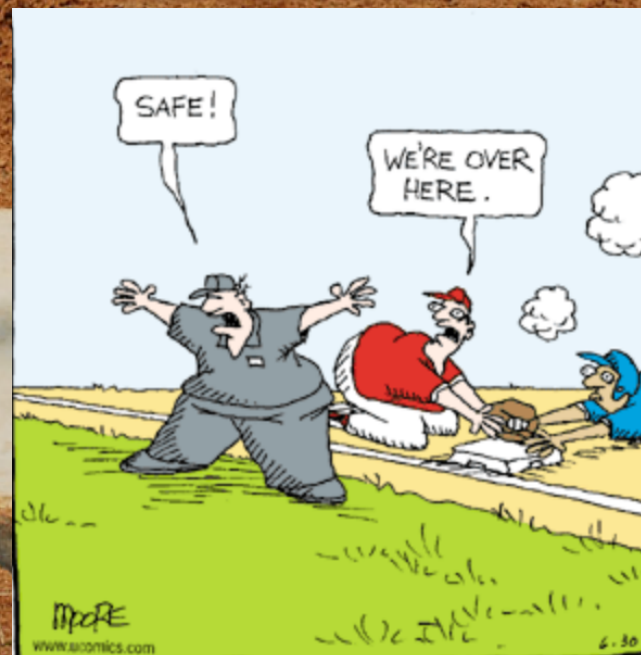
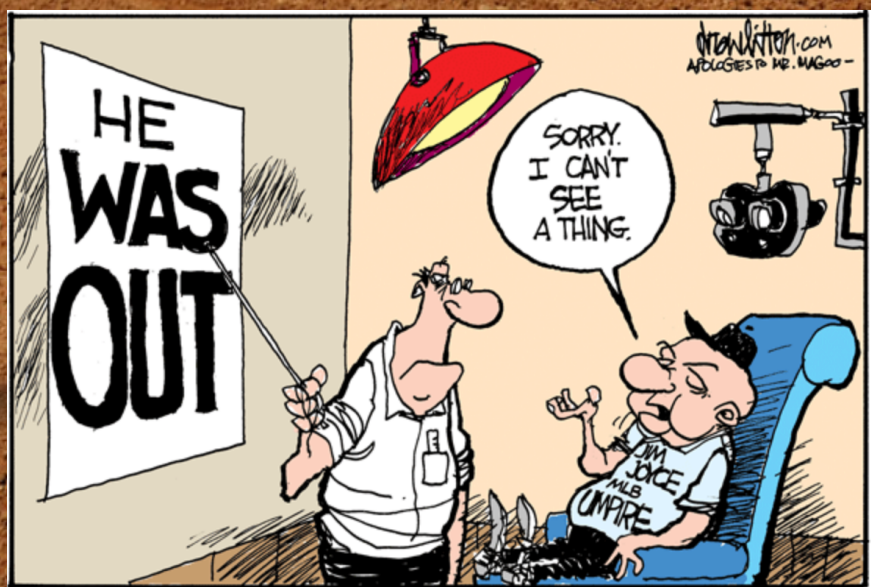


Agenda

- Breakfast – 8:00am – 8:30am
- Umpire Clinic – 8:30am – 10:00am
- Rookie Clinic – 10:00am – 10:30am



of New Jersey





NO ONE NOTICES
YOUR DEDICATION

NO ONE NOTICES
YOUR TIME TRAINING

NO ONE NOTICES
YOUR PRESSED
UNIFORM

NO ONE NOTICES YOU
ARE EARLY EVERY GAM

NO ONE KNOWS HOW
YOU FEEL WHEN YOU
KICK A CALL AND KNOW

NO ONE SEES THAT
YOU HAVE A LIFE OFF
THE FIELD

BUT IF THEY THINK YOU MISS A CLOSE CALL AT SECOND ON A
SLIDE THEY THINK THEY CAN SEE FROM 200' AWAY, YOU ARE
A-PIECE OF \$#!T

PROUD MEMBER OF THE UMPIRING COMMUNITY

click to go to 'Umpire Page'

Umpires

Umpire Clinic

Umpire Class

Important Rules

Pitching Rules

USA Softball



THE OFFICIAL SITE OF
DOUBLE AA SPORTS
THE LEADER IN SOFTBALL LEAGUES & TOURNAMENTS

DOUBLE AA SPORTS

REGISTRATIONS OPEN

Double AA Sports is now offering Corporate Team Building Events for bonding with coworkers and having a great time. We offer many fun activities for all fitness and activity levels to participate - Call Today to Discuss Details & Coordination



- Kick Ball
- Volleyball
- Corn Hole
- Softball
- Basketball
- Tennis
- Other Fun Games
- Trophies
- Shirts
- Food / Drinks

**WINTER INDOOR COED
TOURNEY SAT MARCH
7TH - 9:30PM START**

6 13 21 44
DAYS HOURS MINUTES SECONDS

DOUBLE AA SPORTS STORE



MEN'S KICKOFF

Need Help?

