

BASEBALL/SOFTBALL UMPIRE DIAGRAMS

Balls & Strikes

- The Plate Umpire will call Balls and Strikes. The Field Umpire should keep track of the count and number of outs on every play.
- The strike zone is the space over home plate which is between the batter's chest (letters on the jersey) and the top of their knees. It should also be extended one "Ball Length" inside and outside the plate. A ball that bounces before reaching Home Plate can ONLY be ruled a strike if the batter swings.
- Be Consistent with Balls and Strikes. Strike Zones may change depending on age level. Younger levels may require a larger strike zone. The key is to be consistent with both teams!
- Do not verbalize "you're out" or "take your base" on strikeouts or walks simply say "strike three" or "ball four".
- Keep track of the count after each pitch (verbally express the count to players and coaches when appropriate).
- An attempted bunt with two strikes that results in a foul ball is considered a third strike. The batter is out.

Foul Tip: Where a pitch is deflected by the bat into the catcher's glove.

- Call a strike and signal the Foul Tip signal (brush off signal). This is not a foul ball! The ball remains live (in play) and runner can advance at their own risk (runners can steal).

Hit Batter

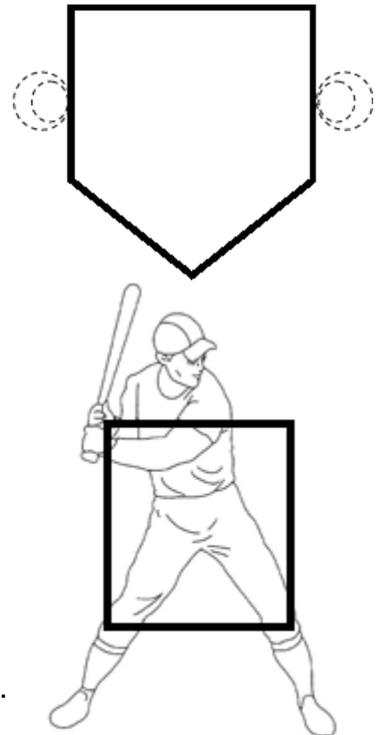
- Rule immediately on a ball that hit the batter, while the batter is in the box.
- If the Batter swings and the ball touches them without the ball contacting the bat first, the pitch is ruled a strike and a dead ball.
- If the batter is hit by a pitch that is in the strike zone, the pitch is ruled a strike, not a dead ball (the batter does not get first base).
- The Batter's uniform is considered part of their body.
- A ball that bounces then hits a batter is ruled Hit by Pitch. Batter is awarded 1st Base.

Fair & Foul Balls

- A ball is in fair territory if any part of it is on or over any part of the foul line.
- A ball which stops rolling before it reaches first or third base is judged in regards to where it lies when it stops. A ball which is touched before it reaches the base is judged in regard to its position when touched.
- A ball which bounds (i.e. ground balls) into the outfield past first or third base is judged relative to the base when it passes the base. If any part of the ball passes over the base it is a fair ball, regardless of where it is played in the outfield.
- A ball which is hit to the outfield in the air is judged based on where the ball is when it is touched or hits the ground.
- If any part of the ball hits the foul pole, it is a fair ball.
- Judged on the position of the BALL, not the position of the fielder.
- If the ball hits home plate, it's a fair ball.

Infield Fly Rule

- Is in effect with runners on 1st and 2nd, or 1st, 2nd and 3rd with less than two outs. - The infield fly rule may be called on a fly ball in the infield (fair territory) that could be caught by an infielder with ordinary effort (reasonably catchable).
- The call must be made while the ball is in the air, the batter is automatically out as a result, and the ball remains in play. Base runners may leave the bag and advance at their own risk.
- If the umpire is unsure whether or not the ball will be fair or foul, the infield fly rule still may be called. Simply verbalize "infield fly if fair". If the ball is dropped or not caught and lands foul, the ball is simply a foul ball and the batter is not out. If the infield fly rule is called and the ball lands foul and rolls fair, the infield fly rule is in effect.



