



BASEBALL MANITOBA
— U M P I R E S —

UMPIRE DEVELOPMENT
LEVEL 2 UMPIRE'S WORKBOOK

DEFENSE



Dear Baseball Manitoba Level 2 Umpire,

Welcome to the Baseball Manitoba umpire training program. On behalf of the Baseball Manitoba executive, we thank you for your continued interest in our program. The umpires' program is only successful because of dedicated individuals like you.

As a Level 2 umpire, you will complete a three-year training program which is intended to provide you with in-depth training in all aspects of the two-umpire system and a complete overview of all basic baseball rules. Many concepts introduced in Level 1 will be further developed in all years of the program through detailed on-field drills. In addition, each year of the program will introduce new material focusing on a different aspect of the baseball rules.

Whether this is your first, second, or third Level 2 clinic, you will find many valuable resources in this Student Workbook. We encourage you to participate fully today, to regularly access our website at www.baseballmanitoba.ca for continued learning, and to refer to this Student Workbook often throughout the season. The amount that you will gain from this material will be dependent on the effort you put forth.

As an experienced umpire, you are an important part of the baseball system in Manitoba. You have already demonstrated your commitment to umpiring in Manitoba, and it is our hope that this clinic will allow you to continue to develop your skills and to gradually umpire at higher levels of play.

Above all, don't forget to have fun, and enjoy the friendship of your fellow umpires.

Yours in baseball,

Ashton Liskie
Vice President of Umpire Development
Baseball Manitoba





ACKNOWLEDGEMENTS

The Baseball Manitoba Umpire's Development Program materials have been developed by the Baseball Ontario Umpires' Committee.

We would like to thank the many Baseball Ontario Course Conductors who contributed to the creation of this program in a wide variety of ways. Their input has been integral to the success of this program.

Sources

Baseball Canada – Canadian Content Baseball Rules
Baseball Canada 2 Umpire Positioning Manual
Baseball Canada Umpires' Committee – Rule Interpretations
Baseball Ontario Constitution, Playing Rules and Regulations
Baseballumps.com
Official Rules of Baseball
Ucomics.com

© 2012 Baseball Ontario, 131 Sheldon Dr., Unit 3, Cambridge, Ontario N1R 6S2
Phone (519) 740-3900 Fax (519) 740-6311

All Rights Reserved

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording or by any storage or retrieval system, without permission in writing from Baseball Ontario.





AGENDA

Introduction and Review

30 Minutes

Introduction
Level 1 Review Quiz
Uniform and Equipment

Page 5
Page 6
Page 7

Focus: The Pitcher

40 Minutes

Uniform
Legal Actions
Illegal Actions
Trips to the Mound

Page 8
Page 9
Page 10
Page 13

Rules Session

50 Minutes

Obstruction
Defensive (Catcher's) Interference
Base Appeals

Page 14
Page 16
Page 18

Baseball Manitoba Rules

15 Minutes

Trips to the Mound
Catch and Carry

Page 20
Page 20

On Field Session

2 ¾ Hours

Fly Ball Coverage
Base Hit Coverage
Base Mechanics
Plate Mechanics
Positioning Drills

Page 21
Page 22
Page 23
Page 26
Page 28

Test/Wrap Up

30 Minutes



INTRODUCTION AND REVIEW

The purpose of the Level 2 program is to further develop and refine the basic skills learned in Level 1. This 3-year program will focus on a different aspect of the baseball rules each year. This year's focus is on rules specifically related to the defensive team.

Introduction

Baseball Manitoba Contacts

Supervisor of Umpires

Ashton Liskie

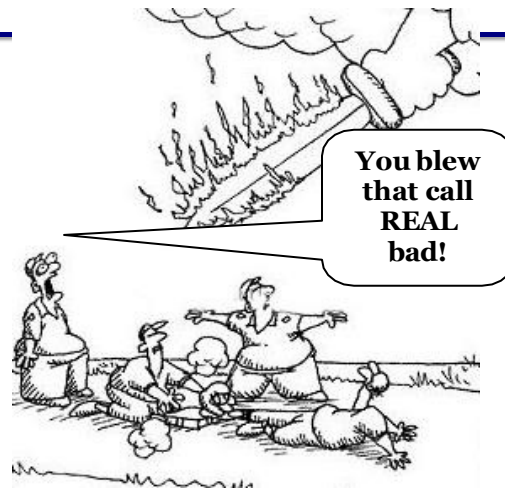
Umpires' Committee Members

Ashton Liskie
Ron Shewchuk
Josh Braaksma
Will Streilein
Darryl Beckett
Blake Swedlo
Pete Perreault

Today's Clinician

Name: _____

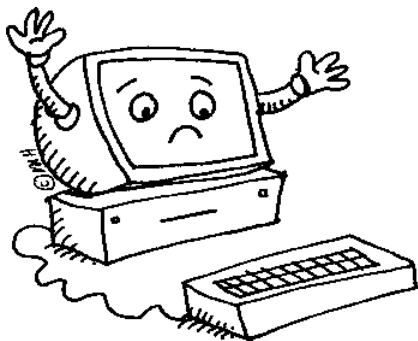
Email: _____



Baseball Manitoba On-Line

Visit Baseball Manitoba's webpage at www.baseballmanitoba.ca

Follow the links to the Umpires' Section for:



- Periodic contests and give-aways
- Committee contact information
- Baseball and umpiring links
- Official Rules of Baseball and all specific Baseball Manitoba Rules

Email baseball.info@sportmanitoba.ca with any baseball rule question.






