Level One Workbook Answers

Version History

Version	Date	Resources
1.0	October 2018	For use with: 2018 WBSC Two Umpire System Fast Pitch Mechanics Softball New Zealand Official Rules of Softball 2018-2021

Introduction

Part of gaining Level One accreditation requires umpire recruits to complete the Level One Workbook which contains four exercises to be attempted individually.

Once complete, recruits are to arrange a time to review their exercise answers with their local chief umpire or RDU. If you have several recruits it may be useful to conduct a group review session.

There is **no pass mark**, attempting the workbook exercises is the only requirement.   Recruits may review an individual exercise OR all four exercises at once.

The answers for the Level One Workbook exercises are provided on the following pages. Please go through your recruit's answers with them and explain any they do not get correct.

Once the exercise review is complete, please sign page 27 of their Level One Workbook to record they have completed the exercise(s).

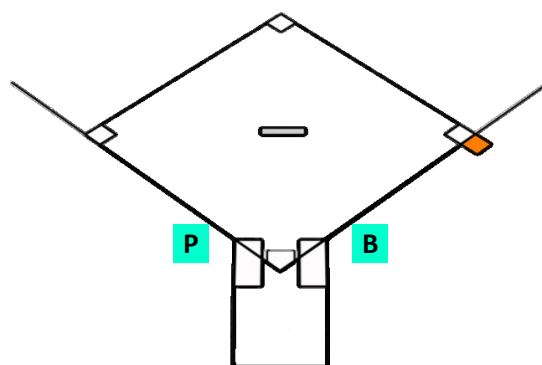**The following answers are NOT to be copied or distributed to umpire recruits.**

Page 4 Starting Positions Exercise

On the diagrams below:

1. Mark with a **P** where the plate umpire and mark with a **B** where the base umpire should stand for the plate meeting.

2. Mark with a **P** where the plate umpire and mark with a **B** where the base umpire should stand between innings.
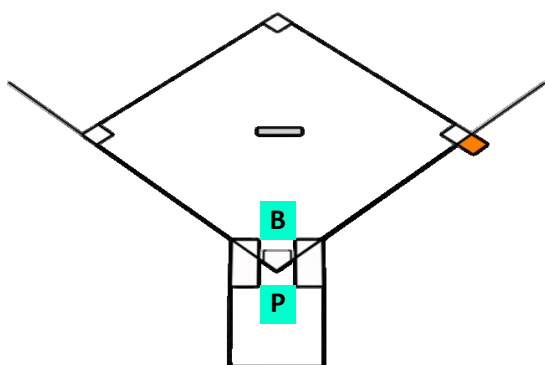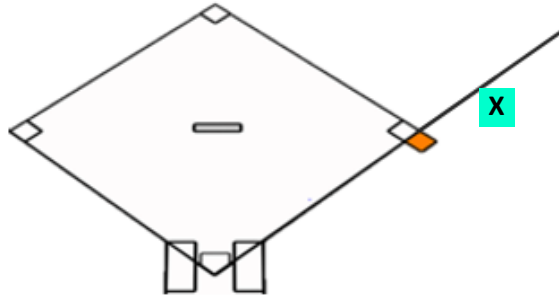

1. Plate meeting	2. Between innings

Page 5

Referring to the 2018 WBSC Two Umpire Mechanics, on each of the following diagrams: Mark an **X** where the **base** umpire should be positioned **before the pitch**.

Write or circle your answer

3.

No runners on

Before the pitch with no runners on, how far back from 1st base should you stand?

_____ *5-6* metres   *Page 6 WBSC*

Which side of the **foul line** should you be standing on before the pitch?

