



Community Umpire

Accreditation Program

2018/19

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1. Introduction

Welcome to the Community Umpire Accreditation Program, specifically designed for beginner umpires who will be appointed by their local club.

1.1 Understanding this Program

This document is not intended as the sole resource required to complete this program, however it will bring key points to your attention. It is strongly suggested that you read the Official Baseball Rules and other umpiring manuals referenced in this program prior to completing the assessments.



This shows an excerpt from the Official Baseball Rules.



This shows an excerpt from a Baseball Australia policy.



This is an expert tip that helps to simply a concept or provides guidance.

You will also need to consult with the local playing conditions for any grade you officiate.



This icon or [hyperlinked text](#) reminds you that there is a link available that you can click for further information.

Any masculine (he / him) reference is intended to include the feminine (she / her) and vice versa.

There are no gender barriers to becoming a baseball umpire and involvement by females is strongly encouraged in what has been a traditionally male-dominated sport.

1.2 Pre-Requisites and Program Requirements

Pre-requisites

There are no pre-requisites to enrol in this program.

Program Requirements

To obtain national accreditation, recognised by Baseball Australia, as a Community Umpire the following requirements must be met:

1. Successful completion of the [Officiating General Principles course](#) offered by the Australian Sports Commission
2. Completion and pass of the [Community Umpire online assessment](#)
3. Completion of a 1.5 hour practical session **or** assessed as competent in a [practical game assessment](#) by a qualified umpire assessor.
4. Umpire must be registered in the national database (i.e. SportsTG Database)



How do you eat an elephant? One bite at a time.

- Author unknown



1.3 Maintaining your accreditation level

To maintain your accreditation level you must, over a rolling three year period:

- Officiate in at least three games, and
- Attend rules and mechanics update sessions (minimum 6 hrs), and
- Continue to be registered in the national database (i.e. SportsTG Database).

If you fail to meet any of these requirements it will cause your accreditation to be cancelled and you must complete all education and assessment requirements to re-gain your accreditation.



1.4 Contacts

For questions relating to:	Talk to:
<ul style="list-style-type: none">• Availability for Baseball NSW games• Appointments for Baseball NSW games• Writing ejection reports• Higher accreditation levels	NSW Baseball Umpires Coordinator
<ul style="list-style-type: none">• Rules• Mechanics• Feedback• Goals• Incidents on the field	State Director of Umpiring
<ul style="list-style-type: none">• Umpiring shirts• Umpire walkout shirts• Rule book purchases• Umpiring manuals purchases• Gear purchases	NSW Baseball Umpires Association

2. Programs and Policies

2.1 Officiating General Principles

The Australian Sports Commission (ASC) offers an Introduction to Officiating course. This course is designed for first time and beginner officials and will provide you with an understanding of the important role that you will play as an umpire.

This is a generic course, so does not contain any baseball-specific training. This will be covered later in this program.

To complete this course, you will first need to create a free ASC account, if you do not already have one.



Register here for ASC account

Once you have registered, you can sign into the Learning Portal at:



Sign into ASC account

When you are logged in, search for or browse to the Officiating General Principles course:



Introductory Level Officiating General Principles

About the Introductory Officiating General Principles course The course is aimed at first time and beginner officials (eg. parents). The course contains...

Not Enrolled 3 modules Ausport Access

There are 3 modules within this course that cover:

- Self Management
- Managing Environment
- People Management

To finalise each module you need to complete the requirements on each page so that each page has a 'green tick' against it.



Once you have received the certificate of completion of this course, please email a copy of it to the State Director of Umpiring: sdu@nswbua.org

2.2 Excerpt from the Official Rules of Baseball

GENERAL INSTRUCTIONS TO UMPIRES

Umpires on the field should not indulge in conversation with players.

Keep out of the coaching box and do not talk to the coach on duty.

Keep your uniform in good condition. Be active and alert on the field.

Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs.

When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.

Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.

You no doubt are going to make mistakes, but never attempt to “even up” after having made one. Make all decisions as you see them and forget which is the home or visiting club.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.

Do not come running with your arm up or down, denoting “out” or “safe.” Wait until the play is completed before making any arm motion.

Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correct, do not be stampeded by players’ appeals to “ask the other man.” If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correct. If in doubt don’t hesitate to consult your associate. Umpire dignity is important but never as important as “being right.”