[USA Softball Web Site](#)

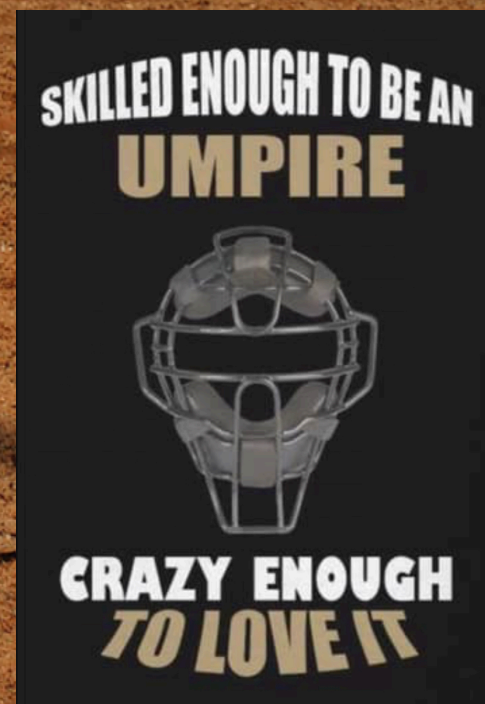


[Umpire Manual – LINK](#)

<https://www.teamusa.org/usa-softball/umpires/umpire-manual>

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[Umpire Exam](#)



2020 EXPECTATIONS

1 – USA Uniform

2 – On-Time

3 – Hand Signals

4 – Hustle

5 – Rules



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Uniforms are for sale today. Uniforms should be clean. Check all your equipment before the season starts. Don't get hurt due to faulty (or old) safety equipment. Navy shorts with white socks for slow pitch games. Grey long pants for ALL fast pitch games. Keep both in your car if it is a 2 man game....just in case.



TM

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Men's Gray Base Pants (#PG)



USA Navy Ball Bag (#3320)



TM

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Early is on time.



On time is late.



TM

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ROUTINE SAFE & NO CATCH

- 1) Stand up-right with the feet shoulder-width apart, facing square to the play and eyes on the ball.
- 2) Bring both hands to the chest about shoulder high.
- 3) Extend the arms, parallel to the ground, with the palms of the hands down and say "safe".
- 4) Finish signal by dropping your arms to your sides.



SELL SAFE

- 1) Use the same mechanic as the routine safe signal and add emphasis by stepping toward the play and leading with your left foot as you make a loud verbal safe call and safe signal simultaneously.
- 2) Finish square to the play by bringing the right foot forward into line with the left foot and drop arms to your sides.



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ROUTINE OUT & STRIKE

- 1) Stand up-right with feet shoulder-width apart, facing square to the play and eyes on the ball.
 - 2) Bring your left hand up belt high.
 - 3) Bring your right hand and arm out to the side of the body and up to a 90 degree angle with the closed fist facing your head.
 - 4) The right arm should be parallel to the ground and forward enough to see your elbow with peripheral vision as you verbalize the out call.
 - 5) Finish signal dropping arm to your side.
- NOTE: Strike calls should be verbalized in the down position before the signal is given.



SELL OUT

- 1) Start up-right facing square to the play with the feet shoulder-width apart and eyes on the ball.
- 2) Take a step toward the play with your left foot.
- 3) Bring your right foot up behind the left foot and shift your weight onto the right foot.
- 4) Take a second step toward the play with your left foot as you make an over hand throwing motion and verbalize the word "out".
- 5) Bring your right foot in line with your left foot as you complete the throwing motion ending in a balanced position, facing the play.



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FAIR BALL

- 1) Start up-right facing square to the play with the feet shoulder-width apart and eyes on the ball.
- 2) Point toward fair ground by raising your inside hand and arm no higher than your shoulder and parallel to the ground.
- 3) If further emphasis is needed point a second time toward fair ground.
- 4) DO NOT verbalize a fair ball call.



DEAD BALL, TIME OUT , NO PITCH OR FOUL BALL

- 1) Stand up-right facing square to the play with the feet shoulder-width apart and eyes on the ball.
- 2) Raise both hands high above the head with palms facing out as you verbalize “Dead Ball”, “Time Out”, “No Pitch” or “Foul Ball.”

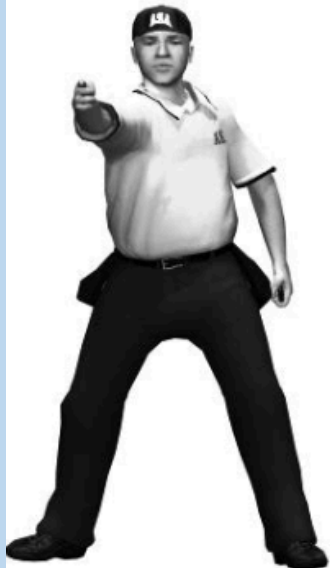


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HOLD UP PLAY

- 1) Stand up-right with feet shoulder-width apart and facing the pitcher.
- 2) Indicate that play should NOT begin by holding up the hand opposite the batter with the palm facing the pitcher.