OFFICIAL SIGNS

DO NOT PITCH

Right arm straight out front with palm outward and fingers up—signifies do not pitch, the ball is dead



PLAY BALL

Pointing with right hand index finger while facing pitcher—signifies play is to start or resume—umpire calls “play”



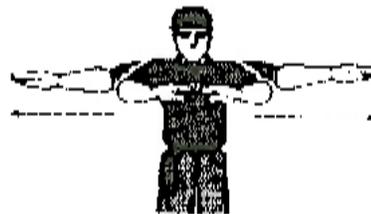
STRIKE/OUT

Fist up and then out away from body. Coordinate, verbal call, “Out!” or “Strike!”, with the hammering action of the closed fist



SAFE/NO CATCH

Coordinate verbal call “Safe” Signal also used for dropped balls and to determine if a batter’s swing was legal



FOULBALL/DEAD BALL/TIME OUT

Both hands above the head—signifies foul ball, time-out or ball is dead immediately



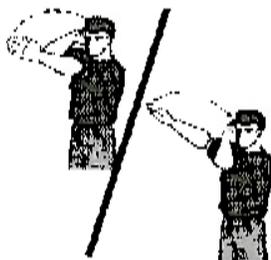
FAIR BALL

Point toward fair ground with index finger. No verbal call



FOUL TIP

The palms of the hands glance off each other as they pass above eye level, followed by a strike call



COUNT

Left hand indicates balls followed by the number of strikes on the right hand. Verbally give count—count is given upwards, outs are given down



INFIELD FLY

Index finger of right hand is held above the head—signifies infield fly

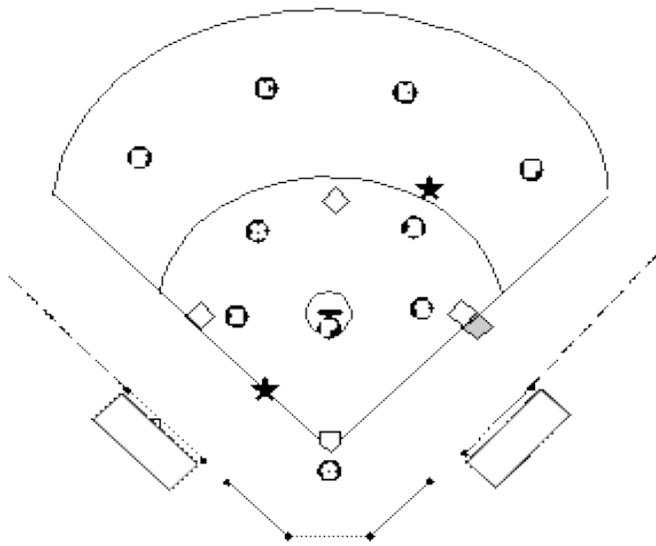


DELAYED DEAD BALL

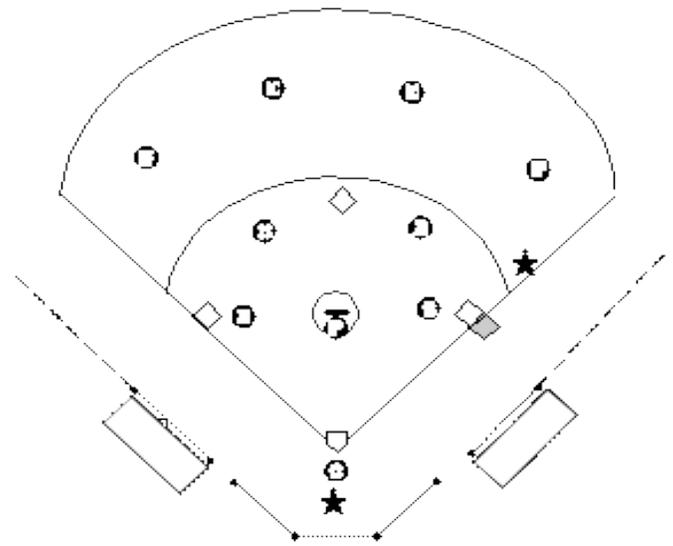
Left fist extended to the side at shoulder height—signifies infraction for which (1) the penalty may be ignored or (2) bases may be awarded after the play has completed



