



**SOFTBALL  
NEW ZEALAND  
UMPIRE**

**LEVEL THREE WORKBOOK**

*E hara tāku toa | te toa takitahi, tāku toa, he toa takitini*

*My strength is not that of one person, but the strength of many*

Softball NZ



## Contents

- 1 Our Vision
  - Our Mission
  - Our Values
- 2 Foreword
- 3 Level Three – Emerging Umpire
- 4 Revision Exercise
- 5 Uniform
- 6 Pre Game Responsibilities
- 10 Line-Up Changes
- 12 Charged Conferences
- 15 Plate Umpire – Moving to Track Batted Balls
- 16 Plate Umpire – Trailing the Batter-Runner
- 23 Illegal Pitch – Feet Violations
- 25 Selling the Call on Close Plays
- 28 Lead Off Calls
- 29 Appeal Plays
- 30 Batting Out of Order
- 34 Level Three Regional Evaluation Form
- 36 Workbook Exercise Checklist
- 37 Umpire Game Record



Photos: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)



## Our Vision

The softball community experiences quality umpiring, and the enjoyment it creates.

## Our Mission

To lead and deliver quality and professional umpiring, providing enjoyment and support to all those involved.

## Our Values

**Passion** – encompassing excellence, enthusiasm, persistence and dedication.

**Honesty** – implicit to gain trust and portray fairness.

**Courage** – having presence, calmness in how we behave and leadership in game management.

**Quality** – achieved through consistency, teamwork and continuous improvement.

**Enjoyment** – for the umpires, players, team management and spectators.

**Respect** – for each other, players and the rules.

## Foreword

Congratulations on achieving Level Two and thank you for giving back to the Softball community by choosing to continue umpiring and increase your knowledge and skills by completing this workbook.

Whether you umpire locally or at an international level you are an important part of the game. The best view of the game is from where we stand and trust me the view is outstanding!

Umpiring plays an important role in supporting our elite athletes to excel on the world stage and encouraging our local communities to participate, compete and enjoy Softball.

The Softball New Zealand Umpire Pathways Framework was developed in 2017 to align with the Softball New Zealand Umpires Strategic Plan 2016-2021. The Framework puts in place systems to deliver more, better supported umpires and provide a clear direction and focus for our efforts to achieve a transparent, consistent and effective umpiring grading system throughout the country.

This Level Three Workbook is a part of that grading system and should take around three hours to complete. It is not intended to replace the Softball New Zealand (SNZ) official rulebook or World Baseball Softball Congress (WBSC) mechanics manuals but to complement those, introduce and reinforce the minimum level of skills a SNZ Level Three umpire should demonstrate. The workbook will help encourage Level Two umpires to build on and develop their skills and to achieve Level Three accreditation.

Becoming a SNZ accredited umpire recognises a level of competence and effort, enabling you to wear the SNZ logo with pride, knowing you have earned it.

We are all students of the game and as you progress through the SNZ umpire pathway your learning will be built upon with practical training and mentoring by other umpires. It is hoped you will be inspired to continue to improve your umpiring and progress through the Pathways Framework. Provided you umpire both plates and bases for a season, be assessed on four of those games at a regional tournament, do a basic umpire theory exam and complete this workbook you will achieve Level Three accreditation. At Level Three we also strongly recommend you attend the annual pre-season regional umpire's seminar.

The Pathways Framework and Strategic Plan can be viewed on the Softball New Zealand website: <http://www.softball.org.nz/GET+INVOLVED/SNZ+Umpires/Resources.html>

Softball New Zealand would like to acknowledge WBSC for some of the content, and Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz) for providing several of the workbook photos.

Wiremu Tamaki

**Softball New Zealand (SNZ) Umpire-in-Chief**  
**Pou Whakawā - Poiuka Aotearoa**



## Level Three – Emerging Umpire

Progression to Level Three	
<b>Eligibility</b>	Local UIC recommendation for evaluation
<b>Workbook</b>	Level Three exercises completed
<b>Annual Rules Test Entry Level</b>	70% minimum, resit available via WBSC
<b>Pre-Evaluation</b>	Regular feedback from local UIC
<b>Regional Tournament Evaluation</b>	Local RDU or their delegate Minimum of four games: <ul style="list-style-type: none"> <li>• Two plate</li> <li>• Two base</li> </ul>

Level Three Maintenance	
<b>Season Games</b>	15 minimum
<b>Skills Demonstrated</b>	In addition to Level Two skills: <ul style="list-style-type: none"> <li>• Pre-game responsibilities</li> <li>• Line-up changes</li> <li>• Moves to track hit balls</li> <li>• Trails batter-runner</li> <li>• Lead off and pulled foot calls</li> <li>• Illegal pitch – feet violations</li> <li>• Call timing and selling</li> <li>• Adaptability and reaction</li> <li>• Judgement and decisiveness</li> </ul> Please refer to Framework for a full list of criteria
<b>Other</b>	Regional seminar – Attendance recommended Rules test – Recommended to sit each season
<b>Opportunities</b>	Regional age grade and school tournaments SNZ Secondary School – All Divisions SNZ Under 15, Under 17



## Workbook Information

This workbook will take around three hours to read and complete the **four** exercises contained in it. You don't have to complete the workbook all at once.

Additional time will be needed to review your exercise answers with your local chief umpire.

## Revision Exercise

This exercise is designed as a quick refresher of some of the knowledge gained by completing the Level Two workbook.

The **four essential elements** in umpiring are:

- 1.
- 2.
- 3.
- 4.



### WBSC Two Umpire System – Three Basic Principles

#### 1 The Division Principle

In most circumstances the Plate umpire takes all calls at which two bases? ..... and .....

In most circumstances the Base umpire takes all calls at which two bases? ..... and .....

#### 2 The Infield/Outfield Principle – This applies to batted and thrown balls.

When the ball is in the infield, the base umpire moves to, or stays in, the .....

When the ball is in the outfield the base umpire moves to a position in the .....

#### 3 The Leading Runner Principle

The base umpire should start in a position that is up with the .....

**Third Strike Rules** – The batter is out when the catcher **catches** a third strike that is:

- 1 ..... 2 ..... 3 .....

**Infield Fly** – An infield fly is a **fair** fly batted ball (not a line drive or attempted bunt) that can be caught by an **infielder** with **ordinary effort**, when:

..... and ..... bases are occupied **OR** ....., ..... and ..... bases are occupied

AND there are less than ..... out.

### Interference

Interference is caused by an offensive (batting team) player True False

Interference is a judgement call True False

Interference is an appeal play True False

## Uniform

For Softball New Zealand tournaments the umpire uniform is:

1. Powder blue shirt with SNZ logo
2. Grey trousers
3. Navy blue hat
4. Black shoes – plate and base. Specialised plate umpire shoes can be purchased from America, steel caps at a minimum should be worn.
5. Black belt
6. Grey or navy blue ball/equipment bag for plate umpires
7. Navy blue jacket for cold weather
8. Undershirt (if worn) white or blue

Uniform items are available for purchase from [softballsuperstore.co.nz](http://softballsuperstore.co.nz)

Email: [sales@exclusivesports.co.nz](mailto:sales@exclusivesports.co.nz) Phone: 0800 112 985



Umpire equipment required is:

1. Protective mask
2. Chest protector
3. Shin guards
4. Pelvic protector (stores selling cricket equipment usually have these for males and females)
5. Indicator (Clicker)
6. Pen
7. Line-up card holder
8. Plate/base brush and holder
9. Sunglasses are recommended
10. For local games you may require a coin to flip to determine which team is batting/fielding.  
At SNZ tournaments the coin flip occurs at the tournament office 30 minutes before the game.

## Pre-Game Responsibilities

This section will be divided into four parts:

1. Equipment check
2. Plate meeting
3. National anthem protocol
4. Haka protocol

### 1 Equipment Check

At SNZ tournaments a bat check usually occurs the night before the tournaments starts. Your Tournament Chief Umpire will assign crew members to do this. The tournament process is a rigorous one involving safety checks, WBSC bat list checks and possibly compression tests. The full tournament WBSC Bat Testing Protocol is available on <https://www.wbsc.org/documents/c/softball-umpire>.

For association or club games the bat check process is usually simplified to a safety check:

#### Safety Check – Bats:

- Pick up the bat and give it a shake. If it rattles, remove it from the game.
- Run your hand up and down the barrel. If you feel any dents or sharp burrs, remove it from the game.
- Check the handle has a continuous layer of tape and the handle is not cone shaped. If tape is missing, or it is cone shaped, remove it from the game.
- Check the end cap at the base of the bat. If it looks like it has come loose, or been glued back in, remove it from the game.
- In some grades, bats without the WBSC Certified or ISF 2005 logo may need to be removed from the game. Check with your local chief umpire if this applies to any grades in your association.