PLAY BALL

Indicate that play should begin by pointing to the pitcher with the hand opposite the batter and say “Play” or “Play Ball.”



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COUNT

- 1) Raise both arms above the head indicating number of balls with consecutive fingers on the left hand and strikes with consecutive fingers on the right hand.
- 2) Give both the number of balls and strikes verbally each time the count is given.
- 3) Rotate your hands, not your body, so everyone can see the count.



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INFIELD FLY

- 1) Stand up-right facing square to the play with feet shoulder-width apart and with eyes on the ball.
- 2) When the ball reaches its highest point extend your right arm above your head with fist closed and verbalize “Infield Fly, the batter is out” or if near a foul line, “Infield Fly, if fair, the batter is out.”



DELAYED DEAD BALL & ILLEGAL PITCH & OBSTRUCTION

- 1) Stand up-right with feet shoulder width apart and eyes on the ball.
- 2) Raise the left arm shoulder high and parallel to the ground with the fist closed.
- 3) Verbalize “illegal pitch”, or “obstruction” as needed to describe the action observed.



If only one umpire is assigned, his duties and jurisdictions will extend to all points. The umpire's starting position for each pitch should be from behind the plate. On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops.

O - Only you are calling the game

N - Nobody is there to help

E - Every call must be yours

U - Understand the players and the game

M - Mechanics and Hustle

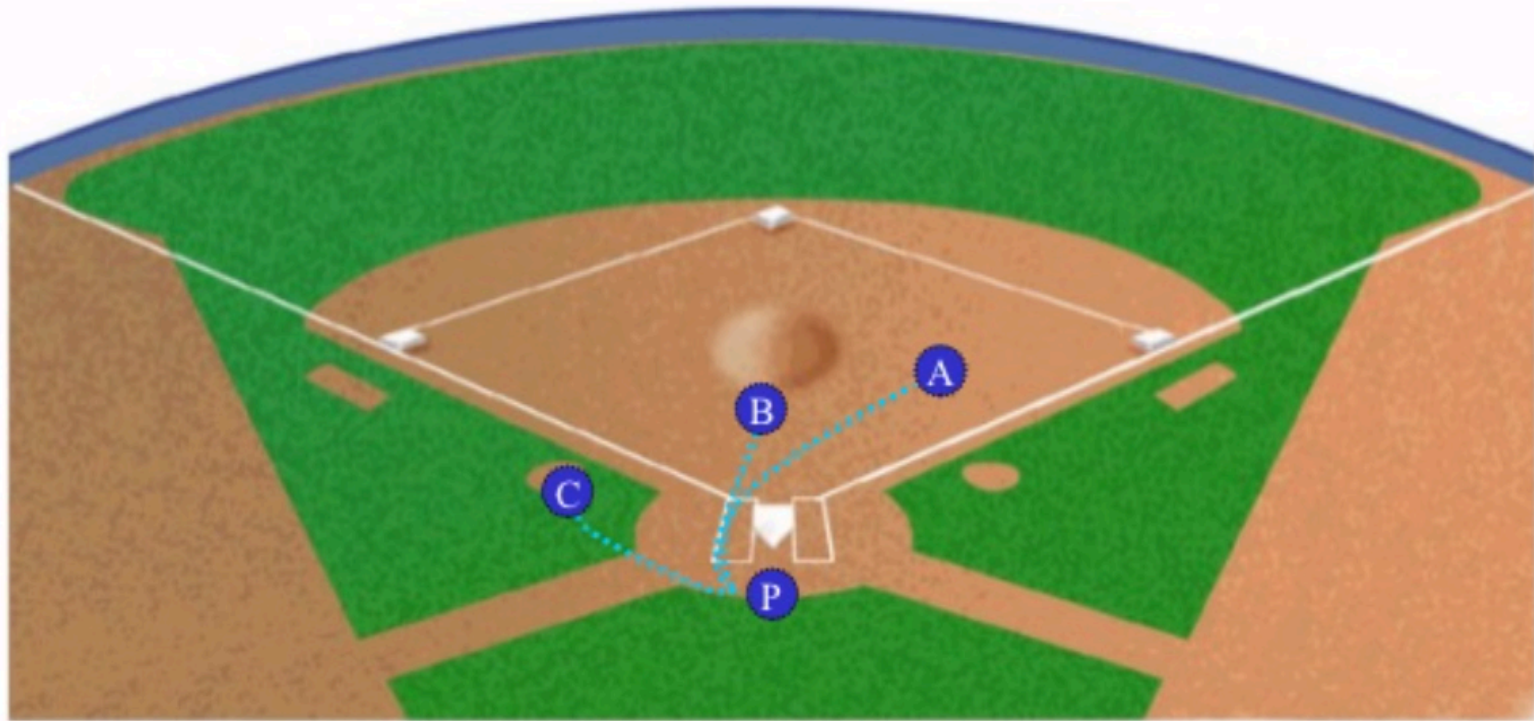
P - Priorities

I - Infield is where the calls are made

R - Read the players to help make the call

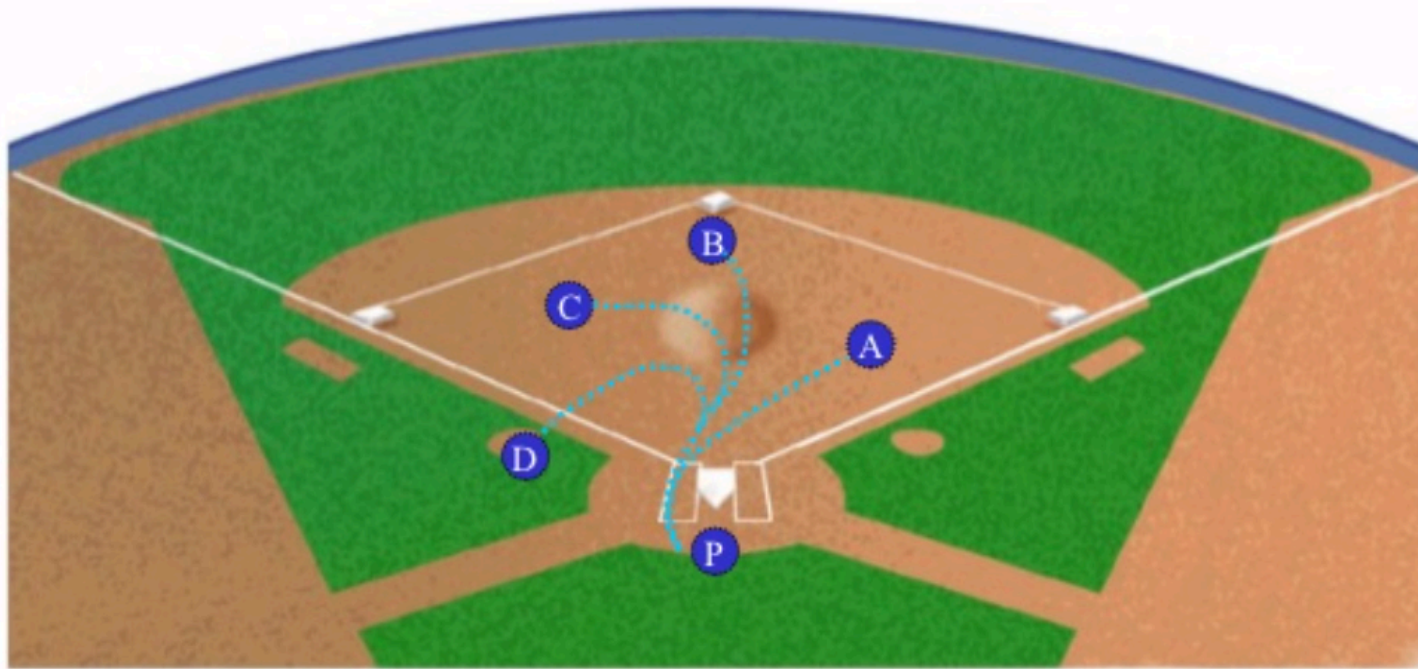
E - End the game with good out

SINGLE UMPIRE - GROUND BALL TO INFIELD



- A. No Runners on base.
- B. Runners on 1st base or Runners on 1st and 2nd Base.
- C. Bases Loaded.