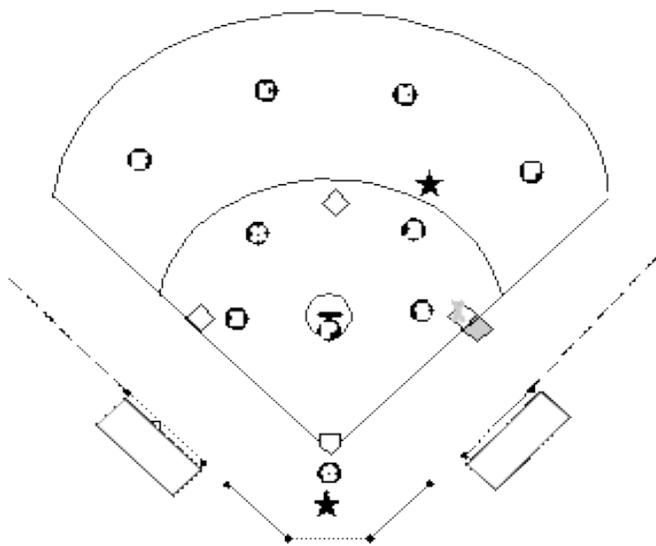
1 PRE-GAME/BETWEEN INNINGS



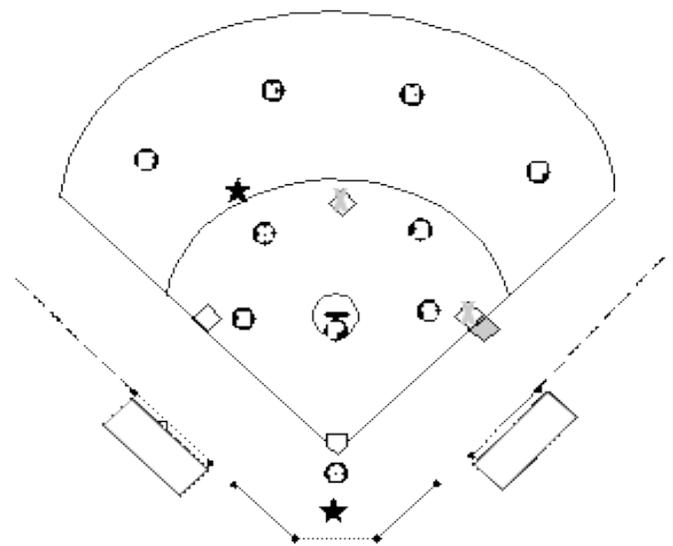
2 NO ONE ON BASE



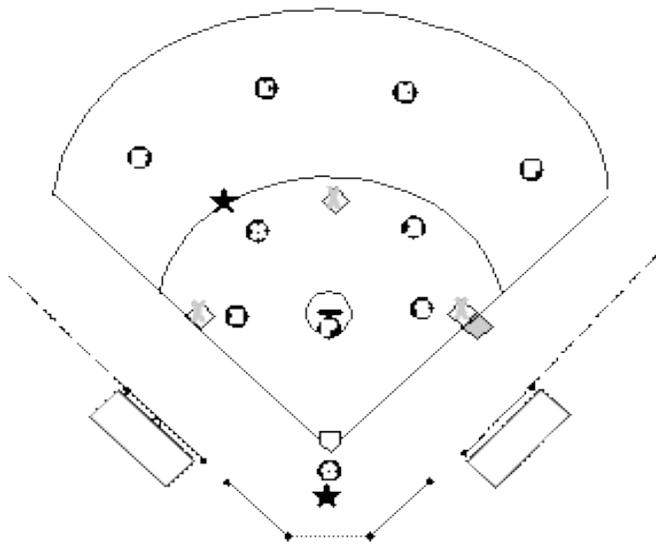
3 RUNNER AT 1ST



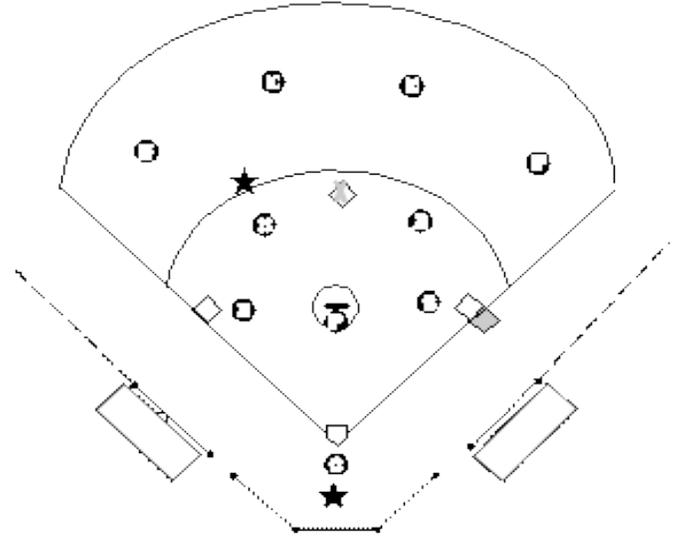
