The Game

• Similar to Baseball

• Two teams compete against one another to get each other out and score runs on the opposing team

• More relaxed than other sports we officiate, but for this reason, involves more mental focus and individual effort
Game Elements

• **Players** – Each team is made up of 10 field players. A team must have at least 9 players to begin the game.
  – A team may bat up to 12 players; a team will field 10 players
  – In the case of injuries/ejections, a team may continue with as few as 8 players
  – Coed: 5 males, 5 females; At least 4 females must be present to start the game

• **Game Length** – A game will consist of 7 innings, or 50 minutes, whichever comes first.
  – No new inning will begin once 50 minutes has been reached
Game Elements

- **Mercy Rule:** The game will be ended if ahead by:
  - 20+ runs – after 3 full innings
  - 15+ runs – after 4 full innings
  - 10+ runs – after 5 full innings

- **Extra Innings:** If tied, the game will go into extra innings.
  - The final recorded out from the previous inning is placed on 2\textsuperscript{nd} base (1\textsuperscript{st} extra inning)
  - The final recorded out from the previous inning is placed on 3\textsuperscript{rd} base (2\textsuperscript{nd} extra inning)
Game Equipment

• Only use provided 12” softballs

• All bats must have ASA certification
  – Check all brought bats prior to start of game

• No metal cleats allowed – check when checking IDs

• NO JEWELRY!
Starting the Game

• Rock-paper-scissors to determine which team is home and away.

• Teams who do not have the minimum players required to legally begin the game within 10 minutes of the scheduled game time will forfeit.
Scoring

• Teams attempt to bat in base runners in order to score runs.

• When scoring, all base runners must touch the orange extension mat for the run to be counted.
  – If a runner misses the orange mat, do not make a signal. Only on an appeal can you make your judgment call.
Scorekeeping

• Each team is required to keep their own score while batting.

• Teams must fill-out batting order prior to start of game – get this done early!

• At the end of each half inning, the scorebook must be brought to you for verification purposes.

• If a discrepancy exists, you will have final judgment on the correct score.

• Make sure to hustle to keep the game moving.
Substitutions

• Subs may enter the game on either offense or defense.

• Any sub must play at least one full inning before being subbed out.

• Teams are allowed unlimited substitutions.
Group Rules

• We will break off into groups to read through remaining rules
Game Procedures – Pitching

- Limited Pitch Arc
  - Min: 6 feet
  - Max: 12 feet
  - Illegal Pitch

- Foot must be in contact with rubber through release of pitch
Game Procedures – Pitching

• Any ball that hits home plate or the extension will be a strike (unless it is an illegal pitch)
Game Procedures – Batting

• All batters: start w/1-1 count
  – Once a batter gets to two strikes, a foul ball on his/her third strike will result in the batter being “out”

• Batters may not step on the plate, cross over mid-pitch, or step wildly outside of the “batter’s box”
  – All of these will result in the batter being “out”

• There is no “bunting” allowed – must be full effort
Game Procedures – Base Running

• Courtesy Runners (for injury only)
  – Must be announced prior to the at-bat
    • Unless injured during the play
  – Must be replaced by the last recorded out of the same gender, or by someone who has not entered the game
  – Batter must achieve first base

• Stealing/Lead-Offs
  – NOT ALLOWED – runner must remain on the base until the ball is contacted
    • Result: Dead Ball, pitch does not count, runner is out
Game Procedures – Base Running

• Runner Interference –
  – An act by the offense that confuses, hinders, or impedes the defense’s ability to execute a play or catch a ball
  • Result: Ball is dead, runner is out

• Defensive Obstruction –
  – The act of a fielder, while not in possession of the ball or in the act of fielding a batted ball, which impedes the progress of the base runner who is legally running bases
  • Result: Play continues, and umpire judgment is made on base achieved
Game Procedures – Base Running

• Tagging Up (less than 2 outs)
  – When a runner is on base and a fly ball has been hit, the base runner has the opportunity to “tag up”
  – To do this, he/she must wait until the ball has been caught
  – Then, and only then, may he/she advance to the next base legally

• Ball Thrown Out-of-Play
  – All base runners receive the base they are attempting PLUS one additional base from the point that the throw was made
  – Examples
Game Procedures – Appeal Play

• When you notice a potential appeal play, you do nothing
  – ie. Runner missed base, did not tag up properly, illegal bat, batting out of order

• Once “time” is called, if defense appeals, then you step in:
  – Saw what happened – make judgment
  – Did not see – talk to partner—if doubt, assume the play stands legally
  – Your judgment CANNOT be protested (ie. Fair/foul)
Game Procedures – Infield Fly

• “Infield Fly” Rule:
  – With runners on first/second, or bases loaded, and less than 2 outs, an infield fly situation exists
  – An infielder must be able to catch a fair batted fly ball with regular effort
  – All criteria met – batter is out, runners may advance at own peril
  – If on foul line, remember “if fair”
  – Reasoning for the rule…
Umpiring Mechanics

- Signals
  - Out
  - Safe
  - Fair
  - Foul/Dead Ball
  - Strike
  - Ball
  - Illegal Pitch
  - Infield Fly Rule
Positioning

- **ASA Slides**

- **Plate Umpire** – Initially stand behind hitter’s closest hip
  - Responsibilities: Pitcher, balls/strikes, 3rd base and Home Plate calls, infield fly, fair/foul

- **Field Umpire** – will stand to either side of the second baseman and behind about 6 feet
  - Pitcher, 1st base and 2nd base calls, helps on 3rd base calls (batter with runners on)
  - Plays at first base – ball must get there BEFORE runner gets there

- **Movement once ball is hit involves hustle and creating an angle for yourself**
  - On a “tag up” play – make sure you are where the ball will be going
Succeeding as an Umpire

• Mental Focus

• Composure

• Anticipate, don’t assume
  – Making the tough call; “selling your call”
  – Let the play run it’s course

• Hustle and keep the game moving
  – Calling “time” appropriately
Questions?

• On-Field Training ➔
  – Tuesday, April 8 at 7:00pm
• Don’t forget to set your W2W availability!