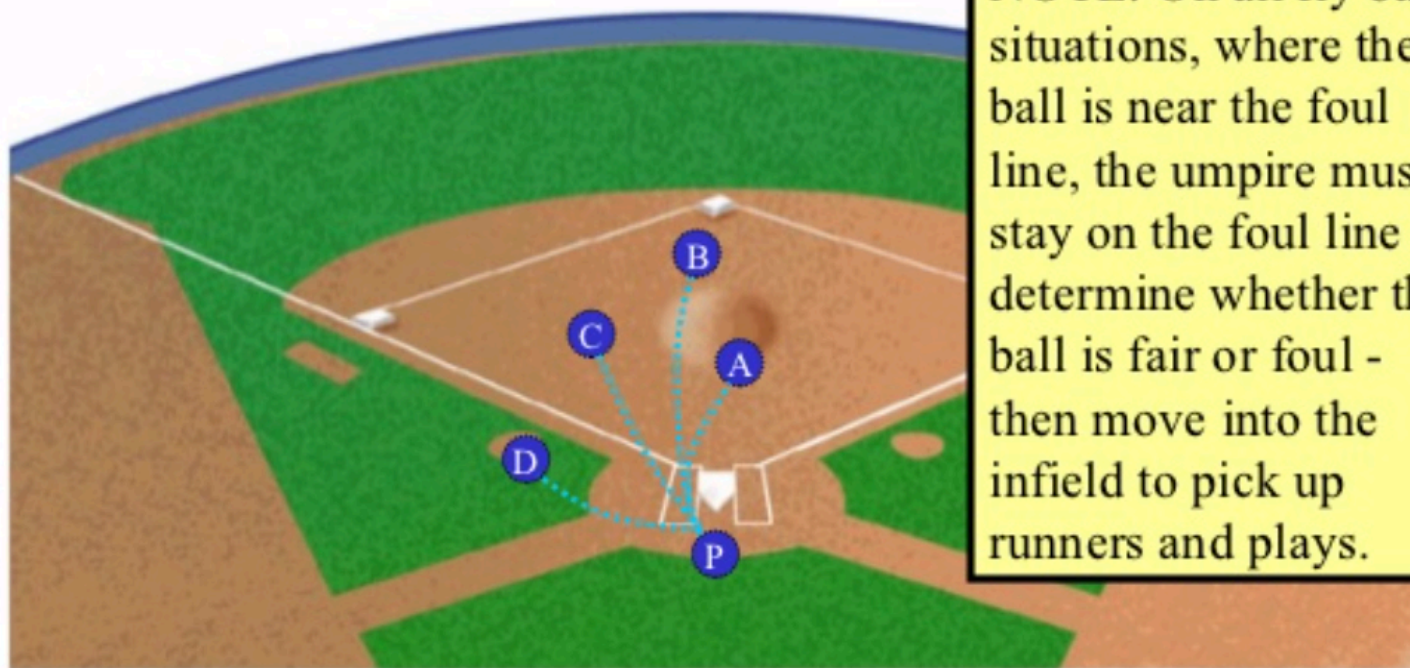
SINGLE UMPIRE - BASE HIT



- A. No Runners - SINGLE.
- B. No Runners - DOUBLE.
- C. No Runners - TRIPLE
- D. No Runners - HOME RUN

NOTE: On all base hit situations, umpire must watch runner tag bases and be aware of position of the ball.

