

MORSL Umpire Clinic

The key to good umpiring is positioning. Best position on a hit ball is to head out to the middle of the diamond and follow the play around the bases. Don't make quick calls, give yourself an extra second or two to allow the play to complete and then make the call. When you're calling players out raise your arm up high for the benefit of all players in the field.

In the three-umpire configuration both the First base umpire and the third base umpire should be in foul territory when there are no base runners. When the ball gets hit the first base umpire should take three large steps into the field of play and position himself as to not obstruct the play and have a full view of the base and players at first. With a runner at first base, the first base umpire should move to the outfield just to the right of second base and will be in position to call the play at second base as well as first base.

Out of Play Rule

The ball is out of play once the ball breaks the plane of the backstop fence line. If the ball is caught in the air, has broken the plane of the backstop fence line but the fielder's feet are still inside the backstop fence line then the batter is called out. If the fielder's momentum carries him beyond the line out of play, all base runners advance one base.

Over Throw Out of Play Rule

If an infielder, on an attempt to make a play, throws the ball past the backstop fence line, all players advance 2 bases from where they started prior to the hit of the ball.

If an outfielder throws the ball out of play, the base runners advance 2 bases from the base they had captured at the time of the fielder's throw.

Ground Rule Double

If a ball is hit fair and rolls or bounces beyond the home run fence or is deflected by the fielder and passes the home run fence, all players advance 2 bases from where they started prior to the hit. If the fielder purposely knocks the ball beyond the home run fence, the play will be allowed to continue.

1st Base Bags

On an in field hit, the first baseman must touch the white bag and the runner the orange bag. The fielder may come in contact with a portion of the orange bag as long as part of his foot is in contact with the white bag. On a close play if the fielder touches only the orange bag and obstructs the runner from his orange bag, the runner will be given first base. If the runner upon reaching first base turns to his left and makes an **attempt** to second base he may now be tagged out by the fielder prior to returning to first base.

Base Runners & Obstruction

If a base runner gets hit by the ball, on an infield hit, he is **out only if** it has prevented the infielder from making a play on the ball. The base runner must give way to a fielder when he is attempting to make a play on a hit ball. If the base runner intentionally obstructs the fielders view or slows his run as he crosses the path of the fielder, he may be called out.

A player after being called out is expected to leave the field without interfering with the balance of the play. If the player called out returns into the stream of play and interferes with the play, the umpire may enforce the interference rule.

Ejection For Unsportsman Like Play

Any decoy gesture made, like a fake tag, intended to confuse players in the field of play, may be cause for ejection from the game.

Missed Bag Appeal

Any player on the field may appeal to the umpire if they feel the base runner had missed a base along his run. If the umpire knows the base runner has missed a base, he may not tip the defensive team but may act only on an appeal.

In Field Fly Rule

With less than 2 outs and runners on 1st & 2nd, if a ball is popped up and an infielder has a reasonable play on the ball, the batter is called out and the runners may advance at their own risk of being tagged out. If the fielder allows the ball to drop and it rolls foul in front of first or third base, the batter is issued a strike call. If a fielder intentionally drops a ball to further his cause, the batter is called out and the play called dead.

Tag Up Rule

On a fly ball, all base runners may advance once the defensive player comes in contact with the ball, the base runner is not required to wait until the fielder comes in control of the ball (in the case where the fielder is juggling the ball).

Umpire & Bat

Both the umpire and the hitter's bat are both part of the playing field and play will be allowed to continue even if the ball or any player on the field come in contact with either object.

Safety First

If a base runner gets hit by a ball and is cut or knocked unconscious or breaks a limb the play is called dead and the player is attended to. Once play resumes, it is at the umpire's discretion to call the injured player safe or out. However, for non-life threatening injuries such as pulling a hamstring or twisting an ankle, the runner is required to arrive safely at his base or he may be tagged out.

Batter's Box

The batter's box is 7' long by 3' wide and 6" from either side of home plate. The batter's box begins evenly with the back of home plate and extends forward 7'. Both feet of the batter must begin having contact with the batter's box. Upon contact with the ball, both of the batter's feet must be in contact with the batter's box and must not come in contact with home plate/mat.

Verbal Interference

Verbal interference by the offensive team on a fly ball will count the hitter out and if there are base runners, the base runner closest to home will also be called out.

Verbal interference by the defensive team member, is just cause for ejection from the game.

Bits that Bite

Rovers are permitted to begin play (prior to the pitch) in the infield....who knew.

If a player is tagged beyond the commit line he is not out until the defensive team tags home plate prior to the runner touching the safe line.

Illegal pitches are anything under six feet or over 12 feet. At Centennial Park the top of the light standard may be used by the umpire as a reference point, to call a high pitch. The umpire may also use the bill of his ball cap to determine a high pitch; if the ball disappears from view (when looking straight ahead) the pitch was too high.

A close play at any base is always an out, there is no such thing as a tie.

Any foul tip caught in the air is an out, regardless of the height of the ball.