

--Basic Umpiring Rules and Guidelines:

Pre-game Meeting:

- Introduce yourself to coaches
- Fair/foul lines/out of bounds
- Balks
- Infield fly
- Players inside the dugout
- Players must slide or avoid contact

How to make your calls:

- Be loud
- Don't anticipate. React.
- Take your time and get the call right. Think it over, replay it in your mind.
 - Strike
 - Ball
 - Out
 - Safe
 - Catch/no catch
- Once your call is made, stick with it, don't back down, and you don't have to give anyone an answer as to why you made the call. Deal with the head only if you can.
- If a coach asks why you made your call, then explain what YOU saw and why YOU made YOUR call.

Stances/Positions:

- Nobody on
- Runner on 1st
- Runner on 2nd
- Runner on 3rd
- Runner 1st and 2nd
- Runner 1st and 3rd
- Runner on 2nd and 3rd
- Bases loaded

Positioning to make a call:

- Follow the play
- Predict where the play will be
- Have a good view of the base and the play

Home plate stance(s):

- Pre-pitch
- During pitch
- During a play

Balks:

- They are called in Bronco, warnings in Mustang.
- If a balk is called, advance the runners, then explain to the pitcher what he did wrong.
- Any movement by the pitcher that's out of the ordinary
- Twitches
- Starts and stops
- Does not throw the ball during his pickoff move, **but only if he doesn't step off.****

Out of Play:

- Thrown ball from infield-the base they are going to, +1 base
- Thrown ball from outfield- the base they are going to, +1 base
- Batted ball, if fair, ground rule double
- Equipment-1 base
- Catch and Carry- player must re-enter playing field before he can throw, runners advance at own risk.
- Pick off over throw out of play
 - if he steps off, its **2 BASES**
 - if he jump turns, its **1 BASE**
- If a coach has a problem with the 2 bases, it's in the rule book, most coaches don't know this rule. You will get questioned on this call.**

Interference/Obstruction:

- Interference is on the baserunner
- Obstruction is on the fielder
- If interference is called on a runner, then the runner in which the play was to be made on, is out.
- If obstruction is on a fielder, the runner obstructed is awarded the next base.
****If the runner is in a pickle, and obstruction is called, then the runner is advanced to the next base, even if his direction is back to the previous base.**

Infield fly

- Know the situation
- What situations do you call it in?
- Umpires discretion as to make the call or not.
- If the call is made, the batter is automatically out
- Runners only on 1st and 2nd, and only with less than 2 outs.
- If the pop-up is within the infielders range, call INFIELD FLY, THE BATTER IS OUT.... If the ball is traveling towards the foul lines, add to the call IF FAIR, as well.
- If the infield fly rule call is made, and the fielders do not catch the ball, the runner's can advance at their own risk, but the batter is still automatically out.

Drop 3rd Strike:

- Bronco **only**.
- Less than 2 outs, the batter is automatically out, runners advance at own risk, and the play becomes a tag play
- 1st base has to be **unoccupied** less than 2 outs
- With 2 outs, the runner(s) have to advance, with the base-runners advancing to the next base, all plays then become force plays.
- With 2outs, the batter can run to first base and be safe, only if he is not tagged out, beaten to the base by the ball, or runs out of the baseline (walks towards the dugout).

Out of the baseline:

- Roughly 3 feet on either side of the direct imaginary baseline
- Judgement call
- If a runner over-runs 1st base, and does **NOT** make a clear athletic move to advance to 2nd base, then he is safe. If he does make a clear athletic move to advance to 2nd base, and is tagged by a fielder with the ball before he reaches back to 1st or 2nd then the runner is out.

Slide or avoid:

- Players must slide or avoid the fielders
- If the runner does not slide and contact with the fielder is considered malicious, the base-runner will be called out.
- If the player does not slide but no contact is made, then make the right call, safe/out.
- If the contact is malicious to a high degree, the runner will be ejected from the game for unsportsmanlike conduct