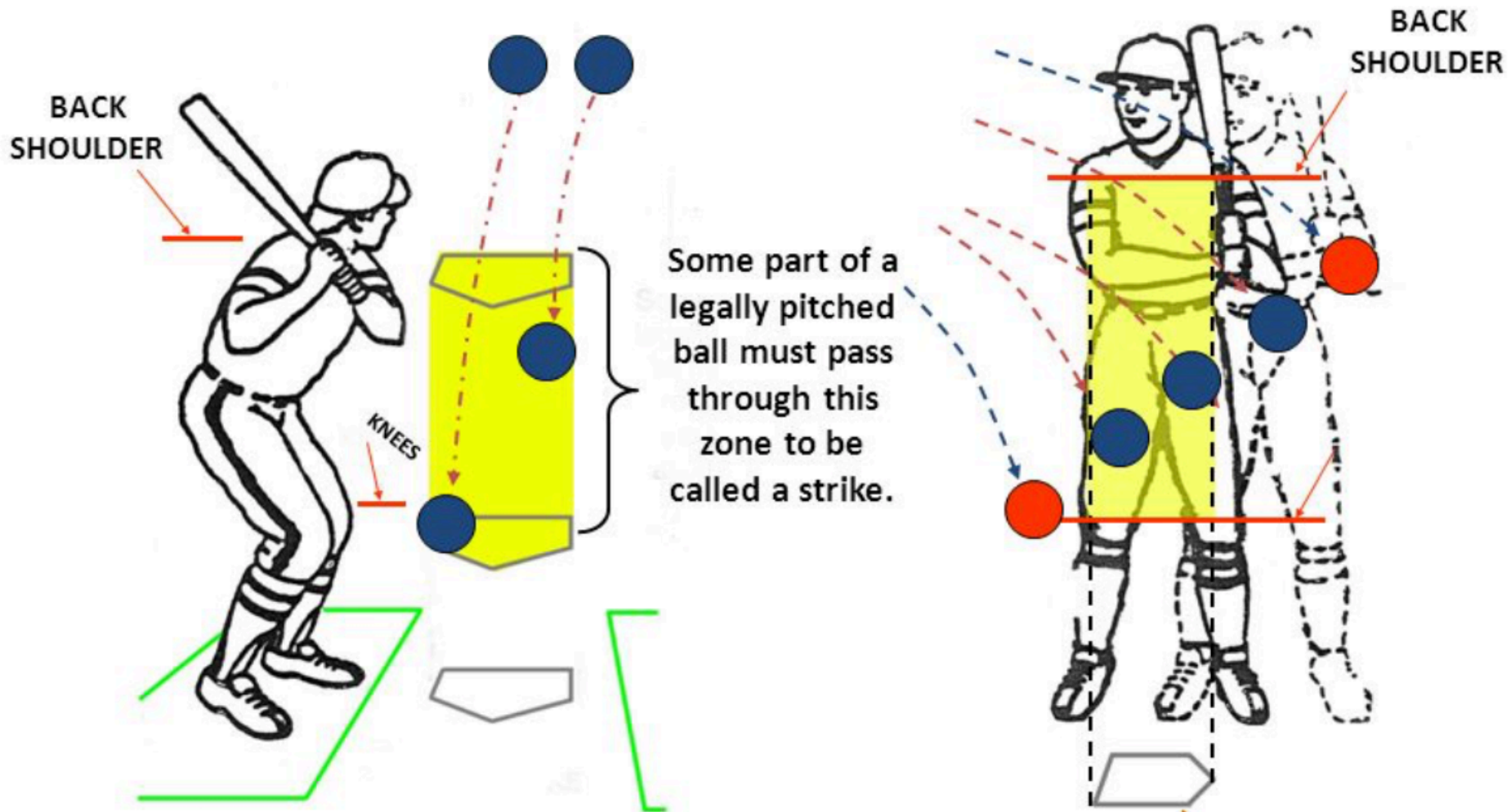
SINGLE UMPIRE - FLY BALL SITUATIONS



NOTE: On all fly ball situations, where the ball is near the foul line, the umpire must stay on the foul line to determine whether the ball is fair or foul - then move into the infield to pick up runners and plays.

- A. No Runners - Fly ball to infield or outfield and not near the foul line OR
- B. Runner on 1st Base, OR
- C. Runners on 1st or 2nd or 2nd Base only, move to a possible call at 3rd Base or to foul territory ahead of the lead runner for a possible play at home if necessary after the catch, OR
- D. Runners on 2nd and 3rd, or 1st and 3rd.

Slow Pitch Softball Strike Zone



Remember that the position of a batter in the batter's box makes no difference. The plate and batter's natural stance at the plate are the controlling factors.

A pitched ball that touches home plate and is not swung at is always a ball.

USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Bass	Quake		Combat	VIRSP3 Lady Virus		Easton	SCN1	