4 RUNNERS AT 1ST & 2ND



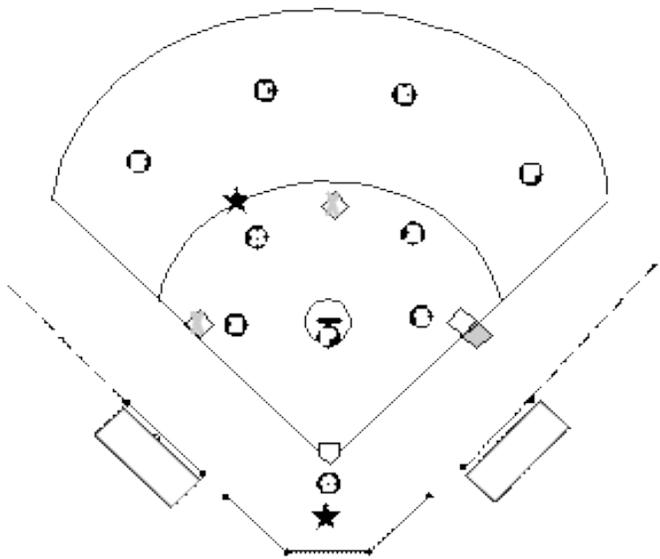
5 BASES LOADED



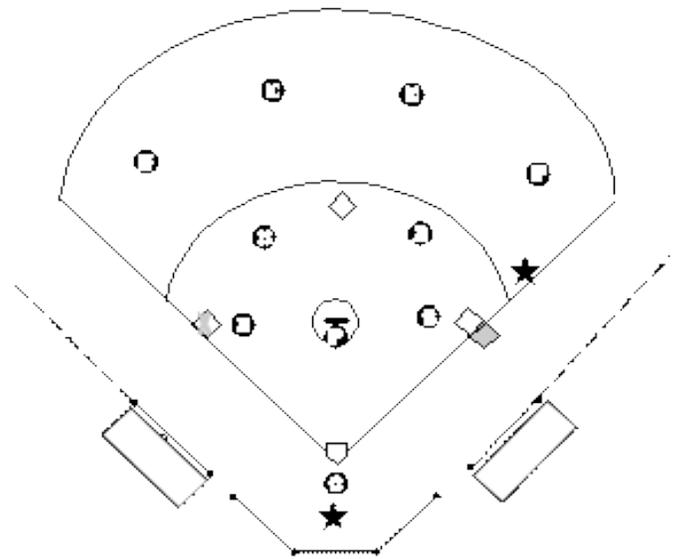
6 RUNNER ON 2ND



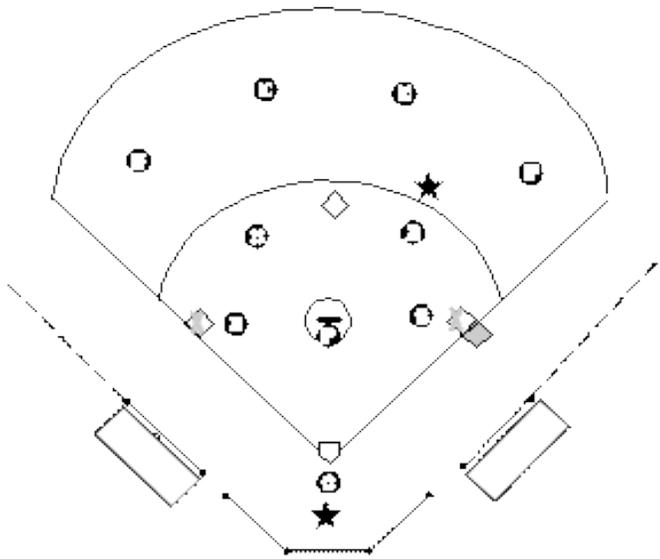
