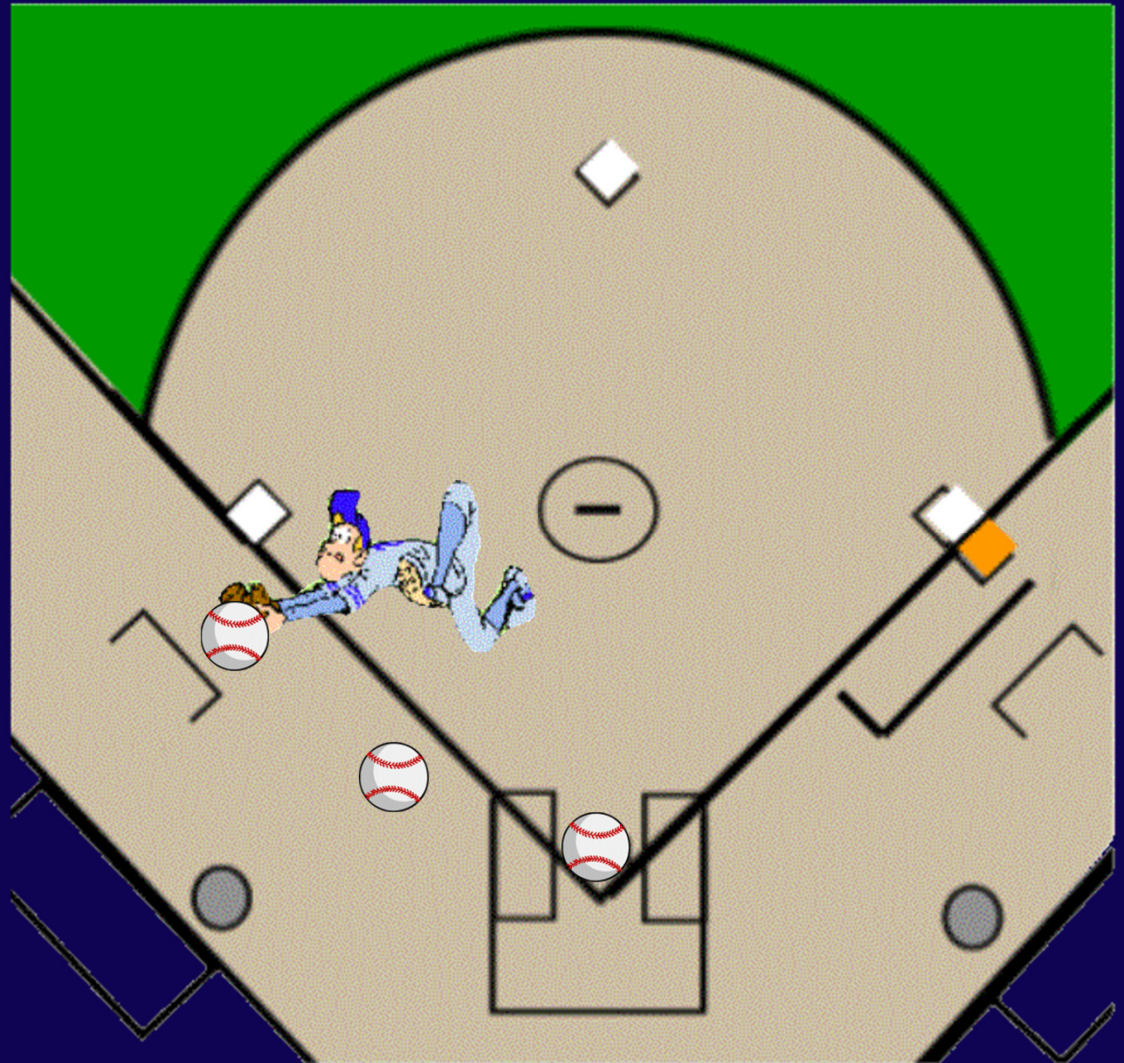
FOUL



Fair Foul Test #13

3rd baseman
standing in fair
reaches into foul and
touches fly ball

FOUL

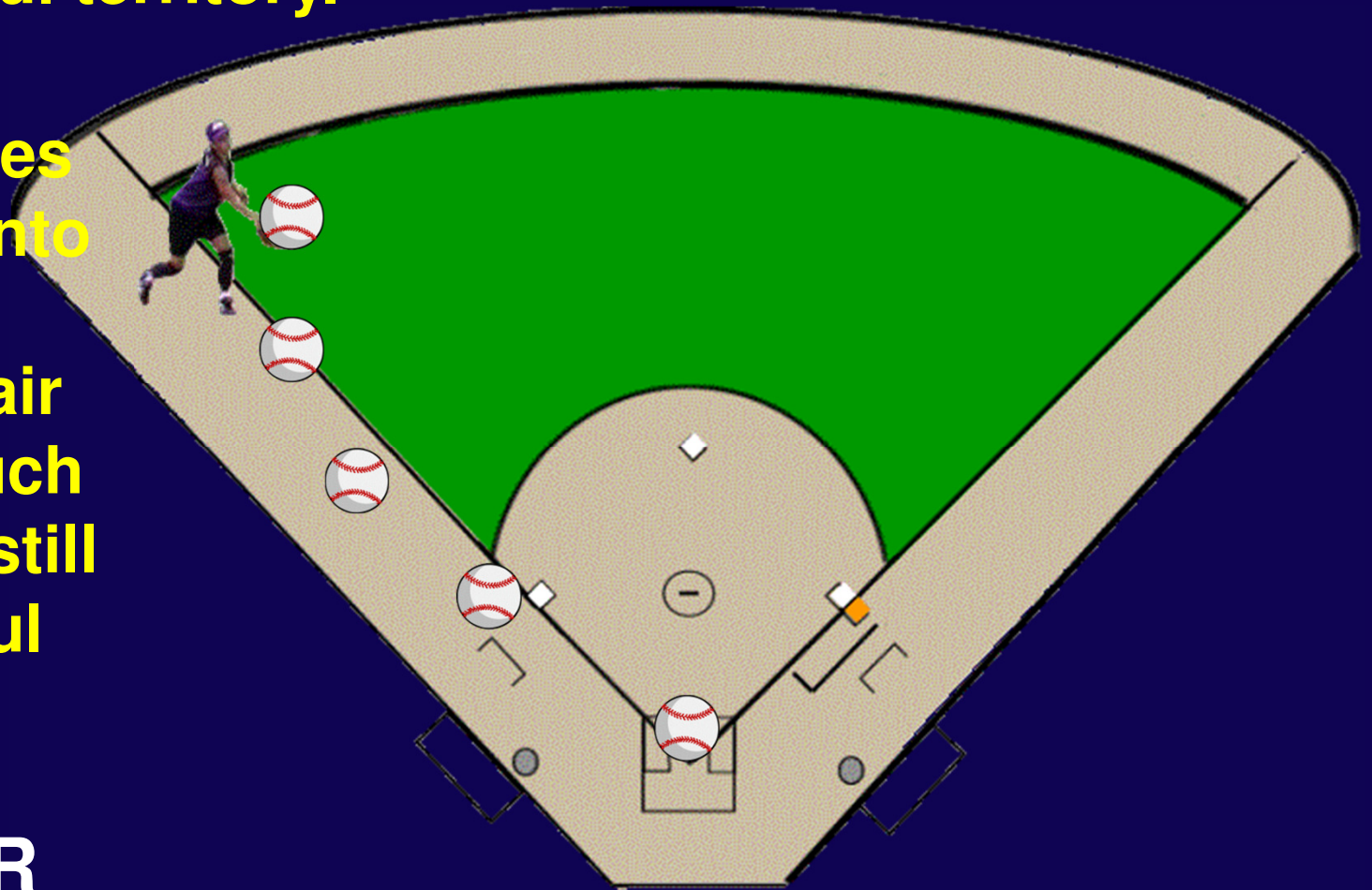


Fair Foul Test #14

Fielder is in foul territory.

The wind carries the ball back into fair. Fielder reaches into fair territory to touch the ball while still standing in foul territory.