Level 1 Review Quiz

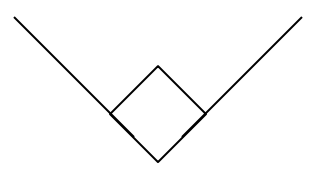
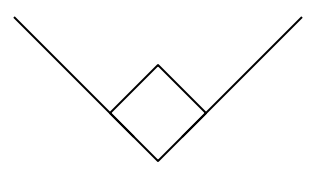
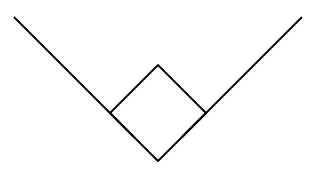
Fill in the blank: or indicate True or False:

1. Give one example of a play. _____

Circle either True (T) or False (F)

- T F 2. When an outfielder throws the ball out of play, all runners are awarded two bases from the time of the pitch.
- T F 3. A ball deflects off the shortstop's glove, hits a runner, and is then caught by the second baseman before hitting the ground. This is a legal catch.
- T F 4. When there is a runner on first, the base umpire should be positioned just outside the foul line about 10 feet behind the first baseman.
- T F 5. The right fielder makes a dive for a batted ball. After the fielder rolls, he drops the ball. The base umpire should indicate that this was a legal catch since the fielder  nds.
- T F 6. The plate umpire is responsible for all fair or foul calls before first base.
- T F 7. With no runners on, the plate umpire should make all catch/no catch rulings on balls hit to left field.
- T F 8. The batter hits a ground ball to the short stop. The short stop throws the ball out of play. The batter-runner is awarded second base.

For each situation below, draw the movement of the umpires and indicate the umpire who should make the call.

 <p>No runners. A fly ball to right field near the foul line. The base umpire signals fair ball. The batter-runner tries for an inside the park home-run. It is a close play at the plate.</p>	 <p>R1. A fly ball is hit to deep right field. The ball is barely on the foul line over the right field fence.</p>	 <p>Bases loaded. There is a pop up between the pitcher and home plate.</p>
---	--	--

Answer:

Answer:

Answer:





Uniform and Equipment Standards

Mention that the items below are required for Level 2 umpires but also describe the complete proper uniform.

Mandatory

- Black shirt with crest
- Black hat (crest is recommended)
- Grey pants
- Black shoes
- Black belt
- Black socks
- Indicator
- Athletic supporter with cup*
- Chest Protector*
- Brush*
- Mask with throat protector*
- Ball bag*



Recommended

- Plate shoes*
- Inside chest protector*
- Small notepad with pen*

Optional Shirts

- Powder blue

Important Notes

1. Optional shirt colours may only be used when worn by all umpires in a game.
2. Umpires must not wear watches, visible jewellery, or carry cell phones/pagers on the field.
3. Failure to follow this dress code may result in loss of accreditation.

* Items marked with asterisk apply to plate umpires only.





FOCUS: THE PITCHER

The rules applying to the pitching position are some of the most important when dealing with the defensive team and are an area of special focus this year.

Uniform and Equipment

Glove

The pitcher's glove may not be:

- _____
- _____
- _____

Uniform

The pitcher's undershirt sleeves may not be:

- _____
- _____

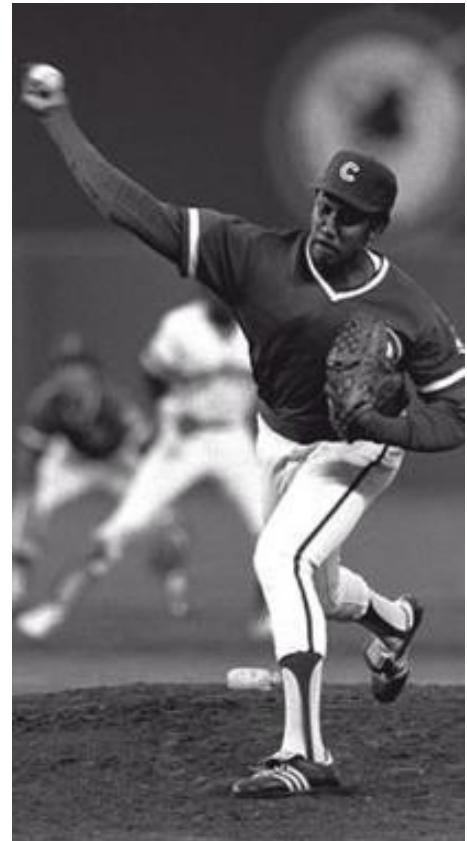
(unless matching the rest of the team)

Limitations

The pitcher may not wear:

- _____
- _____
- _____

Medic alert bracelets are acceptable.



Who is this great Canadian pitcher?





Legal Actions

Taking Signs

The pitcher must take signs **on/off** the rubber. (Circle one)

Positions

The two legal pitching positions are:

➤ _____

➤ _____

What can a pitcher legally do while in contact with the rubber?

1. _____

2. _____

3. _____



Warm Ups

Any pitcher is allowed _____ pitches to warm up (not to exceed 1 minute) upon entering the game or at the beginning of an inning.