Easton	SCN11BH		Easton	SCN1B		Easton	SCN2B	
Easton	SCN3		Easton	SCN4B		Easton	SCN5	
Easton	SCN5B		Easton	SCN6B		Easton	SCN7	
Easton	SCN7B		Easton	SCN8		Easton	SCN8B	
Easton	SCN9		Easton	SCX14		Easton	SCX14B	
Easton	SCX2 Synergy		Easton	SCX22 Synergy 2		Easton	SCX24B	
Easton	SCX3		Louisville Slugger	FP136		Louisville Slugger	FP1368	
Louisville Slugger	FP1369		Louisville Slugger	FPC305 Catalyst (-8)		Louisville Slugger	SB304	
Louisville Slugger	SB34 Genesis		Louisville Slugger	SB404		Louisville Slugger	SB73V TPS Voltage	
Miken	MSF Freak		Miken	MSU Ultra		Miken	MSU2 Ultra II	
Miken	MSUM Ultra Maxload		Nokona	Tomahawk		Schutt	Red/Silver Schutt Bat	
Worth	EST9		Worth	QESTFP		Worth	SBWK(Wicked)	
Worth	SBWKA		Worth	WWSC Wicked Comp. (SP Only)		Worth	WWSCA	

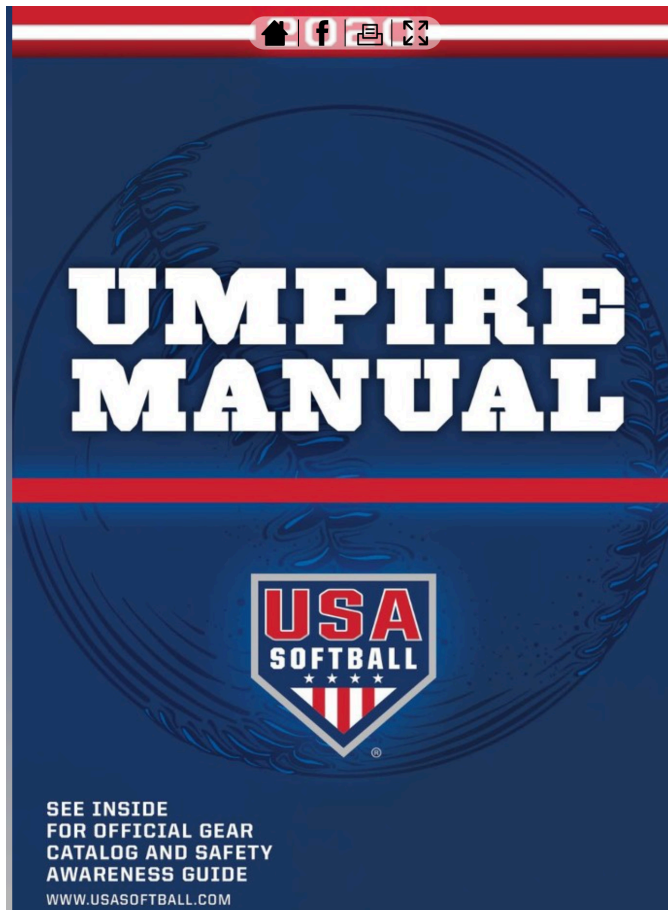


USA Softball Non-Approved Bat List with Certification Marks

3/8/2019

Worth	XEST9X		Worth	XGold		Worth	XPST4	
Worth	XRed		Worth	XWICKX Wicked (SP Only)				

