

Baseball Nova Scotia Umpires Division Level One Training Manual



B.N.S.U.D Training Manual

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Fellow Umpire,

On behalf of the Board of Directors and the General Membership, I would like to take this opportunity to welcome you to the Baseball Nova Scotia Umpire Division team. By attending this clinic and reading this manual you have taken the first step in what will hopefully develop into a lifelong passion, umpiring amateur baseball.

B.N.S.U.D. hopes that the information presented and techniques demonstrated during this clinic, in conjunction with this manual and the Official Rules of Baseball, will provide you with a foundation from which you can build and improve on as an umpire.

A few words of caution are in order. Like everything else in life, what you take away from an experience is largely dependent on what you brought with you and put into that experience. Please ask questions and learn from your instructors. They have years of experiences and yes, years of mistakes, that you can benefit from. Lastly B.N.S.U.D. will provide the foundation. You as an individual will decide how successful you will be as an umpire in the future.

Yours in Baseball,

Joel Rodgers
President, BNSUD

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BNSUD Provincial Level Requirements:

LEVEL ONE (1)

- No previous experience required.
- Shall attend and pass the BNSUD Level One Umpire Clinic.
- Shall be a minimum of thirteen (13) years of age.
- Shall attain passing mark of minimum 60% on both field evaluation and provincial examination

LEVEL TWO (2)

- Shall have been certified and registered for three years as a Level One umpire
- Shall have been evaluated by the U.I.C. or designate for advancement
- Shall attend and pass the Level Two Umpire Clinic
Shall be a minimum of sixteen (16) years of age
- Shall attain passing mark of minimum 70% on both field evaluation and provincial examination

LEVEL THREE (3)

- Shall have been certified and registered for four previous years (two immediate previous years as Level Two umpire) minimum
- Shall attend and pass the Provincial Elite Umpire Training Program every year*
- Shall have been evaluated by the U.I.C. or designate for advancement
- Shall be a minimum of eighteen (18) years of age
- Shall attain passing mark of minimum 80% on both field evaluation and provincial examination

BNSUD UNIFORM

- 1) Navy Blue Shirt with BNSUD logo (Powder Blue is an option)
- 2) Navy Blue Hat with BNSUD logo
- 3) Heather Grey pants
- 4) Black shoes/ sneakers
- 5) Black Belt
- 6) Socks (Black or Navy Blue)
- 7) Navy Blue Jacket with BNSUD logo – Pro Image version only

Umpiring Equipment

- 1) Athletic Supporter
- 2) Black Shoes/ sneakers
- 3) Chest Protector
- 4) Shin Guards
- 5) Mask
- 6) Ball Bag – Blue or Black
- 7) Indicator
- 8) Brush

Your uniform and equipment may be purchased from the following supplier:

PRO-IMAGE Officials Supplies Inc

<http://www.pro-image.ca/>

Expectations of a BNSUD Umpire

The Do's

- Show up on time and in full uniform
- Introduce yourself to your partner remember you are a team.
- Treat all participants impartially and with respect
- Act professionally while in uniform regardless of where you are
- Work hard on every pitch
- Leave immediately following the game

The Don'ts

- Do not be late
- Do not smoke while in uniform
- Do not act arrogantly
- Do not even up bad calls
- Do not put your hands in your pockets while on the field
- Never comment negatively about another umpire!

When you arrive at the park

- Arrive 30 minutes prior to game time
- Introduce yourself to your partner.
- Discuss the field and signals with your partner
- Get into uniform ASAP
- If possible get the game balls prior to the plate meeting
- If possible get paid prior to the meeting.

Game Control

- Get the game started on time
- Keep the game moving,
- Your enthusiasm will spread, so will your lack of it.
- Deal with issues quietly before they become a problem that has to be dealt with not so quietly
- Be respectful in discharging of your duties.

Ejections

Must be ejected for:

- Physical Contact with an umpire
- Intent to injure, including fighting
- Foul language directed at an official, fan, player or coach
- Throwing of Equipment
- Batter drawing a line at home plate
- Your responsibilities don't end there. You **MUST** fill out our electronic ejection form found on the BNSUD website at

<http://www.bnsud.com>

- Do not paraphrase. Write out exactly word for word what was said to you and what YOU said.