Exception

In an emergency situation the pitcher receives as many warm-up pitches as the _____ deems necessary.

Important Note

Emergency situations could include:

- injury
- ejection



Team Canada at the 2004 Olympic Games in Athens





Illegal Actions

Going to Mouth

Criteria

The pitcher can't bring their hand to their mouth or lips while on the rubber. This is a rule change. It used to be the entire mound area.

Penalty

This is a _____ -.

- be loud and clear about what you are calling
- try to prevent this situation before it happens

Exceptions

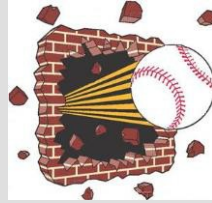
1. If the batter-runner reaches first and all other runners advance at least one base, the penalty should be disregarded.
2. Provided both managers and the umpire agree, both teams' pitchers may blow on their hands in cold weather.





Baseball Myth

**"IF A PITCHER TOUCHES HIS MOUTH
WHILE ON THE RUBBER, IT IS AN
AUTOMATIC BALK."**



REALITY: IT IS A BALL.





Intentionally Pitching at Batter

The umpire is the sole judge as to whether or not a pitcher hit a batter on purpose.

Criteria

Consider:

- level of the players/league
- skill of the pitcher
- control of the pitcher
- situation in the game
- teams yelling back and forth
- prior interactions between the teams
- events of a prior play



Penalty

The umpire has 2 penalties to choose from:

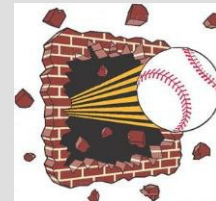
1. _____ the pitcher immediately (and if the umpire feels that the coach/manager was involved, eject the coach too). -OR -
2. _____ the pitchers and managers from both teams.

Important Notes

1. You cannot only warn one team.
2. After this warning, it is possible for another batter to get hit without ejecting the pitcher. This can occur if the umpire decides that the pitch was not intentionally thrown at the batter. Be prepared to explain this to the coach/manager, if necessary.

Baseball Myth

"AFTER RECEIVING A WARNING, IF A PITCHER HITS ANOTHER BATTER, THE PITCHER MUST BE EJECTED."



REALITY: THE PITCHER WOULD ONLY BE EJECTED IF THE UMPIRE BELIEVES IT WAS INTENTIONAL.





Balks

Criteria

A pitcher can only balk when:

- _____
- _____ (in almost all cases)

Likely Balks

The three most common ways that a pitcher can balk are:

1. Does not make a _____ to a base before throwing.
2. Begins his motion to pitch but _____.
3. Does not come to a _____ in the set position.

Penalty

All runners advance _____ base and the count remains unchanged (no pitch is called and the batter remains at bat).

EXAMPLE : Runner on third base only. Pitcher is charged with a balk. The runner on third scores.

Mechanic

When a balk happens, the umpire should:

- _____ to the pitcher
- call “ _____.”

Once a balk has been called, wait to see if the pitcher:

1. _____
- Call “Time” and enforce the balk
2. _____ the ball and it is:

Caught by a fielder	Hit, and ...	Hit, and ...
	Batter and all runners DO NOT advance at least one base	Batter and all runners DO advance at least one base
➤ Call time and enforce the balk	➤ Call time and enforce the balk.	➤ Do nothing. The ball remains alive and the balk is ignored.





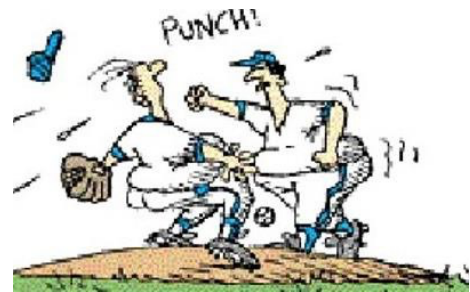
Trips to the Mound

A trip is charged when a coach or manager talks with his pitcher. The trip ends when the manager leaves the mound.

First Trip

Each team is allowed:

_____ trip
to every _____ pitcher
in any _____ inning.



On this first trip, the pitcher _____ be removed from the pitching position.

The pitcher is still eligible to pitch later in the same game if:

1. Stays in the game in a different defensive position, and
2. Removed on the first trip or between innings.

Second Trip

On the second trip in the same inning to the same pitcher, the pitcher:

1. _____ be removed from the pitching position.
2. May play a different defensive position.
3. May not pitch again in that game.

Substitutions

A _____ pitcher must pitch to the first batter until the batter is out or reaches base.

A _____ pitcher must pitch to that batter's slot until that batter is out, reaches base or the team is retired.

Exception _____

Unannounced Substitutions

If there is no announcement about the change in pitchers, the new pitcher becomes legal immediately upon touching the pitching rubber.





RULES SESSION

Obstruction

Criteria

Obstruction is when:

- _____
- _____
- _____

*Contact is not necessary.



Mechanic

When obstruction occurs, the umpire should:

- _____ at the obstruction
- call “ _____ ”

Penalties

Is there a play being made on the obstructed runner?

Yes

- Ball is _____
- Runner is awarded at least one base

No

- Ball is _____
- Allow continuous action¹ to finish
- If necessary, award base(s) to nullify the obstruction.