FAIR





Rules That Cause The Most Grief

Between 300 and 600 calls per game!

Strike Zone

- Over home plate
- Between batter's armpits and top of the knees
 - Natural batting stance
- Includes the diameter of the ball
 - Any part of the ball passing through any part of the zone can be a strike

U9 Specific Rules

- No Walks
 - After Ball 4, the batter's coach pitches
 - 4-0 = 3 pitches
 - 4-1 = 2 pitches
 - 4-3 = 1 pitch
 - All coach pitches are strikes
 - No stealing on coach pitch
- Home Run Line
 - Ball hit past the line is a Home Run
 - On ground OR in air

Basic Pitching Rules

- Front foot on pitching rubber
- Slingshot and windmill are both permitted
- Start hands apart, ball can be in hand or glove
- Hands together and PAUSE (2-5 seconds)
- Dropped ball by pitcher
 - Before pause is not a pitch, ball is live
 - During or after pause IS a pitch (ball), ball is live



Leadoffs and Pitcher's Circle

- If Pitcher has ball in circle
 - Runners must immediately return, or advance
- Runners cannot leave base before pitcher has released the ball
 - EFFECT: Dead Ball, Runner is OUT for leading off too soon

Hit By Pitch

- Batter awarded 1st Base
- No rule about removing pitcher
- Batter must attempt to move out of the way
 - Umpire's Judgement
- Hands are NOT a part of the bat
- Batter hit in strike zone
 - EFFECT: Dead Ball, STRIKE

Bunting

- Allowed at all levels
- Bat does not need to be drawn back
- Intention to hit ball – Umpire's Judgement



Failing to Touch a Base

- APPEAL PLAY – Umpire must be notified by non-offending team
 - DO NOT listen to score keeper
 - Umpire must see missed base in order to call it
- EFFECT: Runner who missed base is OUT
 - If 3rd Out, runs score only if they are ahead of the runner who missed the base and if runner does not miss 1st base. The runs count if the runner misses 2nd , 3rd or home plate and the scoring runners are ahead of the runner that missed the base.

Double Base/Overrunning 1st Base

- Runners can turn either way
- Can be put out if there is an intent towards second base
 - Umpire's Judgement
- Play from FAIR territory
 - Runner must use ORANGE
- Play from 1st Base FOUL territory
 - Runner may use either base
- After initial play – WHITE BASE ONLY

Ball Out of Play

- Thrown Ball
 - Runners awarded two bases from the time of the throw
 - “The base they would have advanced to, plus one more”
- Pitched Ball
 - Runners awarded one base from the time of the pitch
 - “The base they would have advanced to”
- NOTE: If a runner is returning, the award is determined as if they were advancing

Two Runners on a Base

- Who is entitled to it?
 - Runner who owns it
- Runner forced to bag is entitled
- Second runner must return to last base
- No automatic outs – runner must be tagged
 - If both are tagged, second runner is OUT



Overtaking Another Runner

- Ball must be LIVE for a call to be made
 - If Dead Ball/Foul Ball, there are no OUTs
- Runner who is passing is OUT

Defense Playing on Base Path

- Fielder can play there until there is a runner advancing
- Fielder entitled to make play on the ball – runner must avoid
- No ball = fielder must move (Obstruction)

Tagging Up on Fly Ball

- APPEAL PLAY (Like a missed base)
 - Non-offending team must ask Umpire
- Runner must stay on-base until ball is first touched by fielder
- Runner is allowed to return to base after ball is caught
- Runner is OUT when:
 - Non-offending team appeals
 - Defense throws ball to the base before the runner re-tags

Foul Tip

- A batted ball that:
 - Goes directly from the bat to the catcher's hands/glove
 - Does not go higher than the batter's head
 - Is legally caught by the catcher
- Must be caught
- STRIKE
- LIVE Ball
- On third STRIKE the batter is OUT