Most important rule for umpires is always “BE IN POSITION TO SEE EVERY PLAY.” Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial and firm, and so compel respect from all.

2.3 The role of an umpire

Nearly everyone has an opinion of what an umpire is. Definitions range from our being a "necessary evil" to "an integral part of the game".

Perhaps it would be true to say the answer is probably somewhere in between, but really umpires are closer to being an integral part of the game than not.

The role of the umpire will vary considerably depending on the level at which he or she is officiating.

However generally speaking, most umpires would have three common aims in relation to their participant players:

- To ensure a safe environment for the game,
- To encourage the involvement of all players and
- To make the sport enjoyable

The umpire at under-age levels aims to improve the quality of the baseball experience for each participant. He or she should be able to impartially make sound and reasonable decisions that display fairness.

There is a need for an umpire to have sound communication skills in dealing with both players and their coaches.

The umpire should perform their role in a manner that earns the respect of young players and fosters the development of healthy and positive attitudes toward umpires and the game and ensures a safe environment.

Game Manager

First and foremost, umpires are really game managers. They are there to ensure order.

Like it or not, this is what managers, coaches, players really want: someone to run the game. Not a dictator, but a person who will take charge and effectively manage the game.

Arbiter

An arbiter is a person empowered to decide matters at issue and to assume the absolute power of judging and determining. Not exactly a field for the faint-hearted, and certainly a position open to criticism. However, if you strive to become a good communicator, much of the criticism will be alleviated.



Whenever you have a tight situation and there's a close pitch, the umpire gets a squawk no matter how he calls it.

- Red Barber



Communicator

In the pre-game you are a communicator. In starting the game you are a communicator. Once you have rendered a game decision, you are most definitely a communicator.

If you are able to project yourself as knowledgeable, fair and impartial, you will be a successful communicator.

2.4 Duty of Care

An umpire has a duty of care to ensure all participants are not at risk of a foreseeable danger.

Some examples where an umpire should act to ensure the safety of all participants are:

- Removing a participant who persistently breaches the rules or uses excessive violence
- Enforcing the safety rules designed to prevent injuries.
- Stopping the game in adverse and unsafe weather conditions.
- Stopping the game where the safety of participants is threatened by another participant or spectator.
- Ensuring only authorised equipment is used.
- Enforcing safety guidelines including blood and infectious diseases policies.

The younger the participants, the greater is the responsibility for safety that is placed on the Umpire.

Umpire duties include:

- Enforce the Rules.
- Warn participants.
- Anticipate reasonably foreseeable dangers.
- Control and properly supervise the game.



2.5 Zero Tolerance towards abuse of officials

Umpires should not have to deal with abuse from participants and spectators of the game. They are an integral part of the game and are required to enforce the rules.

To prevent abuse being directed at you, Baseball NSW strongly supports a zero tolerance towards abuse of officials.

Practically, this will mean that an immediate ejection (i.e. no warning) will occur for any of the following actions:

- A player or manager continually arguing balls and strikes
- Profane language that is directed at the umpire
- Questioning an umpires honesty or integrity
- An obscene gesture directed toward an umpire, their partner, opposing player, or fan
- Flagrantly throwing equipment or part of uniform in obvious protest of a call
- Intentional physical contact with an umpire
- Kicking or throwing dirt on or at an umpire
- Spitting on or at an umpire
- Drawing a line in the dirt with the obvious intent of showing the umpire up
- Throwing objects from the dugout onto playing field

Abuse from Spectators

This policy extends to spectators of the game. If an umpire hears abuse from one or more spectators, they should stop the game and approach the Manager of the team that they believe the spectator belongs to. The umpire will request that the manager takes action to ensure the abuse ceases immediately. Failure of the manager to take appropriate action leaves them liable to be ejected.

Should the abuse continue from spectators from the same team (which does not have to be from the same person or persons) the umpire will stop the game and advise the Manager of that team that their club has been reported for the actions of their spectators.

Any subsequent abuse from spectators from the same team will also result in a report of their club. Should the abuse continue to an unacceptable level, the umpires have the ability to forfeit the game against the reported team.

In the unlikely event that the team that the spectator is associated with cannot be determined, it becomes the responsibility of the home club to take action.

2.6 Play by the Rules

Play by the Rules has evolved into a unique collaboration between the Australian Sports Commission, many Government departments and non-Government Associations.