¹ Continuous action is over when there is no further opportunity for runners to advance.





EXAMPLE : R2. The batter hits a ball to left field. R2 stays at second. As the batter rounds 1st base, he is obstructed by the first baseman. The ball is returned to the shortstop. R2 did not leave 2nd.

Is a play being made on the obstructed runner? Yes No

Place the runners:

- | | |
|-----------------------|----------------------|
| a. R2: remains second | BR: remains at first |
| b. R2: third | BR: second |
| c. R2: home | BR: third |

EXAMPLE : R2. The batter hits a ball deep to right field. As the batter rounds 1st base, he is obstructed by the first baseman. The runners continue to advance. The batter-runner advances past second and is tagged out on a close play, just before reaching 3rd.

Is a play being made on the obstructed runner? Yes No

Place the runners:

- | | |
|--------------|------------|
| a. R2: third | BR: second |
| b. R2: home | BR: third |
| c. R2: home | BR: home |

EXAMPLE : 0 out. R1. Batter doubles. R1 is obstructed rounding second base but continues past third to home. The batter attempts to go to third base and is called out.

Is a play being made on the obstructed runner? Yes No

Place the runners:

- | | |
|--------------|------------|
| a. R1: third | BR: second |
| b. R1: home | BR: third |
| c. R1: home | BR: out |





Defensive (Catcher's) Interference

Criteria

It is defensive interference when the defensive team (usually the catcher) hinders the batter's ability to hit a pitch.

Mechanic

The umpire needs to signal the interference as follows:

- _____ at the catcher
- call " _____ "



Do NOT call "TIME". The umpire must allow play to finish and see what happens.

Penalty

After catcher's interference is signalled, wait to see what happens.

If the ball is:

Not hit	Hit, and ... Batter and all runners DO NOT advance at least one base	Hit, and ... Batter and all runners DO advance at least one base
<ul style="list-style-type: none"> ➤ Call _____ ➤ Award batter _____ ➤ Other runners advance, if forced 	<ul style="list-style-type: none"> ➤ Call _____ ➤ Award batter _____ ➤ Other runners advance, if forced ➤ This is an option play² for offense 	<ul style="list-style-type: none"> ➤ _____ ➤ The ball remains _____ ➤ The catcher's interference is ignored

² The option play allows the offensive manager to choose between the results of the play or the penalty. However, the umpire must initially enforce the penalty.



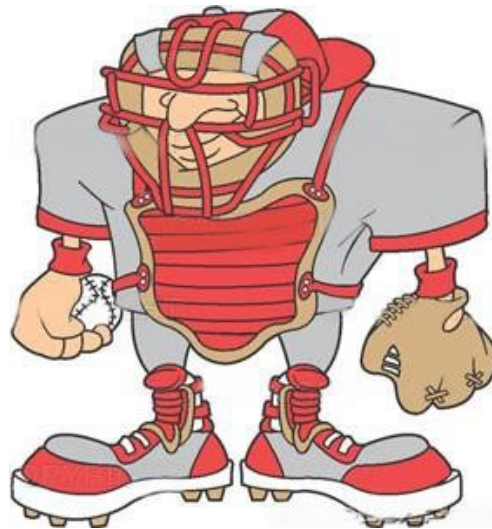


Activity

In each situation below, there are no runners on base and the umpire has signalled catcher's interference. Write the appropriate letter after each situation:

A). Do nothing – disregard the interference
B). Call time and award batter-runner first

- 1. The batter swings and misses. _____
- 2. The batter hits the ball foul. _____
- 3. The batter hits the ball but is out before first base. _____
- 4. The batter hits the ball and reaches first base safely. _____
- 5. The batter hits the ball and is put out at second base. _____





Base Appeals

Criteria

An appeal is the act of a fielder claiming that the offensive team has broken a rule.

ALL base running appeals must be done with a _____ ball.

The defence may appeal when:

- the runner does not touch all bases, in order
- the runner does not re-touch a base before advancing on a fly ball

Important Notes

1. Re-touching is sometimes called tagging up.
2. Runners must re-touch their original base (and any other base(s) passed) after a fly ball even when being awarded additional bases on an overthrow.
3. Runners must touch all bases even when being awarded additional bases.

Mechanics

The umpire should use the regular **SAFE** or **OUT** mechanics for ruling on appeals.

If the runner did not touch or re-touch a base as required, the umpire should rule the runner _____.

If the base was touched, the umpire should rule the runner _____.

Important Notes

1. It is very important for umpires to watch runners touch the bases.
2. It is also important that the umpires know which umpire should be watching which runner.
3. If an umpire sees that the runner has missed a base or that the runner didn't tag up, the umpire **CAN'T** say anything unless the defence appeals.

Baseball Myth

"THE UMPIRE SHOULD
AUTOMATICALLY CALL OUT ANY
RUNNER WHO MISSES A BASE."



**REALITY: THE UMPIRE ONLY CALLS A
RUNNER OUT IF APPEALED PROPERLY
BY THE DEFENSE.**





Process

Complete the steps for making an appeal using the key words in the box.

If the defensive team wants to make an appeal, they must:

Before **Live** **Tell** **Tag**

- Have a _____ ball
- _____ the base (or the runner) that was not touched or re-touched
- _____ the umpire exactly what they are appealing
- _____ they make any other play or next pitch

If the ball remains live, it does not have to go to the pitcher before making the appeal.