Pre – Game: Plate Meeting and Warm-Ups

Plate Meeting

- With your partner 5 minutes before the start of the game, head for home plate
- You will likely need to call for the coaches
- Introduce yourselves to the coaches
- If you have not already done so get the game balls
- Take the home coach, then the visiting coach's line ups
- Go over them, correct obvious mistakes now!
- You are now in charge
- Ask the home coach to explain the ground rules
- If there are no problems with the ground rules, get the game going
- If there are problems, you correct them.
- Do not collect game fees at the plate. This should be done prior to the game.

Warm Ups

<u>When</u>	<u>Who</u>	<u>How many pitches or throws</u>
Start of the game	Pitchers	8
Between Innings	Pitchers	5
Injury Subs	Pitcher	As many as YOU deem
	Player	5
Normal Subs	Pitcher	8
	Fielder	5

The Strike Zone

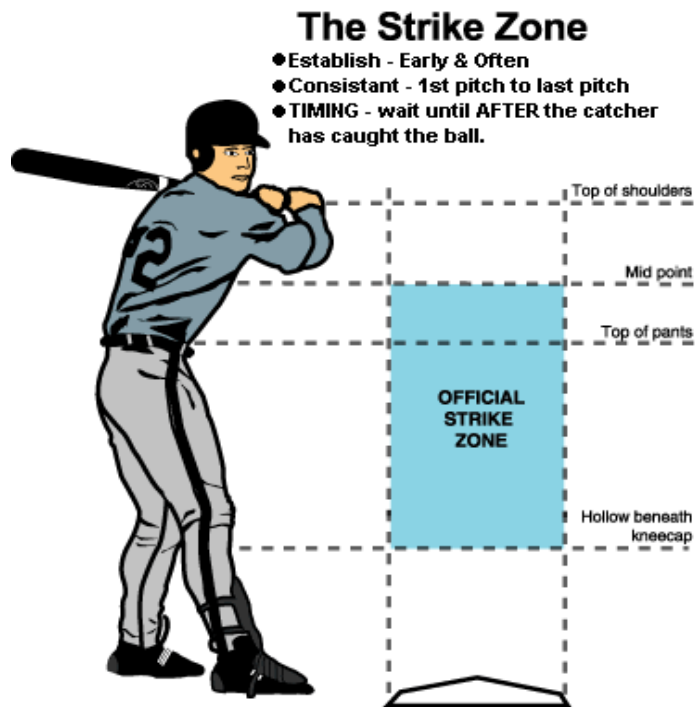
Definition: is that area over the plate, from the bottom of the batter's knees to the midpoint between the top of the pants and his shoulders as the batter is prepared to swing at a pitch. The width of the zone is one ball width off of either side of the plate.

- Have a consistent strike zone.
- Develop a "hit-able" strike zone.
- Call strikes early and often.
- It is better to err and call a ball a strike than call a strike a ball.

TIMING, TIMING, TIMING

Hints to a Consistent Zone –

- Get Comfortable
- Get into the same, proper slot position every time
- Track the ball from the pitchers hand to the catcher's glove
- Keep your chin no lower than the top of the Catchers head,
- Develop good Timing, slow down, slow down, and slow down.



Fair / Foul

Fair territory – is all areas on the ball field between and including the 1st and 3rd base foul lines and all of home plate extending to and including the outfield from foul pole to foul pole.

Foul territory – standing at home plate facing the pitcher, all areas of the field to the left of, but not including, the third base foul line, continuing behind home plate and all areas to the right of, but not including, the 1st base foul line, continuing behind home plate.

We will break the field into three areas when discussing fair/foul;

- Before the bases
- At the bases
- Beyond the Bases

Before the bases

- Is judged where it is first touched
- Is judged where it comes to rest, if untouched.

At the Bases

- Is judged where it was when bounding past 1st or 3rd base
- Is ALWAYS judged FAIR if it touches 1st 2nd or 3rd base
- If it settles on any of the four bases it is ALWAYS fair (unless a bunted ball hits a batter or his bat for a second time while he is still in the batters box)

Beyond the bases

- Where a fly ball first lands in relation to the foul line
- Where a fly ball, that is not deflected, leaves the park
- Where a fly ball is when first touched

Remember to wait until the ball has been touched, comes to a stop or contacts one of the 4 bases before making your call.

Timing, Timing, Timing. (Sound familiar yet?)