#### Safety Check – Batting Helmets:

- Check each helmet has **two** ear flaps. If it doesn't remove it from the game.
- Check each helmet for breaks and cracks, these often occur at the top outside edge of the ear flap. If you see any stress lines give the ear flap a slight bend inwards. If a crack is evident, remove it from the game.
- Check each helmet's inner padding including the ear flaps. If any padding is missing remove it from the game.



#### Safety Check – Catcher's Gear:

- Check the catcher's helmet for breaks and cracks as above. Also check the metal cage has no breaks, cracks or loose attachments.
- Check the shin guards are complete, each section is attached to the next, no breaks or cracks and no sharp metal rivets or attachments.

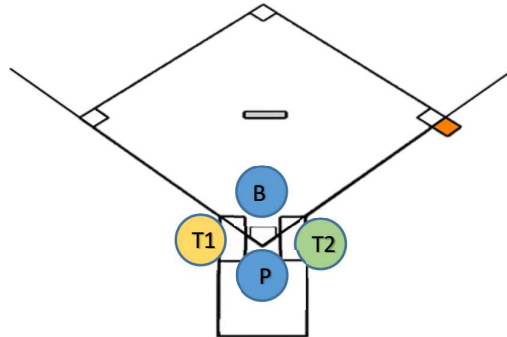




## 2 Plate Meeting

All umpires should enter the diamond together.

One minute before the start of the game, the umpires bring the respective team representatives to home plate for a meeting. In a two umpire crew the umpires and team representatives line up as follows:



The plate meeting provides an opportunity to:

- **Introduce the umpire crew** – an important aspect of the meeting that helps promote goodwill between all parties and allows for easier communication during the game. Remove your sunglasses, let the coaches see your eyes
- **Confirm line-up sheets** – changes can be made to shirt numbers and positions. Starting players can be changed for injury or illness only (Rule 3.2.3c) If any changes are made inform the official scorer If a team is using a DP and FLEX and/or a DR, confirm this with the coach at the plate meeting.
- **Explain ground rules** – make sure that everyone has a clear understanding in relation to the field of play. Open diamonds – is the ball dead or alive after 1<sup>st</sup> and 3<sup>rd</sup> base? Are there any outfield obstacles such as trees that may “block” batted balls?
- **Time limit** – if a time applies to the game, let the teams know at the plate meeting.
- **Answer any questions** – before leaving the plate meeting ensure that there are no lingering doubts about how the game will progress.
- **Collect game balls** – obtain the game ball/s from the offensive (batting) team prior to starting the game. Check the balls for foreign substances, colour and general condition.

**Note:** The plate meeting should be over in less than one minute.



### 3 National Anthem Protocol



Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

The National Anthem is often played before a tournament final.

Umpires should stand near the backstop net, facing the diamond.

Remove your hat and sunglasses (prescription glasses may stay on) for the National Anthem.

If team members and umpires are announced to the crowd via loudspeaker, after your umpire position and name is announced step forward towards home plate and tip your hat to the teams.

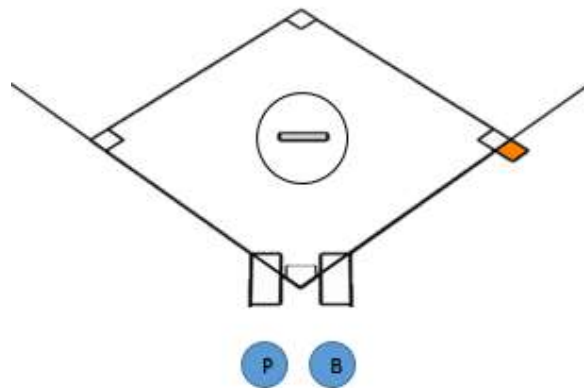


Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

#### 4 Haka Protocol



At tournaments, teams may perform a haka before the game starts. Check at the plate meeting if this will occur.

Umpires should stand at the **back of the batter's box** facing the diamond. Remove your hat and sunglasses (prescription glasses may stay on) and keep an eye on proceedings.

Teams delivering, or accepting, the challenge should not cross the edge of the pitchers circle closest to their dugout. If they are approaching this line (shown below), walk out to home plate. If they get to the line, say *"that's far enough"*, we don't need tensions rising too high before the game starts.

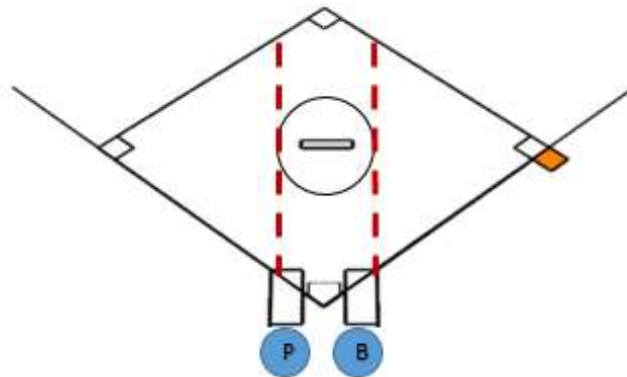


Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

## Line-Up Changes

*Note: pages 10-11 are best viewed in colour*

Review the below team sheet.

Starting players 1-10 may be substituted and **re-enter the game once** at a later time.

Substitutes may **enter the game once only\***.

\*Exception: If a substitute has been in the game (and then substituted out) they may still be used as a replacement player for a "blood bin".

**Bat Order 4:** Shirt 16 Gretchen Aucoin, is the Designated Player (DP).

This player will **always** bat at the order listed and may also take the field for any player/s during the game at any fielding position/s.

If the DP takes the field for a player, that player becomes an Offensive Player Only (OPO) i.e. the OPO will only bat, in the same bat order as listed.

The DP will field and still bat in their listed order (4).

**Bat order 10:** Shirt 5 Loran Parker, is the FLEX.

This is the player the DP is batting for. The FLEX is always listed at position 10.

The Flex generally does not bat, if they do, they can **only bat for the DP**, this change is considered a substitution.

**Bat order 11:** Shirt 13 Beth Reid, is the Designated Runner (DR).

This player will not bat or field. They may run **once per innings for any player**, once that player has reached base safely.

The DR is always listed at position 11.

This change is not a substitution, however the plate umpire must be notified which base runner the DR is replacing.

SOFTBALL NEW ZEALAND TEAM SHEET			
<b>TEAM</b>	<i>Auckland V Wellington</i>		
<b>TOURNAMENT</b>	<i>NFC Women</i>		
<b>TIME</b>	<i>11.00am</i>	<b>DATE</b>	<i>14/2/202X</i>
<b>Bat Order</b>	<b>Shirt No.</b>	<b>NAME (First) (Surname)</b>	<b>Pos.</b>
1	7	MEREANA MAKEA	6
2	14	ANCELLE VAN MOLENDORFF	8
3	23	TYNEESHA HOUKAMAU	9
4	16	GRETCHEN AUCOIN	DP
5	2	ZOE TOLHOPF	2
6	25	KRYSTA HOANI	7
7	12	KATRINA NUKUNUKU	4
8	6	REBECCA BROMHEAD	5
9	20	TAYLOR CHONGNEE	3
10	5	LORAN PARKER	1
11	13	BETH REID	DR
SUBSTITUTES			
12	1	TENILLE AUIMATAGI	
13	69	KYLA BROMHEAD	
14	8	TYLA MORRISON	
15	11	SAMANTHA PARKS	
16			
17			



## Line-Up Change Example

*Note: pages 10-11 are best viewed in colour*

SOFTBALL NEW ZEALAND TEAM SHEET			
TEAM	Auckland V Wellington		
TOURNAMENT	NFC Women		
TIME	11.00am	DATE	14/2/202X
Bat Order	Shirt No.	NAME (First) (Surname)	Pos.
1	<del>7</del>	MEREANA MAKEA	6
	<del>1</del>	RE 7	
2	14	ANCELLE VAN MOLENDORFF	8
3	23	TYNEESHA HOUKAMAU	<del>9</del>
			3
4	16	GRETCHEN AUCOIN	<del>DP</del>
			1
5	2	ZOE TOLHOPF	2
6	25	KRYSTA HOANI	7
7	12	KATRINA NUKUNUKU	<del>4</del>
			5
8	<del>6</del>	REBECCA BROMHEAD	<del>5</del>
	11		4
9	20	TAYLOR CHONGNEE	<del>3</del>
			9
10	5	LORAN PARKER	1
11	13	BETH REID	DR
SUBSTITUTES			
12	1	TENILLE AUMATAGI	
13	69	KYLA BROMHEAD	
14	8	TYLA MORRISON	
15	11	SAMANTHA PARKS	
16			
17			

It is a good idea to make changes in a different colour pen.