Rules Discussion



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KNOW the rule so you can APPLY the rule

- Are Some Rules Easier to Apply than Others?
 - Ball/Strike?
 - Fair/Foul?
 - Catch/No Catch?
- Some Rules We KNOW Might Be Harder to Apply
 - Interference
 - Obstruction

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Interference **Offense Does It**



Where Olympic Journeys Begin

The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play.

Contact is not necessary.





What Happens Next With Interference?

- Immediate **Dead Ball**
- Someone is **Out** (possible exceptions for umpire/spectator interference)
- **Runners Return** to last base touched at time of Interference



Obstruction – the **DEFENSE** does it

The act of a **defensive** team member:

- A. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- B. Who **impedes the progress** of a runner or batter-runner who is legally running bases unless the fielder is:
 1. In possession of the ball
 2. In the act of fielding the ball





Obstruction Award

An obstructed runner may not be called out between the two bases where obstructed, except for the following:

1. They safely obtain the base they would have been awarded and there is a subsequent play on a different runner
2. An act of interference
3. Passing another runner
4. Missing a base if properly appealed
5. Leaving a base before a fly ball is touched if properly appealed



What Should You, the Umpire, **Think** and **Do**?

- Before the pitch look where a potential for obstruction might happen – so you're ready
 - **Runner coming into the plate**
 - **Run-down situations**
 - **Catcher close to plate**
- When you see it – **Signal delayed dead ball** – ALWAYS signal when you see it
- Make a judgment on **what base the player would reach** if not obstructed – so you can put them on the right base when it's over
- **Let the Play Finish** and make the proper award if necessary you might have to explain it



- 1) Rules changes for 2020 (pitching in fast pitch games)
- 2) USA softball shirts, ball bags and caps in 2020
- 3) Wear a navy jacket if it is cold – no sleeves sticking out from under your USA short sleeve shirt - in place of a jacket.



4) Caps may be worn under your mask or not. Cap can never be worn backwards. Your mask **MUST** come off every time the ball is batted. Never call a play with the mask still on your head. Videos.....

5) The complaints I had from coaches and leagues were few last year. The ones I did get were about lack of hustle from behind the plate when calling plays at bases or along foul lines, and on possible short hops in the outfield. We **must get out from behind the plate** on all calls, except on plays at the plate of course. Videos....



6) Positioning and **angles** are the most important things for umpires on calls at bases and for foul ball calls.

Try to get near the base for the call. If that is impossible get a good angle to see the play before you make a call. Being near the play decreases complaints about calls.

7) Please do NOT say “catch” or “no catch” on fly balls. Players or coaches will only hear “catch” and be screaming that “you said catch!” (Because they did not hear the word no first.) So eliminate the problem by just shouting OUT on caught fly balls. Nothing is said on ball that are not caught. If it’s close, just give the safe signal and they will get the idea that there was no catch ruled on that play.



8) Foul tip --- say NOTHING. Make sure to see that the tipped, batted ball was cleanly caught by the catcher and then stand up and give the foul tip signal (brush finger tips together in front of you and then signal STRIKE with your right arm. A foul tip is a LIVE BALL so runners may steal in fast pitch. Don't fall asleep on those. A foul tip is just a strike on the batter (strike 1, 2 or 3.)



9) The batter does **not** have to vacate the batter's box as a catcher is trying to make a throw to a base. The batter has to be somewhere so the safe spot is in the box. The catcher needs to throw around the batter on a steal. If the thrown ball hits the batter while in the box, the ball is live and you play on. If the batter is OUT of the box and is hit with a throw from the catcher, then you can call **dead ball** interference on the batter. Runners must return to bases. Batter is OUT.



10) WAIT WAIT WAIT when a batted ball is rolling around in foul or fair territory and MAY become foul in the end. If it is finally a foul ball, there is no harm in waiting. You shout “foul ball” and send all runners back to their bases - like on other any foul ball. If it finally stops in fair area, and you decided it was GOING TO BE foul, you’re stuck with a big problem. So call foul balls late and you will avoid that problem. If a batted ball spins around in foul or fair area and then stops on the plate – say nothing. It is a fair ball. Just point fair.



11) On an infield fly call - when the ball is not caught (because of a fielder's stumble, the sun, etc.) the runners may all advance if they want to do that. They DO NOT have to tag up because the fly ball was not caught. However, by rule, the batter is STILL OUT. So the runners must be tagged at the next base. There is no force at any base because the batter runner is OUT.