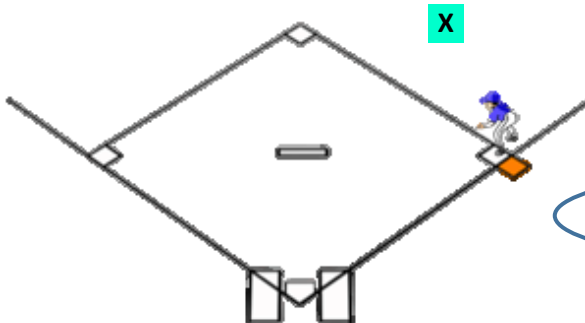Fair   (Foul)   *Page 6 WBSC*

This is known as "A" position

---

4. Before the pitch, **no runners on base**, how far off the **base line** should you stand?
Hint: refer to page 6 of the 2018 WBSC Mechanics.

_____ *150* mm   *Page 6 WBSC*

5.

Runner on 1st base (R1 on 1B)

This is known as "B" Position

Before the pitch with a runner on 1st base, where should you be standing?

a) 5-6 metres behind 2nd base

b) Behind and off the 2nd base fielder shading toward the runner on 1st base

Page 9 WBSC

c) No closer than halfway but no more than two-thirds between 1st and 2nd base, behind and off the 2nd base fielder

---

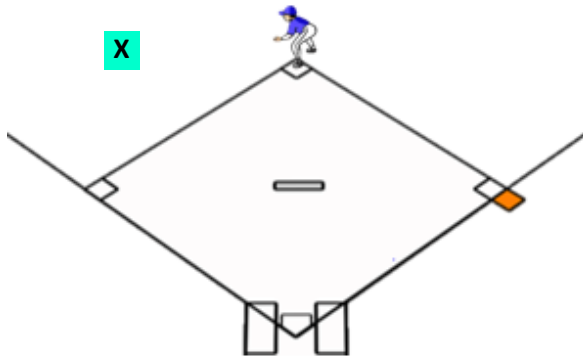*Note to UIC: WBSC 2018 manual answer is b) however **preferred SNZ umpire position is c)** for the potential steal call at 2nd base. For a potential playback at 1st base help can be sought from the plate umpire. Please explain this to your umpire recruit.*

Mark an **X** where the **base** umpire should be positioned **before the pitch**.

Circle your answer

6.

Runner on 2nd base (R1 on 2B)

This is known as "C" Position

Before the pitch with a runner on 2nd base, what **fielder** should you be standing behind and off?

2nd base   3rd base   (Shortstop)

Page 12 WBSC

Which **side** of that fielder should you be shading towards?

1st base   (2nd base)   3rd base

Page 12 WBSC

7.

Runner on 3rd base (R1 on 3B)

Before the pitch with a runner on 3rd base, what **fielder** should you be standing behind and off?

2nd base   3rd base   (Shortstop)

Page 15 WBSC

Which **side** of that fielder should you be shading towards?

1st base   2nd base   (3rd base)

Page 15 WBSC

8.

Runners on 1st and 2nd base
(R1 on 2B and R2 on 1B)

Before the pitch with runners on 1st and 2nd bases, what **fielder** should you be standing behind and off?

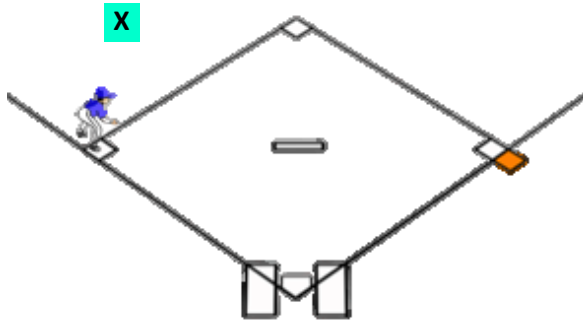2nd base   3rd base   (Shortstop)

Page 18 WBSC

Which **side** of that fielder should you be shading towards?

1st base   (2nd base)   3rd base

Page 18 WBSC

Mark an X where the **base** umpire should be positioned **before the pitch**.

9.