Keep a red or green pen in your ball bag (most team sheets are written in blue or black pen)

Cross off  or circle  each change as you give it to the official scorer

Shirt 1 in for shirt 7 (same fielding position)

Shirt 7 in for shirt 1 (re-entry)

Relaying this change to the scorer.

"Auckland substitution shirt 7 out, shirt 1 in".

Relaying this change to the scorer.

"Auckland substitution shirt 1 out, re-enter 7"

DP will pitch

Relaying this change to the scorer.

"Auckland position change, DP going to 1".

Positional change 9 to 3 and 3 to 9  
(Right field to 1<sup>st</sup> base, 1<sup>st</sup> base to right field)

Relaying this change to the scorer.

"Auckland position changes, 9 to 3, 3 to 9".

Shirt 11 in for shirt 6, 11 going to position 4,  
Positional change 4 to 5 (2<sup>nd</sup> base to 3<sup>rd</sup> base)

Relaying this change to the scorer.

"Auckland substitution, shirt 6 out, shirt 11 in  
at position 4, position 4 to 5".

DP will pitch = no change to the Flex

Shirt 7 in for shirt 1 (re-entry)

Cross out shirt 1 who is out of the game\*

If a coach makes multiple changes at once, repeat **all the changes** back to the coach to double check you have recorded all their changes correctly **before** telling the scorer.

## Charged Conferences

A charged conference usually occurs when a coach calls time (delaying play) to enter the playing field to talk to a player/s. It is **not** a conference if an umpire calls time and during that “time out” any coaches/players talk to each other.

### Offensive (Batting) Team Conferences – Rules 5.1.10, 5.2

- A conference is charged when a coach/batter/on deck batter/base runner calls time to talk to another team member.
- It is **not** a conference if the batting team talk while a defensive (fielding) conference is occurring.
- It is **not** a conference if a base runner calls time to give their arm/leg guards/gloves to a coach once they have reached base, or if a pitcher puts on a warm up jacket while on base.
- The offense (batting) team is allowed **one (1) conference per innings** (including any tie breaker innings).
- The **penalty** for exceeding the offensive conference limit is **the coach is ejected**.

### Defensive (Fielding) Team Conferences – Rules 4.1.1, 4.2.1, 4.2.2

- A conference is charged when a coach calls time and enters the diamond to talk to a fielder/s.
- A conference is charged when a fielder goes to the dugout (with or without calling time) and the umpire believes they received instructions while in the dugout area.
- It is **not** a conference if the fielding team talk while an offensive (batting) conference is occurring.
- It is **not** a conference if the **pitcher is changed** before, or after, a coach calls time and enters the diamond to talk to the pitcher/players.
- It is **not** a conference if a fielding player or player-coach calls time to talk to another fielding player e.g. the catcher calls time to talk to the pitcher = **not** a conference.
- The defense (fielding) team is allowed **three (3) conferences per seven (7) innings game**.
- If the game goes into a tie breaker the defense (fielding) team is allowed one (1) extra defensive conference per tie breaker innings played.
- The **penalty** for exceeding the defensive conference limit is the **pitcher is excluded from the pitching position** (they can field elsewhere).

Plate umpires often remember when an offensive conference has occurred during an innings however, it is a good idea to **record defensive conferences**, and the innings they occur in, on the team sheet.

You could use the batting order column to do this. Eg in the 3<sup>rd</sup> innings Auckland had a defensive conference

They had their second defensive conference in the 5<sup>th</sup> innings.

Offensive conferences could be recorded in a similar way.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
1	7	MEREANA	MAKEA	6
2	14	ANCELLE VAN MOLENDORFF		8
3	23	TYNEESHA	HOUKAMAU	9
4	16	GRETCHEN	AUCOIN	DP
5	2	ZOE	TOLHOPF	2

## Revision Exercise – Line-Up Changes and Charged Conferences

Complete the questions on the following pages 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 35) that you have completed the exercise for SNZ records. Your mark will not be recorded.

## Revision Exercise

*Circle your answer*

1. The catcher calls time to speak to the pitcher. The umpire should charge a defensive conference.  
True                      False
2. The defensive coach calls time and enters the diamond to speak to the pitcher. The pitcher remains in the pitching position after the coach leaves the diamond.  
The umpire should charge a defensive conference.                      True                      False
3. The defensive coach calls time and enters the diamond to speak to the pitcher who is substituted.  
The umpire should charge a defensive conference.                      True                      False
4. The defensive coach calls time, notifies the plate umpire of a pitching substitution, then enters the diamond to speak to the new pitcher and infield.  
The umpire should charge a defensive conference.                      True                      False
5. The defensive coach calls time and enters the diamond to speak to the pitcher who swaps positions with 1<sup>st</sup> base. This change is notified to the plate umpire.  
The umpire should charge a defensive conference.                      True                      False
6. After one pitch, the offensive coach calls time to speak to the batter.  
The umpire should charge an offensive conference.                      True                      False
7. The umpire calls time to brush home plate. The infield come together for a chat during this time.  
The umpire should charge a defensive conference.                      True                      False
8. The defensive coach calls time and enters the diamond to speak to his infield. During that time the base runners and batter go talk to their coach. No change is made to the pitcher.  
The umpire should charge a defensive conference.                      True                      False  
The umpire should charge an offensive conference.                      True                      False
9. The offensive 3<sup>rd</sup> base coach calls time and talks to the 1<sup>st</sup> base coach.  
The umpire should charge an offensive conference.                      True                      False
10. The offensive 3<sup>rd</sup> base coach calls time and talks to the 1<sup>st</sup> base coach. The 3<sup>rd</sup> base coach then informs the plate umpire they will intentionally walk the batter.  
The umpire should charge an offensive conference.                      True                      False
11. The penalty for having more than one (1) offensive conference, in an innings, is ejecting the coach.  
True                      False
12. The penalty for having more than three (3) defensive conferences in seven (7) innings is ejecting the coach **and** excluding the pitcher from the pitching position.  
True                      False
13. Whilst fielding a player-coach calls time and talks to the infield.  
The umpire should charge a defensive conference.                      True                      False
14. If a pitcher is excluded from pitching (because the defensive coach has been charged with a fourth (4<sup>th</sup>) defensive conference) they can still play in another fielding position.                      True                      False

15. Record the following changes on the Canterbury Red Sox team sheet.

- Top 3<sup>rd</sup>      Shirt 7 out, shirt 10 in
- Bottom 4<sup>th</sup>    Defensive conference  
Position changes:  
5 to 6, 6 to 5
- Bottom 5<sup>th</sup>    Shirt 18 out , shirt 11 in  
Shirt 1 out, shirt 6 in
- Top 6<sup>th</sup>        Shirt 14 out, shirt 13 in  
Position changes:  
DP to 9, 9 to OPO
- Top 7<sup>th</sup>        Shirt 7 re-entry  
Shirt 2 out, shirt 4 in to position 7  
Position change: 7 to 8



Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

SOFTBALL NEW ZEALAND TEAM SHEET			
<b>TEAM</b>		<i>Canterbury V Southland</i>	
<b>TOURNAMENT</b>		<i>Jeffries Cup</i>	
<b>TIME</b>		<i>1.00pm</i>	<b>DATE</b> <i>6/12/202X</i>
Bat Order	Shirt No.	NAME (First) (Surname)	Pos.
1	12	<i>Josh Harbrow</i>	6
2	2	<i>Josh Dickson</i>	8
3	15	<i>Jackson Watt</i>	9
4	8	<i>Tyron Bartorillo</i>	5
5	7	<i>Callum Bishop</i>	3
6	14	<i>Callum Muir</i>	DP
7	9	<i>Mitchell Finnie</i>	4
8	16	<i>Leon Lumb</i>	7
9	1	<i>Josh Lubiejewski</i>	2
10	18	<i>Ben Watts</i>	1
11			
SUBSTITUTES			
12	4	<i>Josh Glading</i>	
13	6	<i>Cameron Watts</i>	
14	11	<i>Kevin Papuni</i>	
15	10	<i>Antony Stuart</i>	
16	13	<i>Caleb Stewart</i>	
17			





## Plate Umpire – Moving to Track Batted Balls

Moving to track batted balls is important. The plate umpire needs to move to the best place to see the play being made, keeping the four essential elements in **front** of them.

Exit your starting position from behind the catcher in order to see the play.

If you don't move the catcher could stand up and block your view.

Exiting your starting position enables you to get a better view of catches and foul balls. It also enables you to assist your base umpire with calls e.g. a pulled foot at 1<sup>st</sup> base when the base umpire is in "C" position.

On **every hit**, exit from behind the catcher **via the left** (even on a left handed batter) **unless** you are blocked from using this side or the four elements require you to go right.