7 RUNNERS ON 2ND & 3RD



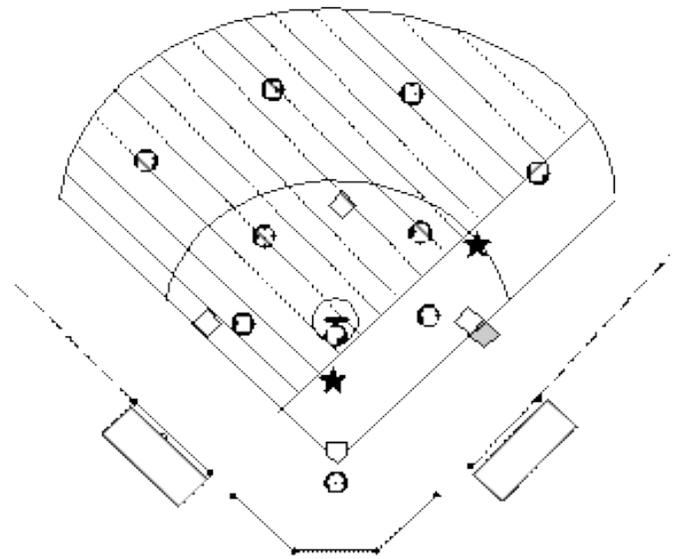
8 RUNNER ON 3RD



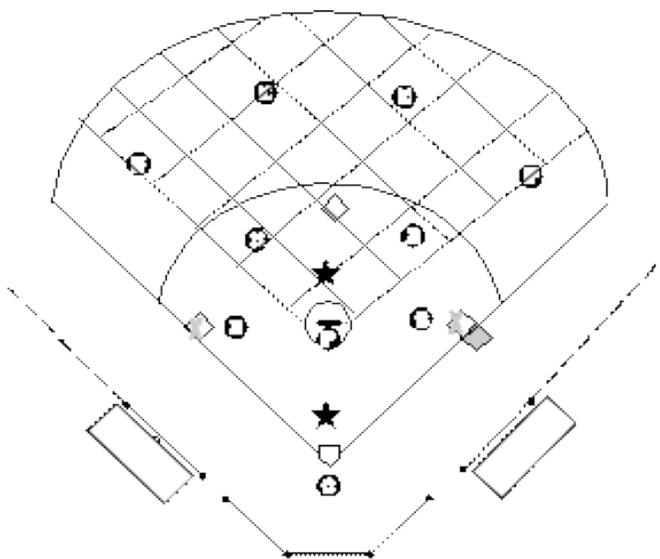
9 RUNNERS AT 1ST & 3RD



10 NO ONE ON—FLY BALL



11 RUNNERS ON—FLY BALL



12 STRIKE ZONE