Important Notes

The defence loses their right to appeal when continuous action ends and:

1. They do not appeal before the next pitch.
2. They make another play.
3. They throw an appeal attempt out of play.
4. The pitcher balks.





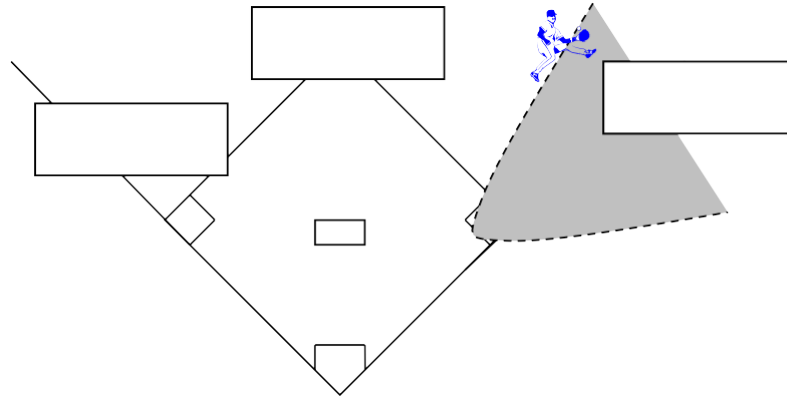
ON-FIELD SESSION

Fly Ball Coverage

As the level of play increases, it becomes necessary for umpires to modify the coverage responsibilities learned in Level 1.

Routine

On a routine fly ball indicate in each box whether the plate or base umpire is responsible for fly balls in that area.



NOTE: The base umpire will pivot in the infield and take responsibility for the batter-runner.

Trouble

The 5 criteria for a trouble fly are:

1. Ball takes right fielder towards foul line.
2. Right fielder is charging straight in hard.
3. Right fielder is going back hard (turns his back).
4. Ball is in gap and both right and center fielders are charging it.
5. Ball is a "blooper" with three defensive players converging.

NOTE: In any of these cases, we revert to mechanics learned in Level 1:

- base umpire must go out for fair/foul and catch/no catch responsibilities
- plate umpire takes responsibility for batter-runner





Base Hit Coverage (R1)³

As the calibre of play increases, it becomes necessary for umpires to modify the coverage responsibilities learned in Level 1.

On a base hit with a runner on 1st base (R1), Level 2 umpires will use a mechanic commonly referred to as the '1st to 3rd' rotation.

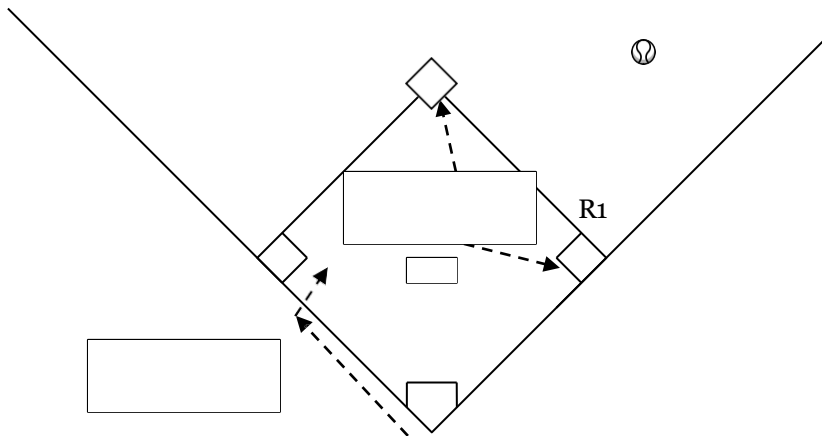


Plate Umpire

- proceeds in foul territory to 3rd base
- communicates to partner "I've got 3rd if (s)he comes."
- goes to the infield cut-out to make the call if the ball and runner meet at 3rd base
- remains responsible for any potential plays at home

Base Umpire

- is responsible for the batter-runner
- is not responsible for calls at 3rd IF called off by plate umpire
- is never responsible for calls at home (in this situation)

Important Note

If the plate umpire fails to communicate 3rd base coverage, we revert to the mechanics learned in Level 1 (base umpire is responsible for runners at all bases).

³ See Positioning Drills Chart on page 28 of Student Workbook for complete description of actions and voice communication required.



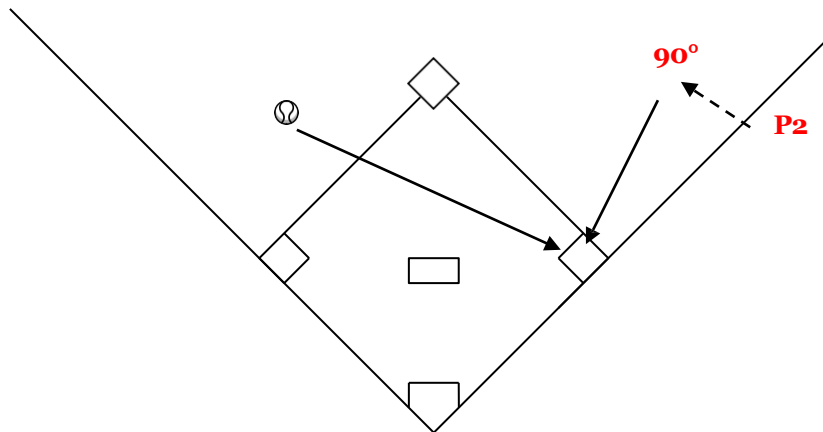


Base Mechanics⁴

Plays at First

With the bases empty, begin from P2.