Foul Tip

It is a batted ball that is hit sharp and direct from the bat to the catcher's hand or glove, and is legally caught. It can rebound into the air or bounce off the catcher and be caught, **if first touched by the catcher's hand or glove**. If the ball hits the batter, umpire or Ground, it is a FOUL BALL. A foul tip is a **LIVE BALL**. Runners can advance and can be put out. **Treat it as a swinging strike.**

Catch /No Catch

Definition: A catch is the act of a fielder in getting secure possession of the baseball while it is in flight, and firmly holding on. The fielder must use his glove or hand to be considered in possession. He/ she cannot use the cap, protector, pocket or another part of their uniform to secure possession.

3 THINGS NECESSARY TO HAVE A CATCH:

- 1) Secure Possession
- 2) Complete Control of the ball.
- 3) Voluntary and Intentional Release

Remember:

- NO 3-step rule or 3-second rule.
- If the Ball bounces off anything EXCEPT a defensive player, it is not a catch.
- Runners may leave their bases as soon a ball is touched – TAG UP
- A catch can be made anywhere on the playing field.

How a Team Scores -Rule 4.09

One run shall be scored each time a runner advances to and touches 1st, 2nd, 3rd and home before 3 men are put out.

A run is not scored if:

- 1) The Batter runner is out at first for the third (or fourth advantage) out of the inning
- 2) Any other runner is forced out for the third (or fourth advantage) out of the inning.
- 3) A preceding runner is called out on appeal for the third.
- 4) Appealed runner was a forced out for a third out.

Once a run is legally scored, no action by the defense or offense (mistakenly thinking he missed a base) shall nullify that run

Over Throws – Rule 7.05

An overthrow is a ball that is thrown or pitched out of play or gets lodged in the fence. Two key types of defensive players - the pitcher and all other fielders

One base Award

If the Pitcher attempts to pick off a runner while on the rubber, and the ball goes out of play, the runner is awarded 1 BASE. If the pitcher is determined to be off of the rubber, than he is considered an infielder.

Two base Award

a) If an infielder, on the **first play**, throws the ball out of play, it is a **2 BASE AWARD** from the time of the **PITCH**.

b) If it is the **second play** by an infielder or **any play by an outfielder**, i.e. – turning a double play, all runners are awarded **TWO BASES** from the time of the **THROW**.

Types of Base Awards -

4 base award - over the fence in fair territory - home run

3 base award - defense touches a batted ball with a thrown piece of equipment

2 base award - defense touches a thrown ball with a thrown piece of equipment, Overthrows out of play - Time of Pitch verses Time of Throw, Ground Rule Double

1 base award - A walk, a hit by pitch, a fielder falls into the stands (foul) and takes ball out of play

When awarding bases, it is best to start with the runner nearest to home plate. This avoids log jams on the bases.

Canadian Content

Contact Rule –

Runners are expected to attempt to avoid contact with fielders. This rule applies at all four bases. This is a judgment call. If there is malicious contact, excessive force, or an attempt to injure, in your judgment, the following penalty is enforced;

Penalty: The ball is dead. The runner is declared out and ejected. On a play at the plate, if a run scores before the contact, count the run and then eject the runner. (no out call)

Bat Rules

For 2015 All Bantam Bats, except Bantam B, will have be WOOD.

Baseball Canada Rules Interpretation

1.10 Metal or wood bats are permitted for Baseball Canada Championships. At the Bantam AAA category wooden bats are required. For Bantam B, only minus 3 (length-weight differential) bats with 2 5/8" maximum diameter barrel will be allowed.

1.16 All players shall wear double earflap helmets while at bat, in the on-deck circle and on the base-paths in all age categories. Chinstraps on batting helmets are to be mandatory for Pee Wee category and lower.

1.17 Baseball Canada rules require catchers in all age categories to wear a protective helmet and mask while catching. This includes practice and warm-up situations such as the bullpen or between innings. **Baseball Nova Scotia** requires Coaches to wear a mask and a helmet in all practice and warm-up situations.

Mosquito

- The games are 6 innings in length
- The batter cannot run on a dropped third strike.
- There are no balks in mosquito.
- **Mosquito R to Mosquito AA - A runner on 3rd base cannot score UNLESS advanced by the actions of the batter.**

Runner leaving Early

1. Pitcher on the rubber with the ball + catcher in the catchers box + batter ready = runners stay put until pitch has reached the batter.
2. If runner leaves early, No hit, play made. If he's out, he's out, if he's safe send him back.
3. If runner leaves early, Batter hits, Batter restricted to advance to the base he's entitled to and the runner who left early, one base beyond the batter if not tagged or forced out.
4. If runner left early, batter hits, if infielder could have tagged/force runner had he not left early, runner is out.
5. If more than one runner leaves early and there is no open base, the violator closest to home shall be declared out.