X

Runners on 1st and 3rd base
(R1 on 3B and R2 on 1B)

Before the pitch with runners on 1st and 3rd bases, what **fielder** should you be standing behind and off?
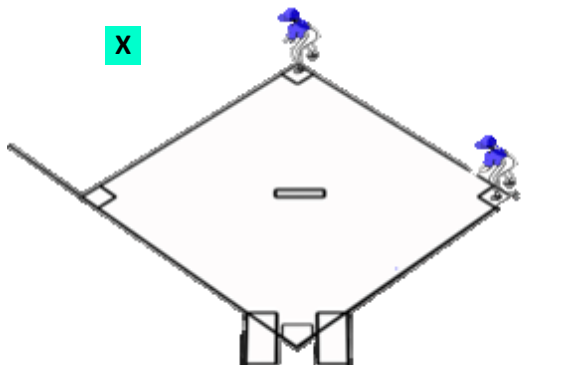
2nd base   3rd base   (Shortstop)

Page 21 WBSC

Which **side** of that fielder should you be shading towards?

1st base   2nd base   (3rd base)

Page 21 WBSC

10.

X

Runners on 2nd and 3rd base
(R1 on 3B and R2 on 2B)

Before the pitch with runners on 2nd and 3rd bases, what **fielder** should you be standing behind and off?

2nd base   3rd base   (Shortstop)

Page 24 WBSC

Which **side** of that fielder should you be shading towards?

1st base   2nd base   (3rd base)

Page 24 WBSC

11.

X

Loaded bases
(R1 on 3B, R2 on 2B and R3 on 1B)

Before the pitch with loaded bases, what **fielder** should you be standing behind and off?

2nd base   3rd base   (Shortstop)

Page 27 WBSC

Which **side** of that fielder should you be shading towards?
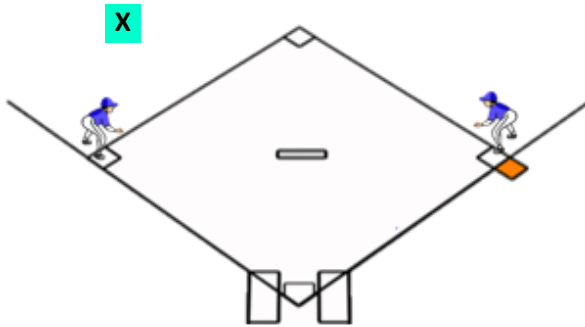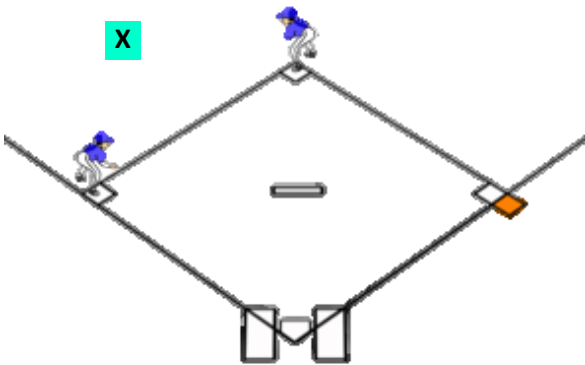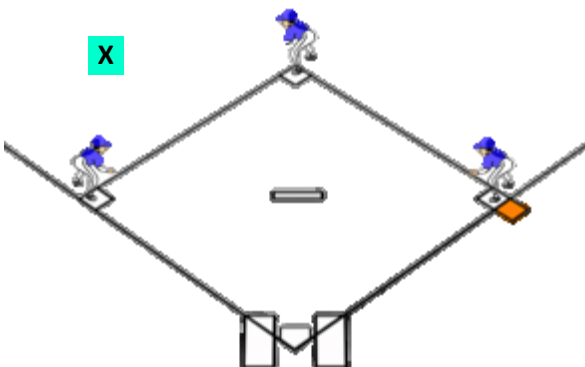
1st base   2nd base   (3rd base)

Page 27 WBSC

Page 15 Revision Exercise - Strike Zone and Signals

Complete the following questions by yourself. When you have finished this exercise, make a time to go through your answers with your local chief umpire. They will explain any you don't get right and record (on page 27) that you have completed the exercise for SNZ records. Your mark will not be recorded.