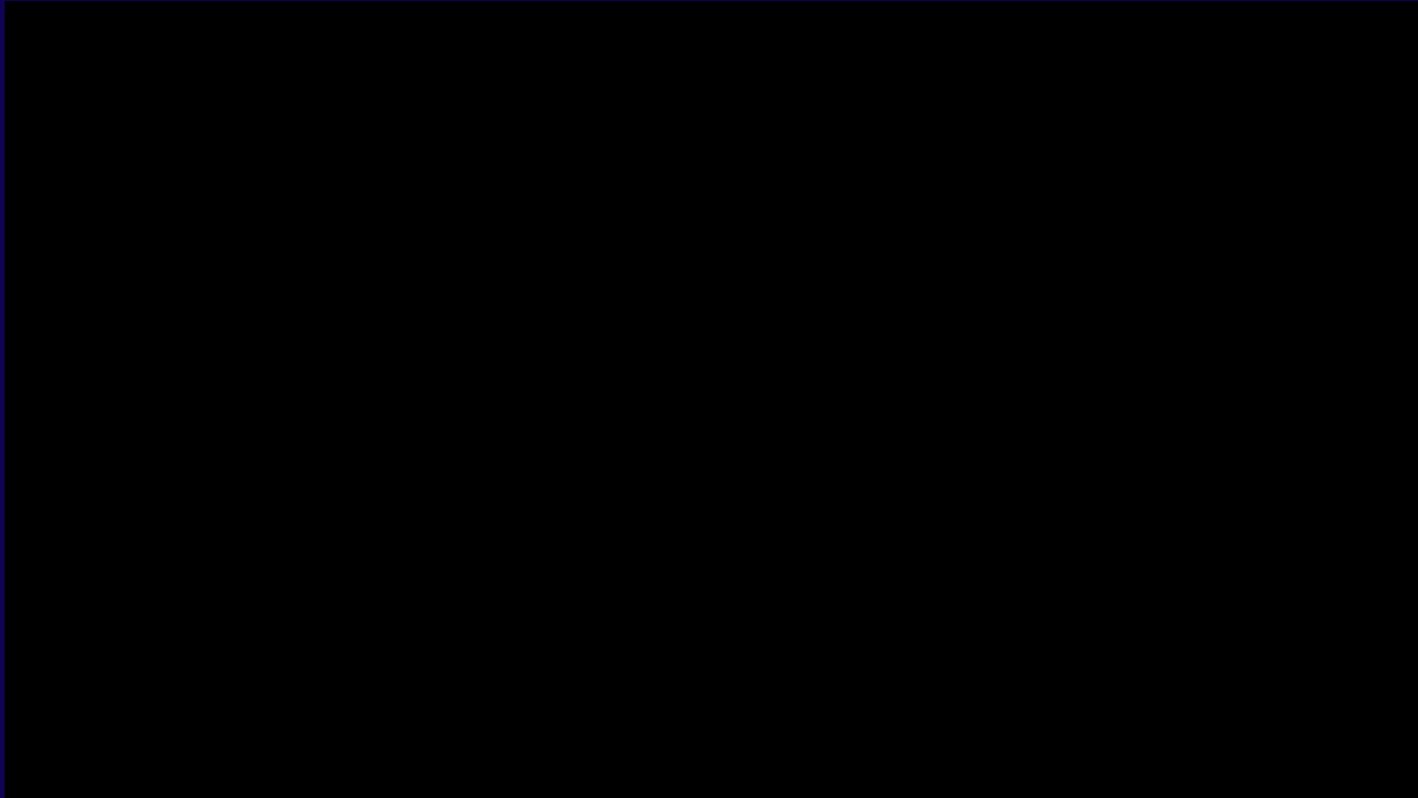


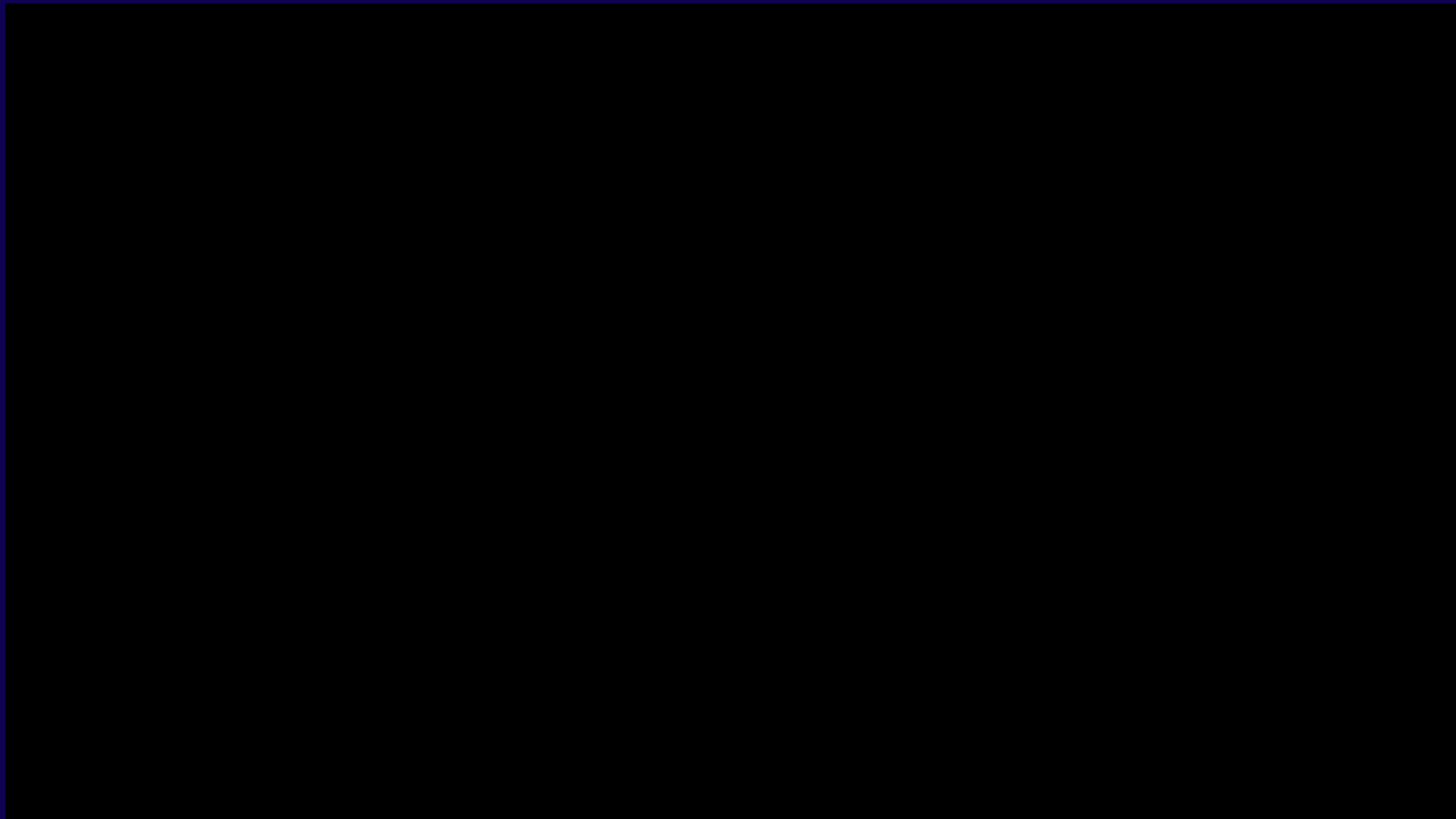
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5 Minute Comfort Break