- Pause, read and react on a ground ball to the infield and move to a 90 degree angle to the throw, watching the ball.
- Come to a set position about 10-12 feet away from first.
- Follow the throw, and then snap your eyes ahead of the throw so your head is still.
- See the play, wait, and then make the call. Good timing is very important even on close plays.
- On very close plays, use a “banger” mechanic to emphasize your call.
- Adjust as necessary if throw is off line.



⁴ Baseball Canada 2-Umpire Positioning Manual 2M-1, 2M-2, 2M-3, 2M-12, 2M-13, 2M-22, 2M-32

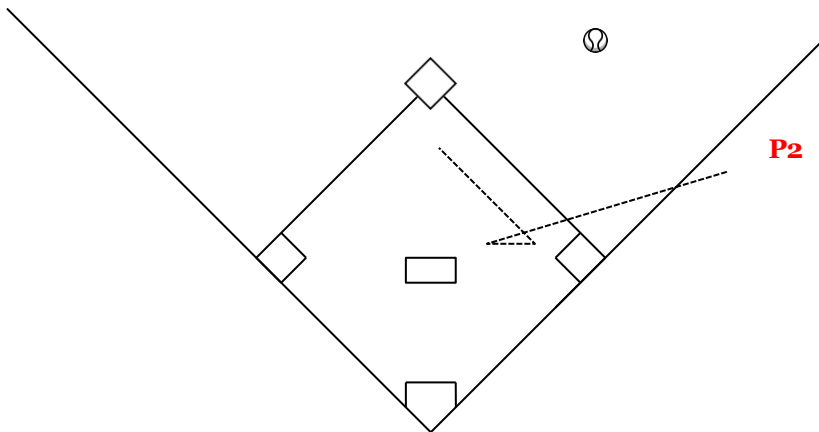




Pivot Technique

You will use this footwork any time you move into the infield from P2 on base hits or routine fly balls

- Run to a point on the infield grass about 15 feet inside the first base cut-out.
- Plant your left foot, swing right foot around, drop back with left foot.
- Be prepared to cross over with right foot and lead runner to second on a double.
- Be prepared to move in towards first base if runner stays.



Steal of Second

- If there is a runner on first only, begin in P3.
- Remain in set position (watching the batter) until the ball crosses the plate.
- Then drop step with the right foot towards second base, watching the ball and letting it turn your body towards second base.
- Be sure your eye is on the ball; don't get hit in the back of the head!
- When you're sure the throw is on line, snap your eyes ahead of the ball.
- Be set to make the call, and use good timing!





Pick Offs at Second

- If there is a runner on second only, begin in P4.
- Keep your eyes on the ball. If there is an attempted pick off at second, drop step with the left foot towards second base creating a good angle.
- If there is a throw to second, quickly turn with the ball and swing your right foot over into the set position.
- Be set to make the call, and use good timing!

Double Play Footwork

Most umpires move too much when calling double plays. Only 5 steps are required. Keep your movements crisp and definite.

- With runner on first, begin in P3.
- Step up and turn with the ball (i.e. step forward with right foot if ball passes on your right side).
- Swing opposite foot around, then drop first foot back.
- Now you should be facing right field, in a standing set position to observe the play at second.
- Begin moving to first by stepping with right foot toward spot half way between first and home.
- As you begin this move, make the call (“**S/HE’S OUT or SAFE**”) on the play at second.
- Cross over with left foot then come to a set position for the call at first.





Plate Mechanics

Calling Balls and Strikes Drill

- Call balls and strikes by the number (i.e.: "Strike 2" or "Ball 1").
- Stand up tall when calling strikes and stay down when calling balls.
- Step back and relax after each pitch.
- Put the ball back in play after time has been called.
- Develop your own strong mechanic for called "**STRIKE 3**".

Catcher's Interference

This is called when a catcher interferes with a batter's ability to hit a pitch.

- Point to the catcher when the interference occurs and say "**THAT'S INTERFERENCE**".
- Allow the play to finish.
- When any fielder catches the ball, call "**TIME**", repeat the interference call, and award the batter first base with other runners advancing if forced (omit this step if the batter and all runners advance one base – the interference is disregarded).
- After awarding bases, be aware that the offensive team's manager might choose to take the result of the play rather than the awarded bases, since catcher's interference is an option play.

Locking In

Locking in is a technique that keeps your body stable and prevents drifting with the pitch.

- For right-handed batters, lock the right hand against the right knee with elbow straight
- Left arm tucks into groin or stomach area
- Keep this locked position throughout the pitch, then make the **STRIKE** or **BALL** call
- Reverse these positions for left-handed batters





Eye Tracking



KAZ NOVAK, THE HAMILTON SPECTATOR

This is the most important plate technique. Do not allow your head to move with a pitch. Track the ball right into the catcher's glove moving only your eyes to follow the pitch. You can practice this at home using the following drills.