Circle your answer

1. The lower end of the strike zone is the bottom of the batter's knee cap. **True** False

2. The higher end of the strike zone is the batter's armpits. True **False**

3. After how many balls does a batter get to "walk" to 1st base? 3 **4**

4. Which arm do you use to signal a strike? Left **Right**

5. A waist high pitch with a quarter of the ball passing over the plate is a ball. True **False**

6. A pitch (not swung at) bounces up off the ground crossing the front of the plate above the knee.
RULING: Strike. True **False**

7. A foul ball is signalled by raising both arms above your head. **True** False

8. The **delayed** dead ball signal is used to signal obstruction. **True** False

9. Which hand is used to hold your clicker? **Left** Right

10. When giving the count, which hand is used to indicate the ball count on the batter? **Left** Right

11. Which arm do you use to signal an out? Left **Right**

12. The dead ball signal is the same as the delayed dead ball signal. True **False**

13. The batter is out if they hit a foul ball that is caught by a fielder before it touches the ground (or anything else foreign to the ground). **True** False

14. The time signal is the same as the foul ball signal. **True** False

15. The batter is **not out** if they tip a foul ball straight into the catcher's glove on the 3rd strike. True **False**

Page 19 Revision Exercise – Fair and Foul

Complete the following questions by yourself. When you have finished this exercise, make a time to go through your answers with your local chief umpire. They will explain any you don't get right and record (on page 27) that you have completed the exercise for SNZ records. Your mark will not be recorded.

Circle your answer

1. A batted ball is first touched **outside** the 1st baseline by a fielder with both their feet in fair territory.
RULING: Fair ball.   True   (False)

2. A batted ball stopping with half of the ball on the foul line and the other half in foul territory, infield or outfield, is fair.   (True)   False

3. Home plate is part of fair territory.   (True)   False

4. The outfield fence upright foul line pole is part of fair territory.   (True)   False

5. A foul ball rebounds off the backstop net and is caught by the catcher before it touches the ground.
RULING: The batter is out.   True   (False)

6. A batted ball hits home plate, bounces up and hits the bat a second time while the batter is standing in the batter's box.
RULING: Foul ball.   (True)   False

Page 20

Underneath each of the following pictures please write whether it is fair or foul.
Try to include a SNZ rulebook reference with your answer. Eg:
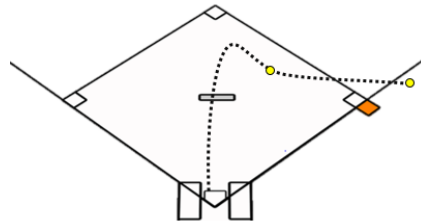
Fair – Rule 5.1.16 b

Yellow dots indicate where a batted ball touches the ground/base, the last dot is where the ball stops.
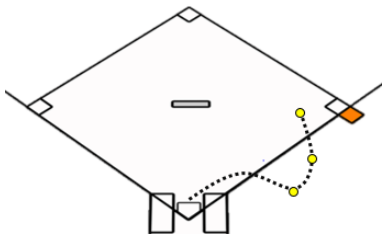
7.

Fair

5.1.16 a
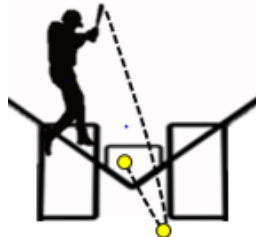
8.

Fair

5.1.16 a
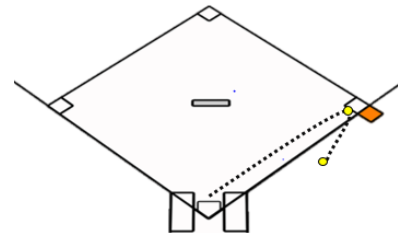
9. Ground ball hits fair (white) base

Fair

5.1.16 c & 5.6 a) i
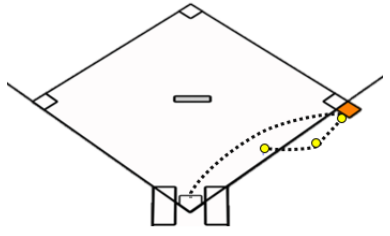
10. Ground ball hits foul (coloured) base only