### Why do we exit to the left of the catcher?

- Most catchers are right handed – exiting to their left minimises the chance of the plate umpire interfering with their throwing arm, especially if a ball is hit just in front of the plate
- Exiting to the left gives a better chance of a clear view of **both** base lines for fair/foul calls and enables you to get to either foul line quicker
- Some catchers will move to back up throws to base one, they will go down the 1<sup>st</sup> base line on the right hand side to do this, exiting to the left minimises the chance of the plate umpire colliding with them



Photos: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

If the batted ball is **close** to the foul line:

- Exit the catcher via the **left hand side**
- Take your mask off with your **left** hand (leaving your right hand free to signal outs)
- Move to the line
- Straddle the line (one foot either side of the base line) to make the fair/foul call.

This will give you the best view to make your fair/foul call.

If the foul ball is close to the line, signal and call "FOUL" loudly! *See Figure 1.*

For fair balls close to the line, don't call anything, signal the ball is fair by pointing into the diamond with the arm closest to fair territory. *See Figure 2.*

- Fair ball down 1<sup>st</sup> base line – signal fair with your **left** arm (as shown in Figure 2 below).
- Fair ball down 3<sup>rd</sup> base line signal – fair with your **right** arm

Figure 1



Figure 2



## Plate Umpire – Trailing the Batter-Runner

Why do we trail the batter-runner? Trailing the batter-runner enables the plate umpire to get a better view of:

- The batter-runner being hit with an untouched fair, or foul, batted ball
- A catch OR no catch
- Contact OR no contact from swipe tags made on the batter-runner
- Obstruction of the batter-runner by fielders
- Interference by the batter-runner on a fielder's attempt to field the batted ball OR
- Interference by the batter-runner on a fielder in possession of the ball attempting to make a play on another runner
- Whether, or not, an overthrow goes out of the playing field
- The batter-runner running more than 1 metre outside the base path to avoid a tag
- The batter-runner stepping back towards home plate to avoid a tag
- Whether the batter-runner is inside the running lane or not (possible interference with F3 if they aren't)
- A bat dropped inside the diamond interfering with a fielder's attempt to field the ball OR
- A bat dropped inside the diamond interfering with a stationary batted ball

On infield hits that are **not** close to the foul line:

- With no runners on, trail the batter runner a third ( $\frac{1}{3}$ ) of the way to 1<sup>st</sup> base.
- With a runner on 1<sup>st</sup> base **only**, trail the batter-runner a quarter ( $\frac{1}{4}$ ) of the way to 1<sup>st</sup> base **then** move to foul territory on the 3<sup>rd</sup> base side for a possible call on R1 at 3<sup>rd</sup> base.
- With runners on 2<sup>nd</sup> and/or 3<sup>rd</sup> base, **stay in foul territory** and watch the batter-runner to 1<sup>st</sup> base.

Plate umpire movements are always influenced by the principle of keeping the four elements in front of you.



Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

Throughout the following exercise on pages 18-22 we will use terminology that will be in the annual rules test.

For runners R1 is the lead runner, followed by R2 and R3.

For bases 1B = 1<sup>st</sup> base, 2B = 2<sup>nd</sup> base, 3B = 3<sup>rd</sup> base and HP = home plate

Complete the following exercise using the latest WBSC **Two** Umpire System Fast Pitch Mechanics.

This manual is available via the WBSC website: <https://www.wbsc.org/documents/c/softball-umpire>

Alternatively you can use the link to WBSC Rules and Mechanics from our SNZ Umpires Resource webpage:

<http://www.softball.org.nz/GET+INVOLVED/SNZ+Umpires/Resources.html>



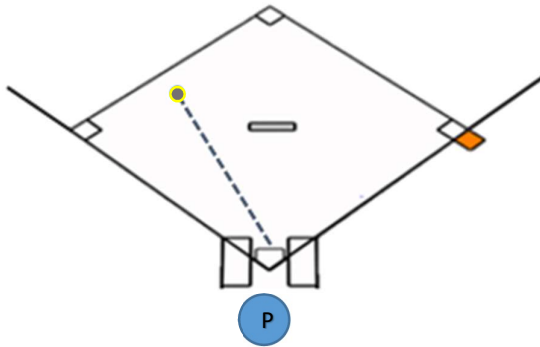
Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

## Revision Exercise – Trailing the Batter-Runner

Complete the questions on the following pages 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 35) that you have completed the exercise for SNZ records. Your mark will not be recorded.

On each of the following diagrams – From the **P** draw a line to show where the **plate** umpire **first** moves to on the hit (to position yourself for the best view of the play).

1.



No runners on base

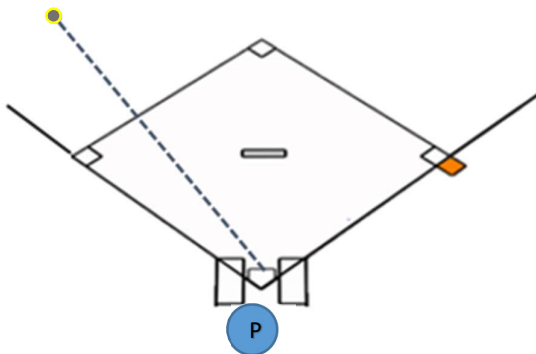
Ball hit to the **infield**

*Hint: refer to pages 3 and 7 of the WBSC Mechanics*

How far down the 1<sup>st</sup> base line should the plate umpire move? *Circle your answer*

- A. To the start of the base line
- B.  $\frac{1}{3}$  (one third) of the way to 1<sup>st</sup> base
- C.  $\frac{1}{2}$  (half) of the way to 1<sup>st</sup> base
- D.  $\frac{1}{4}$  (one quarter) of the way to 1<sup>st</sup> base

2.



No runners on base

Ball hit to the **outfield**

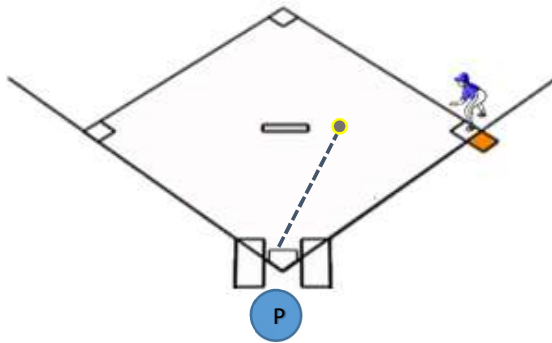
*Hint: refer to page 9 of the WBSC Mechanics*

Where should the plate umpire move to? *Circle your answer*

- A. To the start of the base line
- B.  $\frac{1}{3}$  (one third) of the way to 1<sup>st</sup> base
- C.  $\frac{1}{3}$  (one third) of the way to 3<sup>rd</sup> base
- D. In front of the plate toward the flight of the ball

On each of the following diagrams – From the **P** draw a line to show where the **plate** umpire **first** moves to on the hit (to position yourself for the best view of the play).

3.



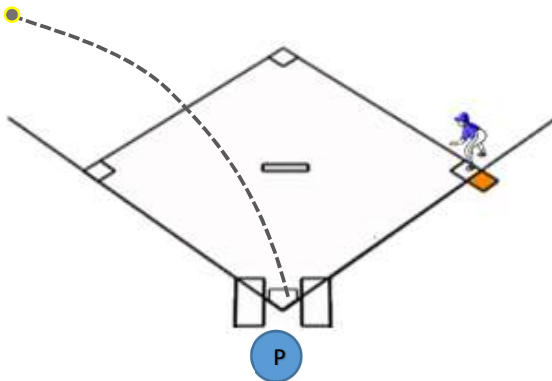
Runner on 1<sup>st</sup> base (R1 on 1B)

Ball hit to the **infield**

How far down the 1<sup>st</sup> base line should the plate umpire move? *Circle your answer*

- A. To the start of the base line
- B.  $\frac{1}{3}$  (one third) of the way to 1<sup>st</sup> base
- C.  $\frac{1}{2}$  (half) of the way to 1<sup>st</sup> base
- D.  $\frac{1}{4}$  (one quarter) of the way to 1<sup>st</sup> base

4.



Runner on 1<sup>st</sup> base (R1 on 1B)

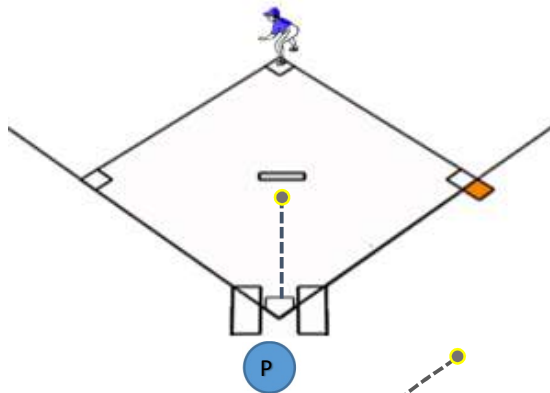
Ball hit to the **outfield**

Where should the plate umpire move to? *Circle your answer*

- A. To the start of the base line
- B.  $\frac{1}{4}$  (one quarter) of the way to 1<sup>st</sup> base
- C. In foul territory towards 3<sup>rd</sup> base
- D. In front of the plate toward the flight of the ball

On each of the following diagrams – From the **P** draw a line to show where the **plate** umpire **first** moves to on the hit (to position yourself for the best view of the play).