- Hold a ball in front of you at arm's length. Keep the back of your head touching a wall so that your head can't move. Slowly move the ball up, down, and sideways following it only with your eyes. Don't let your head move off the wall.
- Do the same drill, but slowly toss and catch the ball in front of you.
- Lie on the floor. Use balled-up socks to toss in the air and catch. Track only with your eyes





Positioning Drills⁵

	Base Umpire	Plate Umpire
No runners Routine and “Trouble” fly ball coverage	<p>Routine</p> <ul style="list-style-type: none"> ➤ Begin at P2 ➤ Pause, read and react ➤ If coming in, make proper pivot ➤ Communicate “I’VE GOT THE RUNNER” ➤ Be set to make any call on the runner <p>Trouble</p> <ul style="list-style-type: none"> ➤ Go out ➤ Communicate “I’M GOING OUT” ➤ Try to get 90 degree angle to ball ➤ Be set for fair/foul or catch/no catch ➤ Proceed to home in foul territory ➤ Communicate “I’VE GOT HOME” 	<p>Routine</p> <ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Pause, read partner, then react ➤ Exit to catcher’s left ➤ Follow the ball ➤ Get half way into infield ➤ Avoid the mound ➤ Communicate “I’VE GOT THE BALL” ➤ Come to standing set ➤ Call fair/foul and catch or no/catch <p>Trouble</p> <ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Exit to catcher’s left ➤ If base umpire goes out, run to first base side of mound ➤ Watch batter touch first base ➤ Stay ahead of batter ➤ Make calls on batter at first, second or third base
No runners Doubles and Triples	<ul style="list-style-type: none"> ➤ Begin at P2 ➤ Pause, read and react ➤ Make a proper pivot ➤ Stay ahead of the runner ➤ Observe touch of all bases ➤ Move to second or third as needed ➤ Be set to make any call on runner including missed base appeals 	<ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Pause, read partner, then react ➤ Exit to catcher’s left ➤ Move to P-15 ➤ Observe play, be prepared to rule on overthrows at third ➤ Do NOT call the play at third
No Runners Double Down RF Line	<ul style="list-style-type: none"> ➤ Begin at P2 ➤ Step up and turn with the ball ➤ Point the ball fair with left hand ➤ Communicate “I’M GOING OUT” ➤ Run after the ball ➤ Watch for interference, lodged ball, ball going out of play, etc. ➤ Proceed to home in foul territory ➤ Communicate “I’VE GOT HOME” 	<ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Pause, read partner, react ➤ Exit catcher’s left ➤ Run to first base side of mound ➤ Stay ahead of runner ➤ Observe touch of all bases ➤ Make any call on runner including missed base appeals

⁵ Baseball Canada 2-Umpire Positioning Manual: 2M-6, 2M-7, 2M-8, 2M-5, 2M-15, 2M-16, 2M-12, 2M-22, 2M-23





	Base Umpire	Plate Umpire
Runner on first base Base hit	<ul style="list-style-type: none"> ➤ Begin at P3 ➤ Step up and turn with the ball ➤ Move behind mound ➤ Be ready to take runner to third until partner says "I'VE GOT THIRD IF (S)HE COMES" ➤ Then move back to first base side of infield to make calls on batter 	<ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Exit to catcher's left ➤ Bust hard down third base line ➤ Stay in foul territory ➤ Go ¾ of the way to third ➤ Yell "I'VE GOT THIRD IF (S)HE COMES" ➤ Stop and read the play ➤ If ball AND runner come to third yell "I'VE GOT THIRD" ➤ Move into fair territory facing third ➤ Come to set position and make call ➤ Be prepared to go home in fair territory if necessary
Runner on first base Base hit R1 Scoring	<ul style="list-style-type: none"> ➤ Begin at P3 ➤ React as described in previous situation ➤ When plate umpire communicates "I'M GOING HOME", bounce back towards middle of diamond ➤ Be prepared to make calls at all three bases 	<ul style="list-style-type: none"> ➤ React as described in previous case ➤ Communicate as if covering third ➤ When you read that R1 will be coming home, communicate "I'M GOING HOME" ➤ Should still be in foul territory ➤ Return home, to first base line extended ➤ Be set to make call at home
Runner on first Ground Ball Double Play	<ul style="list-style-type: none"> ➤ Begin at P3 ➤ Use proper double play footwork taught in Base Mechanics session ➤ Be still to observe play at second ➤ Make call while moving to first ➤ Be set to make call at first 	<ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Exit to catcher's left ➤ Begin first to third rotation technique as described above ➤ When out is made at second, return home in foul territory ➤ Observe potential overthrow at first