Interference

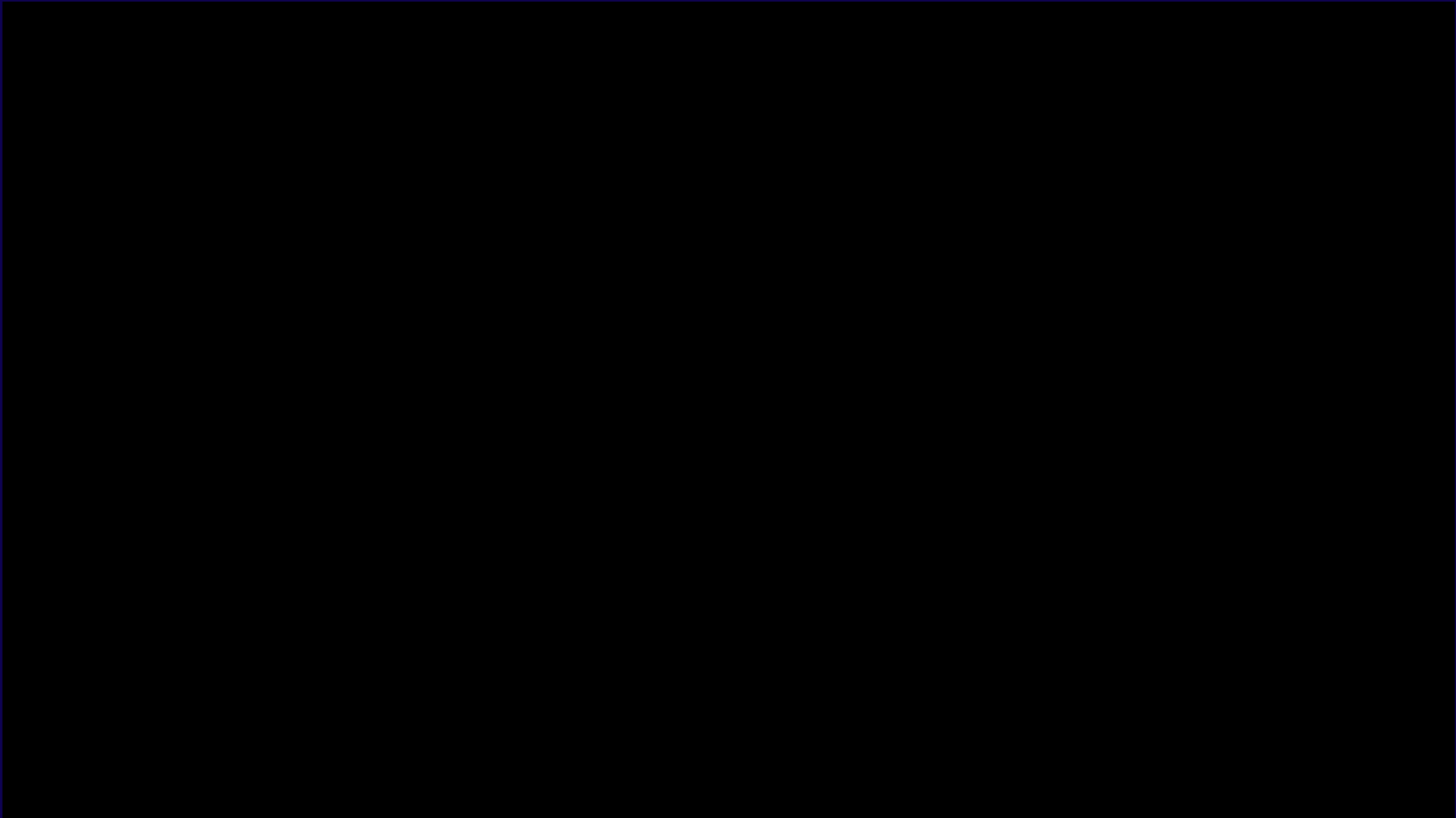
- OFFENSIVE player interfering with a Defensive player
- Examples:
 - Runner collides with fielder
 - Runner hit by fair batter ball BEFORE a fielder (excluding the pitcher)
 - Batter interfering with a play at the plate
 - Coach/Player verbally distracting the defense (may draw a throw)
- EFFECT: DEAD Ball, Runner is OUT. Other runners return to base held at time of interference