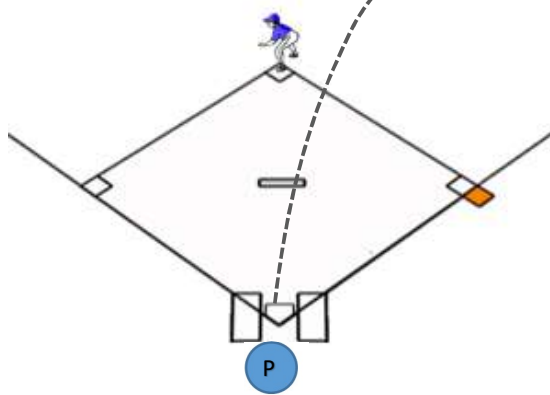
5.



Runner on 2<sup>nd</sup> base (R1 on 2B)

Ball hit to the **infield**

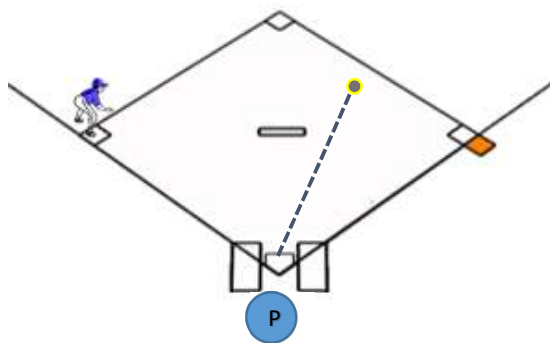
6.



Runner on 2<sup>nd</sup> base (R1 on 2B)

Ball hit to the **outfield**

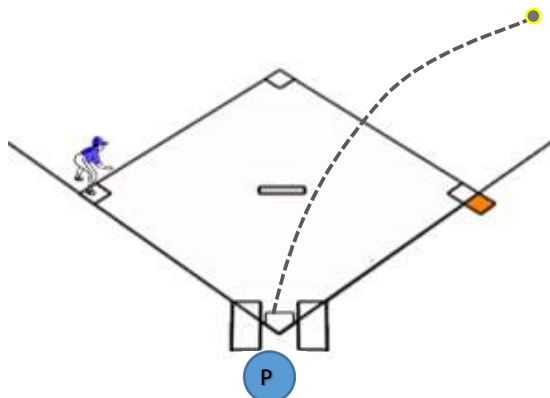
7.



Runner on 3<sup>rd</sup> base (R1 on 3B)

Ball hit to the **infield**

8.

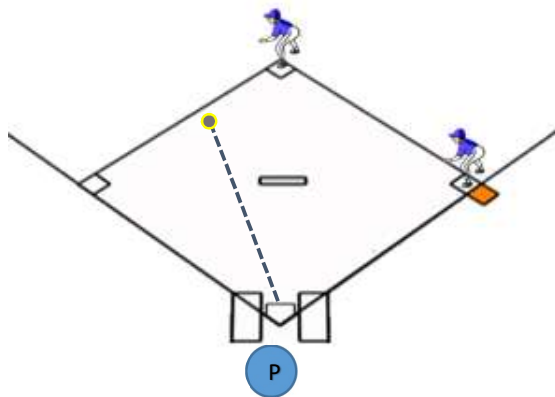


Runner on 3<sup>rd</sup> base (R1 on 3B)

Ball hit to the **outfield**

On each of the following diagrams – From the **P** draw a line to show where the **plate** umpire **first** moves to on the hit (to position yourself for the best view of the play).

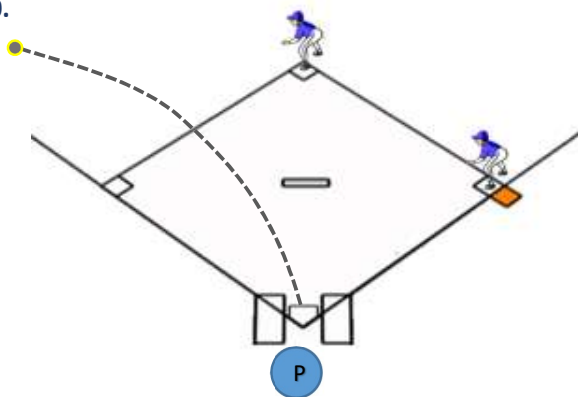
9.



Runners on 1<sup>st</sup> and 2<sup>nd</sup> base  
(R1 on 2B and R2 on 1B)

Ball hit to the **infield**

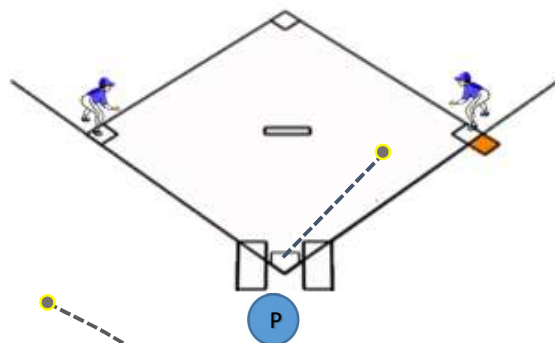
10.



Runners on 1<sup>st</sup> and 2<sup>nd</sup> base  
(R1 on 2B and R2 on 1B)

Ball hit to the **outfield**

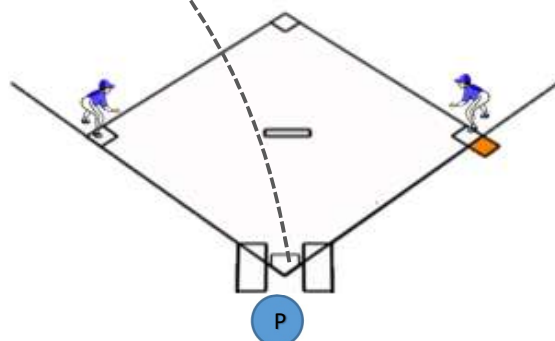
11.



Runners on 1<sup>st</sup> and 3<sup>rd</sup> base  
(R1 on 3B and R2 on 1B)

Ball hit to the **infield**

12.

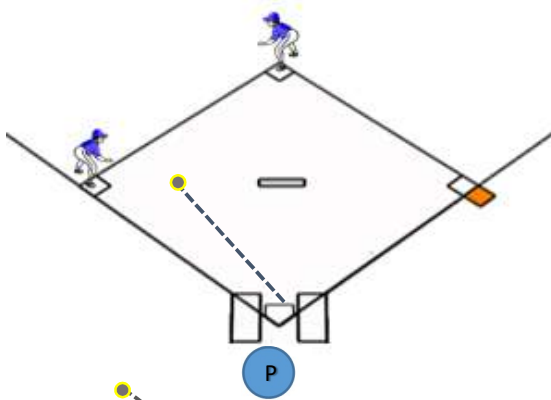


Runners on 1<sup>st</sup> and 3<sup>rd</sup> base  
(R1 on 3B and R2 on 1B)

Ball hit to the **outfield**

On each of the following diagrams – From the **P** draw a line to show where the **plate** umpire **first** moves to on the hit (to position yourself for the best view of the play).

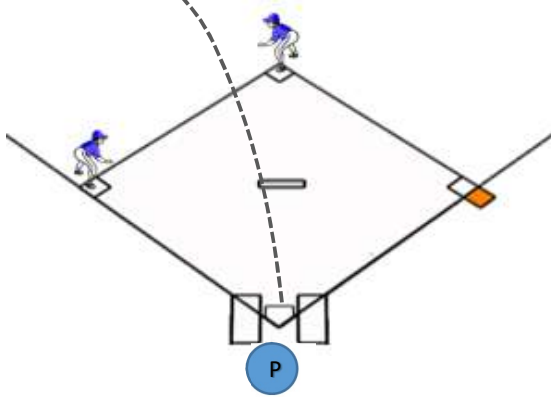
13.



Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base  
(R1 on 3B and R2 on 2B)

Ball hit to the **infield**

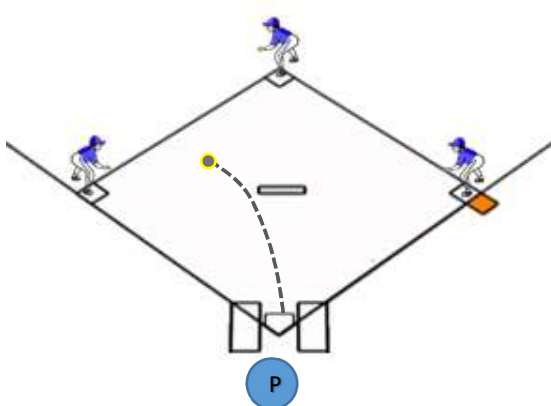
14.



Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base  
(R1 on 3B and R2 on 2B)

Ball hit to the **outfield**

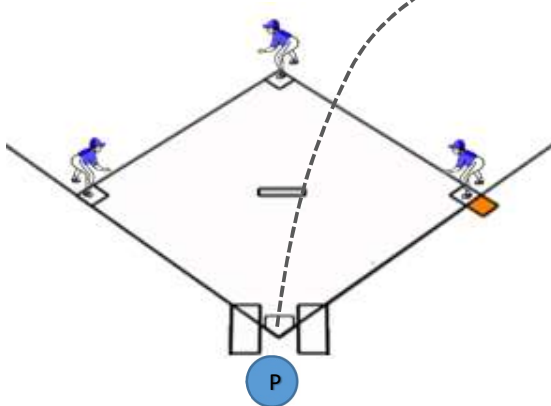
15.



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

Ball hit to the **infield**

16.



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

Ball hit to the **outfield**



## Illegal Pitch – Feet Violations

Pitcher feet violations are the **base** umpires call.

An illegal pitch is a **delayed** dead ball until the completion of the pitch/play.



### Penalty

If the illegal pitch is **not hit**, a ball is awarded to the batter AND any base runners are advanced one base. If the ball awarded for the illegal pitch is ball 4 the batter advances to 1<sup>st</sup> base.

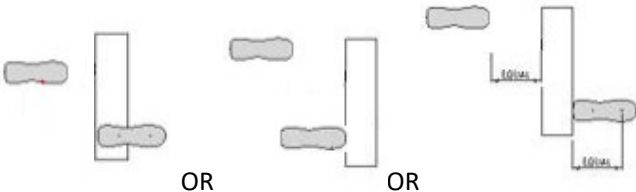
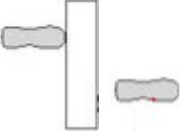
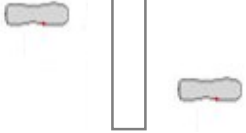
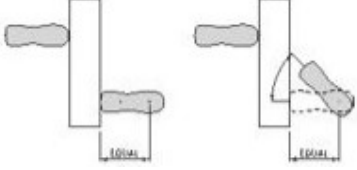
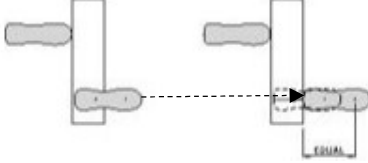
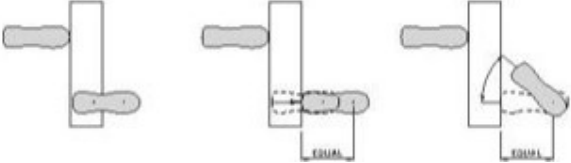
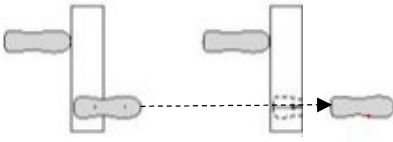
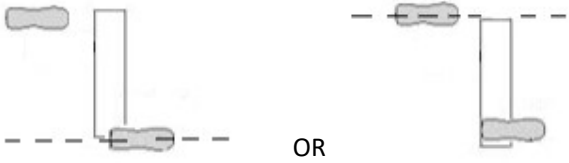
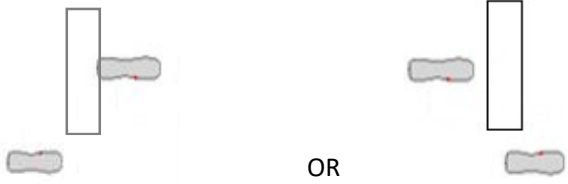
If the illegal pitch is **hit**, the coach has the option of taking the result of the play (the batter may have hit a home run) OR a ball being awarded to the batter and all base runners advance one base.

If the batter reaches 1<sup>st</sup> base safely and all other runners advance at least one base on the play, the illegal pitch award is nullified, all actions as a result of the play stand, **no option is given**.

1. Prior to starting the pitch, the pitcher, must place the pivot (front) foot in contact with the pitching plate, and with the hands apart, take a signal or appear to take a signal from the catcher.
2. The pitcher must then maintain contact with the pitching plate with the pivot (front) foot and must place the non-pivot (back or stepping foot) in contact with the pitching plate OR behind the pitching plate within the 61 cm width of the pitching plate before the start of the pause.  
**Note:** A pause that is too short, or too long, is the **plate** umpires call.
3. The pitcher may raise the heel or toe of the pivot (front) foot or the stepping (back) foot and still be considered as in contact with the pitchers plate or being stationary, provided the pivot (front) foot or the stepping (back) foot does not move forwards or backwards prior to the start of the pitch.
4. The pitch starts when the pitcher separates the hands or begins any movement that is part of the pitching motion. The pitchers feet may only move forward once the pitch starts.
5. The pitcher may take one step with the non-pivot (back) or stepping foot simultaneously with the start of the pitch. The step must be forward toward the batter and within the 61.0 cm length of the pitcher's plate. It is not a step if the pitcher slides either foot across the pitcher's plate, either side to side, or front to back, or back to front, provided contact is maintained with the plate, and there is no movement backward off the plate.

See the diagrams below, and on the next page, for legal and illegal foot movement.

	<p>Pivot (front) foot in contact with the top, front or rear of plate</p> <p>Non-pivot (back) foot in contact with the plate</p>	<p><b>Legal</b></p>
--	--	---------------------

	<p>Pivot (front) foot in contact with top, rear or front of plate</p> <p>Non-pivot (back) foot behind the plate</p>	<p><b>Legal</b></p> <p>✓</p>
	<p>Pivot (front) foot in front of the plate</p> <p>Non-pivot (back) foot in contact with the plate</p>	<p><b>Illegal</b></p> <p>✗</p>
	<p>Pivot (front) foot in front of the plate</p> <p>Non-pivot (back) foot behind the plate</p>	<p><b>Illegal</b></p> <p>✗</p>
	<p>Pivot (front) foot in contact with plate</p> <p>Pivot foot rotates</p>	<p><b>Legal</b></p> <p>✓</p>
	<p>Pivot (front) foot in contact with plate</p> <p>Pivot foot slides forward</p>	<p><b>Legal</b></p> <p>✓</p>
	<p>Pivot (front) foot in contact with plate</p> <p>Pivot foot slides forward AND rotates</p>	<p><b>Legal</b></p> <p>✓</p>
	<p>Pivot (front) foot in contact with plate</p> <p>Pivot foot slides forward off the plate</p>	<p><b>Illegal</b></p> <p>✗</p>
	<p>Both feet must be within the width of the pitcher's plate.</p>	<p><b>Illegal</b></p> <p>✗</p>
	<p>Feet cannot be partially or completely off the side.</p>	<p><b>Illegal</b></p> <p>✗</p>

## Selling the Call on Close Plays – Emphatic Calls and Decisiveness

At Level Three we want you to work on developing an emphatic or “sell” signal and call for close plays and called 3<sup>rd</sup> strike outs. An emphatic signal and call on close plays and called 3<sup>rd</sup> strike outs is an important tool for umpires.

On close 3<sup>rd</sup> strike out pitch calls the standard strike signal can look weak, indecisive or even like you are not paying attention to the pitch. Have a **strong** signal and **loud** call.

An emphatic “sell” signal lets everyone know that **you have judged** the pitch (not swung at) close to the edge of the strike zone as a **definite strike**. Have a **loud** call to go with your emphatic signal.

On close plays the standard out/safe call can look weak, indecisive or even like you are not paying attention to the play. Have a **strong** signal and **loud** call.

An emphatic “sell” signal lets everyone know that **you have judged** the close play as a **definite out** or a **definite safe**.

### Emphatic 3<sup>rd</sup> Strike Out Signal

Compare the called 3<sup>rd</sup> strike **out** signals shown in Figure 1 and 2 below.

- Which signal looks stronger, Figure 1 or 2?
- Which signal looks like the umpire definitely has a 3<sup>rd</sup> strike on the edge of the plate, Figure 1 or 2?
- Which signal is the batter least likely to hang around and make a fuss, Figure 1 or 2?