THE VIOLATION OF ONE BASE RUNNER SHALL AFFECT ALL OTHER BASE RUNNERS.

PLATE SIGNALS



PLATE SET POSITION



PLAY BALL



STRIKE CALL



CHECK SWING



FOUL TIP



THE COUNT



PLATE OUT CALL



PLATE SAFE CALL

BASE SIGNALS



SET POSITION



STANDING SET



BASE OUT



BASE SAFE



FOUL/ TIME CALL



BASE FAIR



SIGNAL 1 OUT

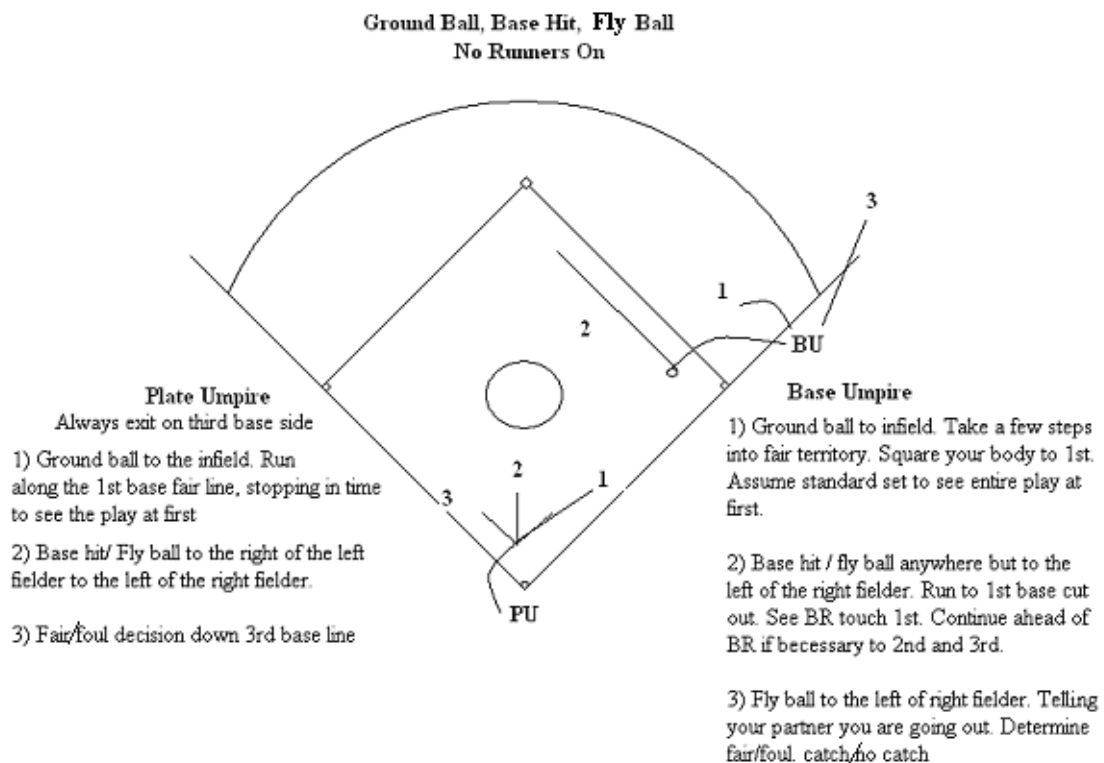


SIGNAL 2 OUT

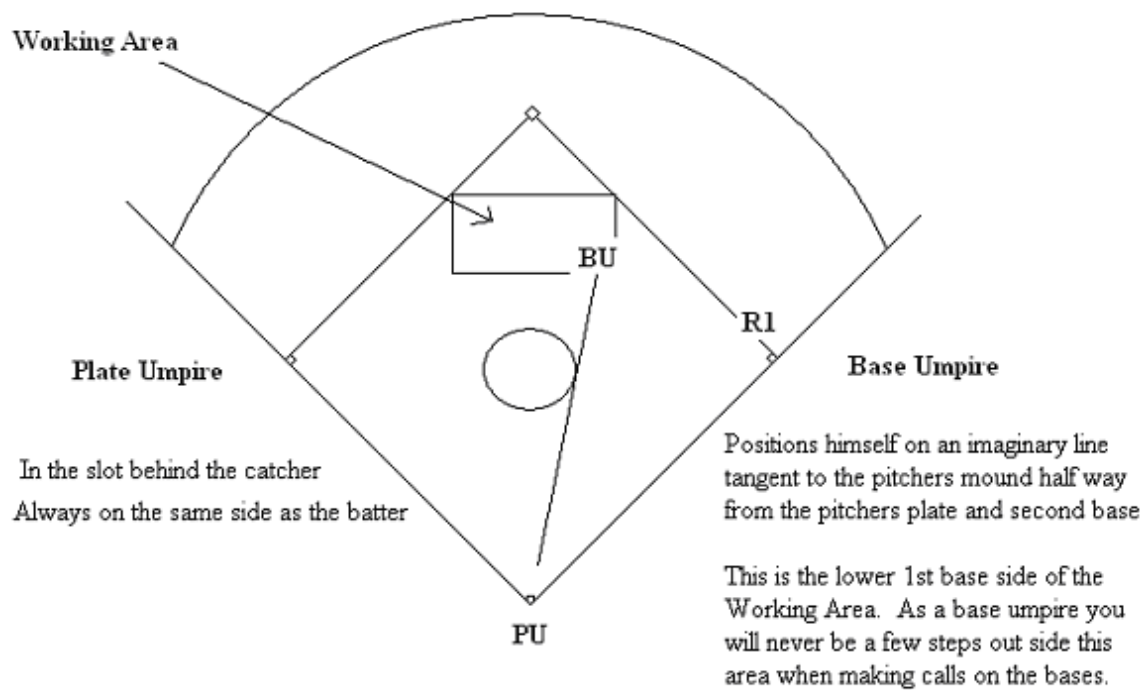


INFIELD FLY