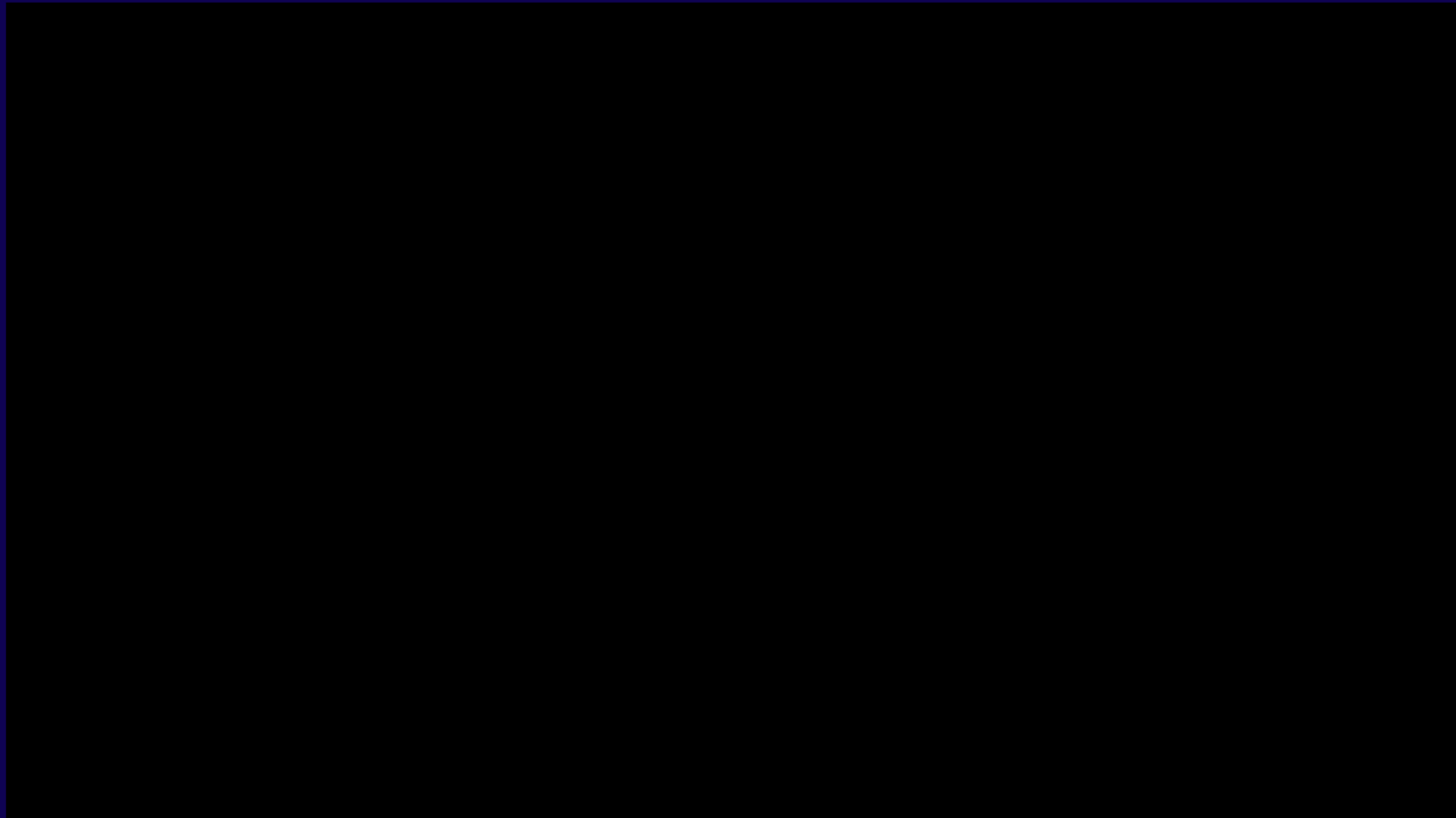




Obstruction

- DEFENSIVE player obstructing an OFFENSIVE player (Runner)
- Examples:
 - Baseman blocking the base
 - Fielder in the way of the runner (does not have possession of ball)
 - Fielder misplays the ball, goes to retrieve it and obstructs runner
- EFFECT: Delayed DEAD Ball – if runner is OUT, call “DEAD BALL,” runner is SAFE. If runner is SAFE – no call.
- Runner is at liability to be put out if they pass the base the umpire believes they would have achieved without the obstruction





Batting Out of Order

- Discovered while incorrect batter is batting
 - Switch for correct batter
 - Keep the same count
 - Any runs scored remain
- After the at bat is complete and before the next pitch
 - Batter who should have been hitting is OUT
 - All runners return to previous base
 - Any out made during the play remain OUT
 - If the 3rd out was made on the play then correct the order but no additional outs given