12) Signal for infield fly is right arm across left chest. Umpires should signal to each other when there is a possible infield fly that could happen on a play. The plate umpire should call infield fly but the **base umpire may call it**, if the plate umpire is looking into the sun, or has forgotten to call it. The important thing is to get the call right. The infield fly rule protects the OFFENSE from cheap double plays.

13) NOCSAE stamps on helmets and bats. We still have to check equipment (pre game) in USA Softball games because the coaches are volunteers who don't know the rules the way we do. Don't be foolish and forget to check the equipment. That would probably be the first thing the lawyer asks -- when preparing a lawsuit.



14) Kids under 18 MUST wear a catcher's helmet (not a batting helmet) when warming up a pitcher on the sideline. She MUST wear it. Stop play and order the catcher to wear one. Lawsuits....

15) Banned bat lists : carry one or two (color copies) with you to games. It makes checking an unusual looking bat much easier. Coaches may be impressed that an umpire can whip out a color list to actually check (not guess.) Lots of Easton Synergy bats are on the banned list. Be careful !



16) Double ear flaps are mandatory on ALL batting helmets (under 18 years of age.). Look for cracks in them as well as the NOCSAE stamps on both the faceguard AND back of helmet.



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17) SEQUENCES on plays in a one umpire game :

A) Runner at 3rd base, low fly ball down the right field line. You have a sequence of events to decide to do. The first is fair or foul. If not caught, then you must raise arms and shout foul ball. No advance by runners. If caught (in foul or fair) you must signal and say OUT. Then you must quickly turn your head towards 3rd base to see about the runner leaving early (or not.) If the runner tags up, you must get into position near the plate and must also avoid being hit by the throw from the defense towards home. Your position will vary on that play at the plate, depending on where the throw comes from. There may also be another runner tagging up from 2nd or 1st base. The throw may be cut off and then thrown to 2nd base. You will have to let the ball lead you. Don't guess where you think the play will wind up. Follow the ball with your eyes. Then get into the best position/angle that you can. Not a perfect situation but we have to do the best we can on those plays.



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17) SEQUENCES on plays in a one umpire game :

B) Fly ball to short center field-ball may or may not be caught on a fly. You must get away from the plate and get an angle to see if there is a catch or a short hop. Signal out or give safe signal on those. THEN, you need to let the ball lead you to whatever base it may be thrown towards. Could be tag ups (if caught) or advances to bases (if not caught.) Then, there may be a tag play at a base that you need to get an angle on - before making a call. That is a lot of things to do -- on one batted ball !



17) SEQUENCES on plays in a one umpire game :

C) Tag ups from multiple bases - when the catch in the outfield is pretty certain (routine catch.) You need to be in the middle of the diamond to follow the flight of the ball as it comes back into the infield and to watch runners tagging up properly – or not. Then you must head to correct base area where the play is developing.



17) SEQUENCES on plays in a one umpire game :

D) Catch and Carry sequence: runners on bases , fly ball into foul territory. May be caught. You must watch catch (or no catch) on the fly ball first. Then you must watch to see if the fielder runs into dead ball area with the ball. If so, then you will shout dead ball and raise both arms overhead. Call and signal that the batter is out. Then you must award one base to each runner....not from where they may be standing if they left bases early, but a base from where they started. So we need to be paying attention to where runners are -on each pitch.



17) SEQUENCES on plays in a one umpire game :

E) Plays at the plate called from inside the diamond :

A ground ball is caught and badly thrown by the 2nd baseman to 3rd base for a tag play. The ball bounds away from the 3rd baseman into foul territory. Runner gets up and heads home to try to score. Throw now is coming from foul territory toward the plate. The umpire must run parallel to the third base line, in fair territory, to head home for a play. The umpire **MUST** be in fair area near front of home plate in order to not be in the way of the throw. Then make the call after you see the 4 things needed for a call to be made : the ball, the base, the defense's positioning while holding or not holding the ball and the runner's foot, arm, leg etc.



17) SEQUENCES on plays in a one umpire game :

F) The norm for plays at the plate is to be near the back part of the right hand batter's box, and then move if needed as the plate comes home....to see all 4 things needed. Watch for obstruction at the plate if defense does not have the ball IN HAND. That is true at any base. The defense needs to get out of the way, if the defender does NOT have the ball in hand. That is OBSTRUCTION and runner is safe (and maybe gets another base....maybe.) It's umpire judgement on those advances....on obstruction. That is a sequence of events we must watch.



18) Play at the plate where the runner misses home and the defender also misses the tag. Hesitate for a second and then call safe and signal safe. If the defense then tags the runner before the runner returns to touch the plate and before he/she leaves live ball area, the call must then be changed to OUT. If no second attempt is made- count the run. No out.



19) Same is true at first base....over run base , no play made by defense to tag runner, no touch of base on first attempt by batter runner, the runner is safe. If the defense doesn't actually get an out by making a play.....the runners are not called out until a play is made. Once a runner enters dead ball area (bench, etc.) the runner cannot return to touch a missed base.