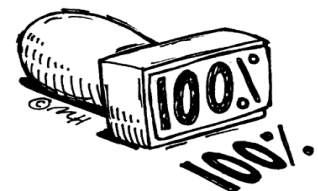




	Base Umpire	Plate Umpire
<p>Runner on first Pick Off Attempt</p> <p>(common situations that can occur)</p>	<p>Rundown</p> <ul style="list-style-type: none"> ➤ Make all calls until plate umpire communicates ➤ Make all calls on the runner except going into the first base cut-out ➤ Be sure only one umpire makes call <p>Obstruction</p> <ul style="list-style-type: none"> ➤ Point at obstructed runner ➤ Say "THAT'S OBSTRUCTION" ➤ Call "TIME" (because a rundown is considered a play) ➤ Say "YOU, SECOND BASE" <p>Balk</p> <ul style="list-style-type: none"> ➤ Point at pitcher ➤ Say "THAT'S A BALK" ➤ Return to set position ➤ If pitcher stops, call "TIME" ➤ If ball caught by fielder, call "TIME" ➤ Point to R1 ➤ Say "YOU, SECOND BASE" ➤ Echo your partner if you aren't initially making the balk call ➤ NOTE: If pitcher balks on pick off attempt and first baseman catches the ball, do NOT allow a rundown or other play to develop. The ball is dead. 	<p>Rundown</p> <ul style="list-style-type: none"> ➤ Remove mask with left hand ➤ Exit catcher's left ➤ Hustle down first base line in foul territory ➤ As play moves towards second base, move into fair territory by first base cut-out ➤ Communicate "I'VE GOT THIS END" ➤ Make all calls on the runner returning into the first base cutout area ➤ Be sure only one umpire makes call <p>Obstruction</p> <ul style="list-style-type: none"> ➤ Would only be plate umpire's call if occurs when R1 is returning to first ➤ Say "THAT'S OBSTRUCTION" ➤ Call "TIME" (because a rundown is considered a play) ➤ Say "YOU, SECOND BASE" <p>Balk</p> <ul style="list-style-type: none"> ➤ Point at pitcher ➤ Say "THAT'S A BALK" ➤ Return to locked in position ➤ Do not call "TIME" yet ➤ If pitcher stops, call "TIME" ➤ If ball caught by fielder, call "TIME" ➤ Point to R1 ➤ Say "YOU, SECOND BASE" ➤ Echo your partner if you aren't initially making the balk call

Test/Wrap Up

Thanks for your attendance and interest in the Baseball Manitoba Umpire's program. Good luck on the test, and have a great season.





TEST

Pitcher			
1.	The pitcher may take signs from the catcher while straddling the pitching rubber.	T	F
2.	The pitcher is on the rubber and goes to his mouth with his pitching hand. The umpire should call a balk.	T	F
3.	R1. The pitcher is in the wind-up position. The pitcher may step directly to 1 st base to throw for a pick-off while in this position.	T	F
4.	The base umpire sees that the pitcher balks while in the process of delivering the ball to the plate. The base umpire should call time immediately.	T	F
5.	A pitcher using the set position must come to a complete stop before throwing to a base.	T	F
6.	The pitcher may wear a white glove.	T	F
7.	R1 and R2, 1 out. While coming set, the pitcher fails to come to a complete stop and pitches. The umpire calls the balk. The pitch is hit by the batter for a triple. The plate umpire enforces the balk by awarding all runners one base and the triple does not count.	T	F
8.	Any time the umpire suspects that a pitcher is throwing at the batter, the umpire must immediately eject the pitcher.	T	F
Obstruction			
9.	The 3 rd baseman obstructs a runner attempting to reach 3 rd base, while the ball is still in the outfield. The umpire signals obstruction, calls time, and the runner is automatically awarded home. The umpire's ruling is correct.	T	F
10.	R1, 1 out. The second baseman is fielding a ground ball while standing directly in R1's baseline, resulting in a collision. The umpire should call obstruction and award R1 2 nd base.	T	F
11.	R1 has a large lead. The pitcher throws over to 1 st base to pick the runner off. The 1 st baseman realizes the runner will get back safely and blocks the runner off the base. The umpire signals obstruction, calls time, and advances the runner to 2 nd base. The umpire is correct.	T	F
12.	The fielder must contact the runner for obstruction to be called.	T	F
Defensive (Catcher's) Interference			
13.	When catcher's interference occurs, a dead ball is called immediately.	T	F
14.	R3, 0 out. The plate umpire has signaled the catcher's interference. The batter-runner is thrown out at 1 st base while R3 scores. The umpire correctly calls time, returns R3 to 3 rd base, and awards the batter 1 st base. The offensive manager can choose to take the results of the play instead of the penalty as enforced by the umpire.	T	F
15.	With no runners on, catcher's interference is called. The batter hits the ball to the outfield and is thrown out at second base. The offensive manager may choose to have the penalty for catcher's interference enforced.	T	F





Base Appeals

16.	Time must be called before the defense can appeal that a runner missed a base.	T	F
17.	R3, 0 out. The batter hits a deep fly ball which is caught for the first out. R3 left early before scoring. The next batter comes up to bat and takes the first pitch for a strike. The defense realizes that R3 left early and makes a proper appeal, with a live ball at 3 rd base. The umpire should rule R3 out on the appeal because he left early.	T	F
18.	The defense wants to make an appeal because a runner missed a base. The ball is still live but must first go back to the pitcher, who must step on the rubber before an appeal can be granted by the umpire.	T	F

Positioning

19.	No runners on base. The batter triples and there is a close play at third base. This is the plate umpire's call.	T	F
20.	On a pitched ball, the plate umpire's head should not move. Only his/her eyes should follow the ball.	T	F
21.	No runners. On a 'trouble' ball hit to right field which is not caught, the plate umpire should make the call on the batter-runner at 2nd base.	T	F

22. R1, 1 out. There is a base hit to the outfield. The runner from first will advance to third. Using the diagram below draw where the plate umpire should move. Then write in the space below what the plate umpire should say.