Batting Out of Order

- After the at bat is complete, after the next pitch
 - The at bat is LEGAL
 - All runner advancements stay including runs scored
 - Next batter is whoever follows the player that batted out of order
 - Any batters that didn't hit are skipped
 - If the next batter is on base skip them and go to the next player
 - No outs awarded

Dropped Third Strike (U15 and Above)

- 3rd Strike Pitch is dropped or not legally caught (bounces)
- Runner may advance to first with liability to be put out
 - Less than 2 out and first base is occupied
 - 2 outs, regardless of runners

Infield Fly (U15 and Above)

- Runners on 1st and 2nd, or 1st, 2nd and 3rd
- Less than 2 OUTs
- Fair fly ball (not a line drive or bunt)
- Caught with reasonable effort by an infielder
- EFFECT: Batter is OUT
- Runners are NOT forced to advance
- Runners must tag up

Open Inning

- No limit to number of runs scored per inning
- Declared by the Plate Umpire
- If Open Inning is complete BEFORE the time limit
 - Game is OVER – no additional innings
- If Open Inning is NOT Declared and time limit reached
 - Game is OVER – NO Open Inning

Hands are NOT A Part of the Bat

- Pitched ball swung at, hits hands not in strike zone
 - DEAD BALL
 - Runner awarded 1st Base
- Pitched ball swung at, hits hands IN strike zone
 - DEAD BALL
 - Foul Ball
- If ball hits hands and bat simultaneously, it is assumed it hit the hands first

Sliding

- NO RULE stating a runner must slide (including home)

Established Base Path

- Imaginary line (three feet) on either side of the offensive player to the next base
 - Not necessarily the base 'line'
- Path established when the defence attempts to make a play on the runner
- Applies regardless of advancing or returning
- Runners do NOT have to run in a straight line to/from bases

General Playing Rules

- Calgary Minor Softball Association Handbook
 - U9 Page 19-22, U11+ and 22-30
- Online – Calgary Minor Softball Association Website
 - http://calgaryminorsoftball.com/page.php?page_id=39230
- Runs Per Inning
- No New Innings (Time Limit)
- Open Innings

Run Ahead Rule ((Softball Canada Rule 1.2.3)

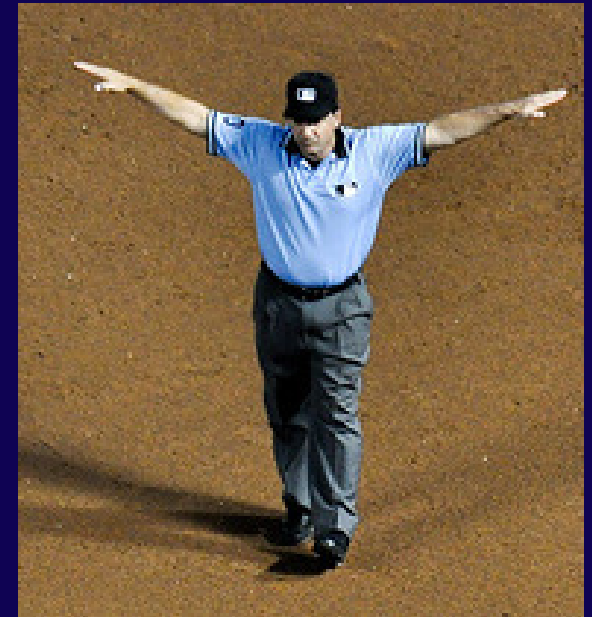
- A run ahead rule shall result in the conclusion of the game when:
 - 1. 15 or more runs after 3 innings of play.
 - 2. 10 or more runs after 4 innings of play.
 - 3. 7 or more runs after 5 innings of play.



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Signals and Mechanics

Signals



Mechanics

- The 4 Elements
 - Ball
 - Base
 - Offense
 - Defense
- Angle vs Distance



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QUESTIONS?

assignor@cmsua.ca

403-800-6360