Figure 1



Figure 2



**Note:** If the batter swings and misses the 3<sup>rd</sup> strike do a standard strike call as in Figure 1 above. Why? Because everyone can see the batter swung at the pitch so there is no need to “sell” the strikeout.

Click on the link below to view some more “extravagant” 3<sup>rd</sup> strike out signals from around the world.

**Note:** SNZ National Umpire Staff don’t recommend any of these signals, but it does provide examples of what **not** to do and some light entertainment!

<https://www.youtube.com/watch?v=aZS3Hv2M4Y4>

## Emphatic Out Signal

Compare the umpire close play **out** signals shown in Figure 3 and 4 below.

- Which signal looks stronger, Figure 3 or 4?
- Which signal looks like the umpire is “all over” the close play and **definitely** has an out, Figure 3 or 4?
- Which signal is the runner least likely to make a fuss over, Figure 3 or 4?

Figure 3



Figure 4



Every umpire’s emphatic out signal and call is different. Work on developing a signal that suits your height, body shape, personality and that you feel comfortable with.

Most umpires use some sort of “punch” out for close plays. Many umpires don’t say “Out” but will use a “HAH” or “HOO” to go with their emphatic signal. This is a personal preference, develop a call that suits you.

Try some emphatic signals and calls at home with your whanau, or with senior umpires and get feedback. You may feel awkward or silly at first but, with practice, it will become a natural part of your game.

Have a look at the following SNZ umpires emphatic out signals to give you some ideas (they are all slightly different).



Photos: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)



Photos: Kapiti Softball



## Emphatic Safe Signal

Compare the umpire close call **safe** signals shown in Figure 5 and 6 below.

- Which signal looks stronger, Figure 5 or 6?
- Which signal looks like the umpire is “all over” the close play and **definitely** has a safe, Figure 5 or 6?
- Which signal is the fielder least likely to make a fuss over, Figure 5 or 6?

Figure 5



Figure 6



Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

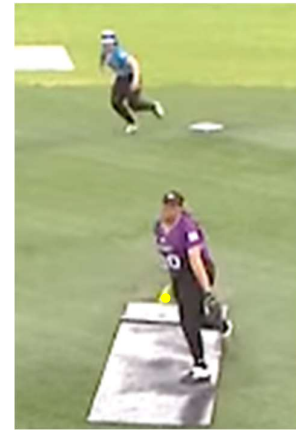
Be **loud** and **step into** the emphatic safe call.

## Lead Off Calls

**Rule 5.10.3 b) ii)** A runner is out, **and the ball is dead** when they fail to keep contact with the base to which they are entitled until a **legally pitched ball leaves the pitcher's hand**.

A "No Pitch" is declared and **other runners must return** to the last base legally held at the time of the pitch. I.e. the **pitch does not count**, even if it is hit, because the runner left their base before the pitch occurred.

### Base Umpires If You See This...



### Do This!



DEAD BALL!

LEAD OFF,  
OUT

A runner leaving base before the pitched ball has left the pitcher's hand is NOT an appeal play.

If you see it, call "DEAD BALL" loudly.

**Remember:** the pitch does NOT count.



## Appeal Plays

## Rule 1.2.6

There are several types of appeal plays (shown below).

An appeal is a play or situation on which an **Umpire can't make a decision, unless requested**, by a manager, coach or player of the non-offending team.

### Live Ball Appeal

A live ball appeal can be made by any **defensive (fielding) team member in the infield**, with or without possession of the ball, may make a verbal appeal on a runner.

The most common type of live ball appeals are:

- A fielder throws the ball back to a missed base OR
- On a caught fly ball, the fielder who made the catch throws the ball back to the base left too soon.

### Dead Ball Appeal

Once the ball has been returned to the infield and "**Time**" has been called or the ball becomes dead, any **defensive team member in the infield**, with or without possession of the ball, may make a verbal appeal on a runner:

- Missing a base OR
- Leaving a base too soon on a caught fly ball.

A coach or manager may only make a dead ball appeal **after** stepping onto the playing field. The Umpire should acknowledge the appeal and then make a decision on the play. No runner may leave their base during this period, the ball remains dead until the next pitch.

**EXCEPTION:** A runner who has left a base too soon on a caught fly ball, or who has missed a base, may attempt to return to such base while the ball is dead.

## Types of Appeal Play

**R**elax **Runners** switching position on the bases they occupied

**I**n **Incorrect** runner on 2<sup>nd</sup> base in a tiebreaker innings OR **Incorrect** temporary runner for the catcher or pitcher of record

**M**issing a base\*

**A**ttempting to advance to 2<sup>nd</sup> base after reaching 1<sup>st</sup> base\*

**L**eaving a base early on a caught fly ball before the ball is first touched\*

**NB:** the ball doesn't have to be securely held, e.g. on a "bobbled" catch, runners can leave when the ball is **first touched**, they don't have to wait until the ball is securely held.

**I**llegal substitution (includes unannounced substitutes) AND **Illegal** re-entry

**B**atting out of order\*

**U**nannounced player under the Designated Player rule AND **Unannounced** player under the Replacement Player rule

\* These appeals must be made **before** the next pitch (legal or illegal) is delivered.

## Batting Out of Order

## Rule 5.4.1 and Effects

Batting out of order (to that listed on the line-up sheet) is an **appeal** play.

The appeal can **only be made** by a member of the **defensive (fielding)** team.

Any defensive manager, coach or player can make the appeal.

Scenario	Before a pitch to incorrect batter	After a pitch (or pitches) to incorrect batter	Incorrect batter has completed their turn at bat. Next batter has NOT faced a pitch.	Incorrect batter has completed their turn at bat. Next batter HAS faced a pitch. (legal or illegal)
Outs	No outs	No outs	Player who should have batted is <b>OUT</b> . All other outs as a result of the play stand.	No outs
Corrective action	Replace with correct batter	Replace with correct batter who assumes the ball/strike count of the incorrect batter.	Next batter is player <b>after</b> the batter who should have batted. (see note 1)	Next batter is player after the incorrect batter. The batter who should have batted misses their turn.
Base advance or runs scored, by runners on base	N/A	Any base advance or runs scored (steal or wild pitch) are <b>LEGAL</b> .	Any base advance or runs scored as a result of the incorrect batter becoming a batter-runner are <b>NULLIFIED</b> .	Any base advance or runs scored as a result of the incorrect batter becoming a batter-runner are <b>LEGAL</b> .

### Notes:

1. If the player listed **after** the batter who should have batted, is the player called out for batting out of order, then go to the next person in the line-up.
2. An appeal for batting out of order can still be made after the third out to reinstate the batting order for the next inning.
3. Check your team line-up sheet and consult with the **OFFICIAL** scorer.



## Revision Exercise - Batting Out of Order

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 35) that you have completed the exercise for SNZ records. Your mark will not be recorded.

*Circle your answer*

1. Batting out of order is an appeal play. True False
2. A batting out of order appeal can be made by the fielding team's coach. True False
3. A batting out of order appeal can be made by the fielding team's catcher. True False
4. After one pitch (a strike) the **batting** team's coach realises the incorrect batter is in the batter's box. The coach calls time and places the correct batter in the box. The umpire allows this without penalty and gives the count of one strike. True False
5. After one pitch (a strike) the **fielding** team's coach realises the incorrect batter is in the batter's box. The coach calls time and appeals for batting out of order. The umpire places the correct batter in the box with one strike on them. No one is out. True False

*For the following questions circle the letter of your answer, choose one answer only*

6.

Bat Order	Shirt No.	NAME (First) (Surname)	Pos.
1	7	Mereana Makea	6
2	14	Ancelle Van Molendorff	8

Refer to the above team sheet. Van Molendorff bats in place of Makea.

**Before** a pitch is delivered to Van Molendorff the fielding coach calls time and appeals for batting out of order.

The umpires upholds the appeal. What is the effect?

- A. Makea (who should have batted) is out and Van Molendorff continues her turn at bat
- B. Makea replaces Van Molendorff at bat, no outs

7.

Bat Order	Shirt No.	NAME (First) (Surname)	Pos.
...			
6	25	Krysta Hoani	7
7	6	Rebecca Bromhead	5

Refer to the above team sheet. Bromhead bats in place of Hoani.

Bromhead's hit is caught in left field.

**Before** a pitch is delivered to the next batter, the fielding coach calls time to appeal for batting out of order.

The umpire upholds the appeal. What is the effect?

- A. Hoani (who should have batted) is out and Bromhead is allowed to bat again
- B. Both Hoani and Bromhead are out

8.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
...				
4	16	Reilly	Makea	8
5	4	Wayne	Laulu	DP
6	28	Joel	Harris	3

Refer to the above team sheet. Laulu bats in place of Makea.

Laulu hits a double and is safe on 2<sup>nd</sup> base.