Foul

5.1.20 d & 5.6 a) i
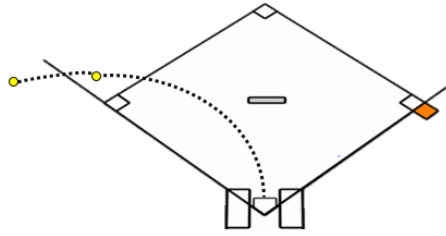
11. Fly ball hit into the air
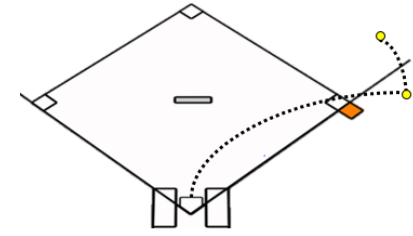
Fair

5.1.16 e

12. Fly ball hit into the air

Foul

5.1.20 c

13. Fly ball hit into the air

Fair

5.1.16 e

14. Ball touches base 3

Fair

5.1.16 c

15.

Foul

5.1.20 d

Page 23 Revision Exercise – Safety Base

Complete the following questions by yourself. When you have finished this exercise, make a time to go through your answers with your local chief umpire. They will explain any you don't get right and record (on page 27) that you have completed the exercise for SNZ records. Your mark will not be recorded.

Circle your answer

1. A batted ball hits the fair (white) portion of 1st base, then rolls into **foul** territory and stops.
    RULING: Fair ball.   **True**   False

2. A batted ball hits only the foul (coloured) portion of 1st base, then rolls into **foul** territory and stops.
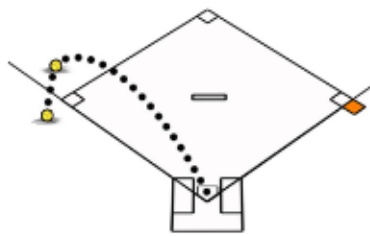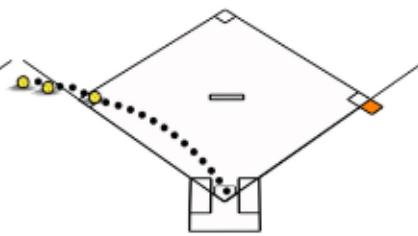   RULING: Fair ball.   True   **False**

3. A batted ball hits only the foul (coloured) portion of 1st base, then rolls into **fair** territory and stops.
    RULING: Fair ball.   True   **False**

4. A batted ball, bounces over the foul (coloured) portion of 1st base and lands in outfield **fair** territory.
    RULING: Foul ball.   **True**   False

5. A batter-runner beats the throw to 1st base and over-runs this base with half of their foot touching each (fair and foul) portion of 1st base. The infield appeal for a missed base **before** the batter-runner returns to 1st base.
    RULING: The batter-runner is out.   True   **False**

6. A runner "tags up" for an outfield fly ball with half of their foot on each (fair and foul) portion of 1st base. Once the catch is taken, the runner leaves 1st base and runs safely to 2nd base.
    The infield appeal for the runner not tagging up.
    RULING: The runner is out.   True   **False**

7. No runners on base. The catcher drops the 3rd strike, picks up the ball and throws to 1st base fielder standing on the foul (coloured) portion of 1st base. The throw beats the runner to 1st base.
    The batting team ask for their runner to be safe because the fielder was standing on the foul portion of the base.
    RULING: The batter-runner is out.   **True**   False

8. On a two base hit to the outfield, the batter-runner only touches the foul (coloured) base when they round 1st base continuing safely to 2nd base.
    The fielding team appeal for a missed base because the batter-runner did not touch the fair (white) portion of 1st base on their way to 2nd base.
    RULING: The batter-runner is safe at 2nd base.   **True**   False

9. A batter hits into the infield and over-runs 1st base touching only the foul (coloured) base. The throw is wild so the batter-runner continues safely to 2nd base.
    The fielding team appeal for a missed base because the batter-runner did not touch the fair (white) portion of 1st base on their way to 2nd base.
    RULING: The batter-runner is safe at 2nd base.   **True**   False

10. A batter-runner beats the throw to 1st and over-runs this base only touching the fair (white) portion.
    The infield appeal for a missed base **before** the runner returns to the fair portion of the base.
    RULING: The batter-runner is out.   **True**   False

Page 26 Regional Umpire Evaluation – Level One (see next page)

Notes for Evaluators

Evaluation games at this level are to be two umpire crews. Ideally all evaluation games will occur with a more senior umpire partner who can give helpful advice during a game without overloading the umpire.