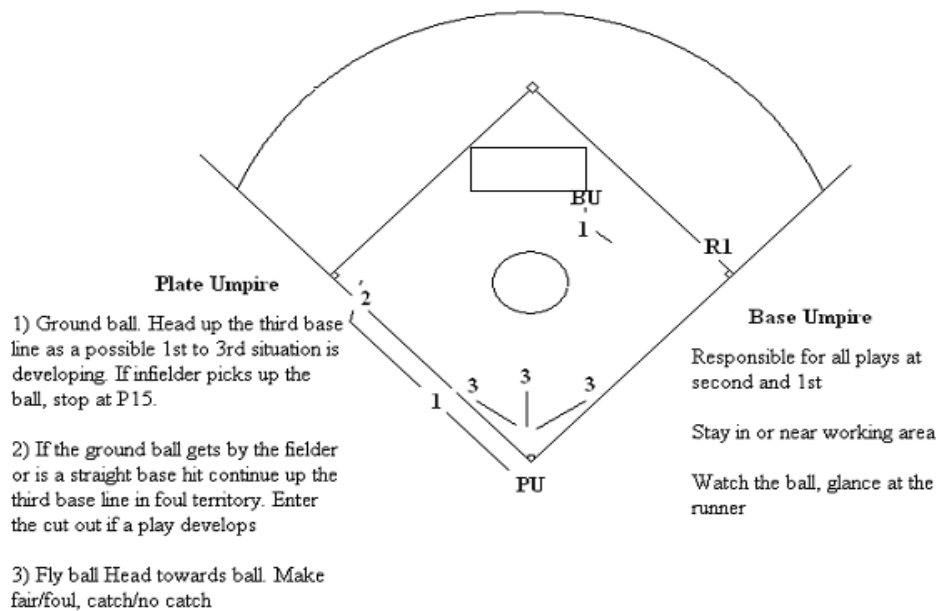
2 Umpire System Overview



**Starting Positions
Runner on 1st base only**



**Ground Ball, Base Hit, Fly Ball
Runner on 1st base only**



Note: Any time the ball is hit in the above situation:

Base umpire has all calls on the bases.

Base umpire makes all fly ball calls in the middle

Plate umpire always has plays at the plate

Plate umpire always has fair / foul

Plate umpire has catch / no catch when fielder is heading toward the lines