**After** one pitch is delivered to Harris, the fielding coach calls time and appeals for batting out of order.

The umpire denies the appeal.

- A. True - An appeal must be made before the next pitch, no outs, play on
- B. False - Makea (who should have batted) is out and Laulu stays on 2<sup>nd</sup> base

9.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
...				
6	1	Pallas	Potter	3
7	16	Lace	Tangianau	DP
8	6	Yvonne	Burgess	8

Refer to the above team sheet. Tangianau bats in place of Potter.

Tangianau hits a single and is safe on 1<sup>st</sup> base.

**Before** a pitch is delivered to Burgess, the **fielding** coach calls time and appeals for batting out of order.

The umpire **denies** the appeal.

- A. True – Tangianau has completed her turn at bat and remains on 1<sup>st</sup> base, no outs
- B. False – Potter (who should have batted) is out, Tangianau remains on 1<sup>st</sup> base
- C. False – Potter (who should have batted) is out, all base advances are nullified and Tangianau is removed from 1<sup>st</sup> base to bat again

10.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
1	4	MIKAYLA	WERAHIKO	5
2	5	ALYSSA	LORY	7
3	20	LUCY	MCINTYRE	3

Refer to the above team sheet. Werahiko hits a single.

McIntyre bats in place of Lory. The first pitch is wild and Werahiko steals 2<sup>nd</sup> base.

The fielding coach calls time and appeals for batting out of order.

The umpire upholds the appeal. What is the effect?

- A. Lory (who should have batted) is out and Werahiko stays on 2<sup>nd</sup> base
- B. Lory replaces McIntyre, assumes the 1 ball count and Werahiko stays on 2<sup>nd</sup> base
- C. Lory replaces McIntyre, assumes the 1 ball count and Werahiko is returned to 1<sup>st</sup> base

11.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
...				
4	11	LYNDSAY	THOMAS	5
5	17	CASSIE	SIATAGA	6
6	12	CARLY	WERAHIKO	4
7	15	LAYLA BAILEY-MCDOWELL		2

Refer to the above team sheet. Thomas hits a single.

Werahiko bats in place of Siataga and leaves the first pitch while Thomas steals 2<sup>nd</sup> base.

Werahiko flies out to right field, Thomas advances to 3<sup>rd</sup> base.

**Before** a pitch is delivered to Bailey-McDowell the fielding coach appeals for batting out of order.

The umpire upholds the appeal. What is the effect?

- A. Siataga (who should have batted) is out, Werahiko is out and Thomas returns to 1<sup>st</sup> base
- B. Siataga (who should have batted) is out, Werahiko is out and Thomas returns to 2<sup>nd</sup> base
- C. Siataga (who should have batted) is out, Werahiko is out and Thomas remains on 3<sup>rd</sup> base

## 12. Challenge Question

**Hint:** Refer to intentional walk rules 5.1.28 and 5.5.1 c) ii. 1) before answering.

Consider how these rules effect the below scenario.

Bat Order	Shirt No.	NAME		Pos.
		(First)	(Surname)	
1	30	Kaleb	Rona	6
2	14	Hohepa	Monk	9
3	29	Eruera	Drage	1
4	57	Pita	Rona	5
5	43	Jerome	Haretuku	8

Refer to the above team sheet. Kaleb Rona's hit is caught by the shortstop.

Drage bats in place of Monk, hits a triple and is safe on 3<sup>rd</sup> base.

**Before** a pitch is delivered to Pita Rona, the catcher informs you they will intentionally walk him.

Once Pita Rona is on 1<sup>st</sup> base, but **before** Haretuku has faced a pitch, the defensive coach appeals for batting out of order.

What should the umpire do?

- A. Deny the appeal, the intentional walk notification counts as a pitch, Drage and Pita Rona stay on base
- B. Uphold the appeal (made before the next pitch), Monk (who should have batted) is out, Drage is returned to bat and Pita Rona returns to the on deck batters circle
- C. Uphold the appeal (made before the next pitch), Monk (who should have batted) is out, Drage and Pita Rona stay on base

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

**Guide:** RDU or their delegate to observe two plate and two base games. Please refer the “Level Three Workbook – Answers for UIC” V1.0 for further notes on completing this evaluation form.

Tick ✓ each criteria Yes or No.

If possible, give feedback between innings giving the umpire an opportunity to achieve Yes ✓ by end of game.

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

\* For any signals not observed during a game - ask umpire to demonstrate signal after game then ✓ Yes or No.

Skills Demonstrated	Plate: Game One			Plate: Game Two			Base: Game One			Base: Game Two		
	Date:			Date:			Date:			Date:		
	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
<b>Plate: Signals*</b> <ul style="list-style-type: none"> <li>Balls and strikes</li> <li>Fair</li> <li>Foul</li> <li>Foul tip</li> <li>Count</li> <li>Check swing request*</li> </ul>							N/A					
<b>Plate: Positioning</b> <ul style="list-style-type: none"> <li>Working in the slot</li> <li>Heel toe</li> <li>Gap to catcher</li> <li>Eyes at top of zone</li> <li>Strike zone consistent</li> </ul>							N/A					
<b>Plate: Line-up changes</b> <ul style="list-style-type: none"> <li>Clearly recorded</li> <li>Coach communication</li> <li>Scorer communication</li> </ul> Moves to track hit balls Trails batter-runner							N/A					
<b>Base: Starting position</b> <ul style="list-style-type: none"> <li>No runners on</li> <li>Lead runner on 1<sup>st</sup></li> <li>Lead runner on 2<sup>nd</sup></li> <li>Lead runner on 3<sup>rd</sup></li> </ul> Check swing response* Safety base rulings							N/A					
<b>Base: Positioning and rotations</b> <ul style="list-style-type: none"> <li>Ready stance</li> <li>Set position for call</li> <li>Inside / outside</li> <li>Angle to play</li> <li>Distance to play</li> </ul>							N/A					
<b>Base: Other</b> <ul style="list-style-type: none"> <li>Button hook</li> <li>Lead off calls</li> <li>Pulled foot calls</li> <li>Tag up position</li> <li>Illegal pitch (feet violations only)</li> </ul>							N/A					
<b>Total Page 1: Add Each Column</b>												

Skills Demonstrated	Game One			Game Two			Game Three			Game Four		
<b>Both Plate and Base: Pre-game</b>	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
Dress / presentation												
Bat / helmet check												
Plate meeting												
<b>Both Plate and Base</b>	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
Using clicker												
Position between innings												
Calls audible												
Signals*	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
• Safe												
• Out												
• Dead ball / time												
• Obstruction												
• Infield fly												
• Crew signals												
Obstruction ruling												
Infield fly ruling												
Interference												
Two umpire mechanics												
General rules												
<b>Both Plate and Base</b>	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A	Yes	No	N/A
Call timing												
Selling call on close plays												
Tag call												
Adaptability to secondary plays												
Attitude and approachability												
Decisive												
Judgement												
Physical reaction												
Pressure reaction												
<b>Total Page 2: Add Each Column</b>												
<b>Total Page 1 and 2</b>												
<b>Evaluator Initials</b>												
<b>Evaluator Feedback Received: Umpire To Initial Each Game</b>												
<i>If total "Yes" is less than 118, provide umpire with feedback (things to work on). Evaluate another game at a later date (plate and/or base). Replace lowest game total "Yes" with new game total "Yes" and re-total.</i>							<b>Total Yes</b>					
							<b>118 or more "Yes" = Level Three</b>					

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

Evaluator Two Name or N/A: ..... Signature: .....

Copy Of Four Game Evaluation Received: ..... Umpire Signature: .....

## Level Three Workbook Exercise Checklist

Exercise	Completed Umpire Initial	Reviewed with UIC	
		UIC Initial	Date
Revision Exercise Page 4			
Line-Up Changes Pages 13-14			
Trailing the Batter-Runner Pages 18-22			
Batting Out of Order Pages 31-33			



Photo: Paul Hodgson [www.paulopics.nz](http://www.paulopics.nz)

## Version History

Version	Date	Resources
1.0 J M Farquhar	June 2023	For use with: WBSC Two Umpire System Fast Pitch Mechanics Softball New Zealand Official Rules of Softball 2022-2025
1.1 J M Farquhar	June 2024	Correction page 24

## Umpire Game Record

Use this page to record games you umpire during the season. At the end of the season, give your game numbers to your local chief umpire.

No:	Date	Team 1	Team 2	Grade	Plate Umpire	Base Umpire(s)
E.g.	10/10/20XX	Ramblers	Otahuhu	U18	Level Toru	Ima Umpire
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
<b>Level Three Requirement Achieved – Ka Pai</b>						
16						
17						
18						
19						
20						
<b>20 Games – Tino Pai</b>						
21						
22						
23						
24						
25						