The first two evaluation games should occur midway through the season with the second two evaluation games occurring near the end of the season. An improvement should be evident in games three and four.

Plate Starting Position

We are not expecting to see umpires in the slot. Things to look for are:
- Not too close to the catcher
- Not too far away from the catcher
- Calling pitches over the catchers shoulder closest to batter (not catcher's head)
- If umpire is "hiding" behind the catcher tick ✓ No

Fair and Foul

Assessment criteria is for signals only. Close call positioning and judgement are **not** being assessed.

If umpires are making their calls too soon, raise this as "something to work on" in post-game feedback.

Check Swing Request/Response

Assessment criteria is for check swing request/response mechanics and signals only.

Their judgment is **not** being assessed.

For any signals not observed in a game tick ✓ N/A. Ask the umpire to demonstrate the signal(s) afterward during post-game feedback.

Base Starting Positions

Ideally if the umpire is **not** moving to the correct position independently, the plate umpire will prompt base umpire to move from A to B, B to C and back to A.

If prompting is no longer required after 1-2 innings (or seldom required during entire game) tick ✓ Yes.

If prompting is required for 3 or more innings tick ✓ No.

Obstruction Ruling

This assessment criteria is more difficult. Discuss any obvious examples of obstruction that occurred during game during post-game feedback, this will aid/reinforce obstruction recognition in future games.

General Rules Knowledge

Assessment criteria is for fundamental rule knowledge **not** advanced rules eg:
- Ball and strikes
- Safe and out
- Catch/no catch
- Force outs
- Tag outs
- Fair/foul infield and outfield
- Dead ball for throws out of playing field
- Overthrow awards
- Missed base = appeal play

Discuss any other rules that require clarification during post-game feedback.

Softball New Zealand Regional Umpire Evaluation – Level One

Name: .... **Association:** ....

Guide: For each game, cross out the **Plate** or **Base** section not applicable.

Each evaluator is to observe one plate and one base game.

Tick ✓ each criteria Yes or No. If error occurs two or more times during multiple innings of a game, tick ✓ No.

If criteria is not observed in a game, tick ✓ N/A.

For any signals not observed, evaluator is to ask the umpire to demonstrate signal after their game.

Demonstrates Generally	Game One			Game Two			Game Three			Game Four		
	Date:			Date:			Date:			Date:		
Plate: Signals	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
• Balls and strikes												
• Fair and foul												
• Foul tip												
• Count												
Starting position												
Check swing request												
Base: Starting position	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
• No runners on												
• Lead runner on 1st												
• Lead runner on 2nd												
• Lead runner on 3rd												
Check swing response												
Safety base												
Both Plate and Base:	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
Good presence												
Position between innings												
Calls audible												
Signals	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
• Safe and out												
• Time												
• Dead ball												
• Obstruction												
Obstruction ruling												
General rules												
Total: Add Each Column												
***Total % = Total Yes ÷ 15 × 100**	%			%			%			%		
Evaluator Initials												
Evaluator Feedback Received: Umpire To Initial Each Game												

*If criteria is not observed: Total % = Total Yes ÷ **(15 - number of N/A)** x 100* *Eg: No foul tips in a game = 1 N/A: Total % = Total Yes ÷ 14 × 100*	**Average %** **Add Total % ÷ 4**	
	50% + Required To Gain Level	

Evaluator One Name: .... **Signature:** ....

Evaluator Two Name: .... **Signature:** ....

Copy of Level One Umpire Evaluation Received: **Umpire Signature:** ....

Local UIC to include copy with annual report to RDU