Play by the Rules provides information, resources, tools and free online training to increase the capacity and capability of administrators, coaches, officials, players, parents and spectators to assist them in preventing and dealing with discrimination, harassment, child safety, inclusion and integrity in sport.

Overall it intends to make sport safe, fair and inclusive.



Play By The Rules website

3.0 Official Baseball Rules

A digital version of the 2018 Official Baseball Rules is included with this Program.

3.1 The Strike Zone

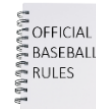
Definition of the strike zone:



Definition of Terms:

The strike zone is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

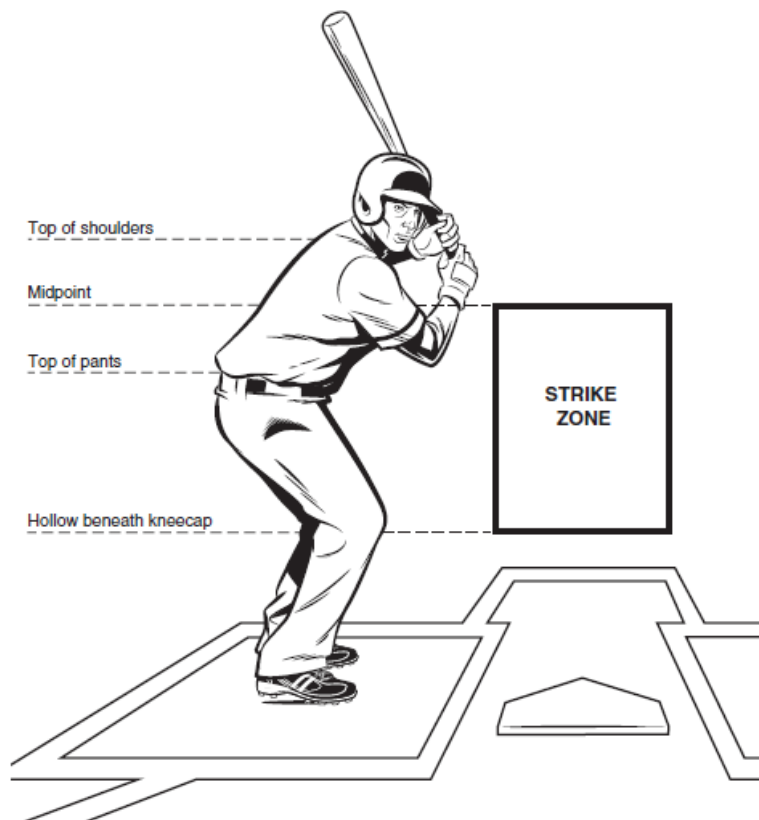
You will also need to refer to part of the definition of a Strike for the full understanding of what defines a called strike:



Definition of Terms:

A strike is a legal pitch when so called by the umpire, which:

(b) Is not struck at, if any part of the ball passes through any part of the strike zone;



Width

that area over home plate

Upper limit

horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants

Lower limit

line at the hollow beneath the kneecap

Batters stance

as the batter is prepared to swing at a pitched ball

Excerpt from The Official Baseball Rules

Copyright © 2016 by the Office of the Commissioner of Baseball

It is important to remember that the strike zone is a three-dimensional object and is the entire area above home plate and is not just the “front edge” as you may see on TV.



Width

To be eligible to be called a strike, any part of the ball needs to pass over any part of the plate. The pitch does not need to stay over the plate the whole way through the strike zone so the pitch may take either the front or back “corner”.

Upper and lower limits

To prevent pitchers unfairly throwing looping pitches that drop down through the strike zone, a pitch must enter at or below the upper limit and exit at or above the lower limit.

Similarly, a pitch such as a curveball that may be “on the knees” at the front edge of home plate but then drop down out of the strike zone by the time it reaches the back of home plate should be called a ball.

Batters stance

This part of the definition is to prevent squatting down so that the distance between their knees and shoulders is minimal. From this position, whilst they may have a very small strike zone, hitting a baseball is virtually impossible. As such, we use the lower and upper limits that they would have as they are prepared to swing at the pitch. This may mean that during their “crouched” stance, a pitch may appear high but would actually be a strike if they attempted to swing at it.



For a pitch to become a strike it must pass over any part of the plate, but must enter and leave the strike zone between the upper and lower limits.

3.2 Fair and Foul

A batted ball is deemed to be a fair ball when any of the following occur:

- It stops on fair ground before it passes first or third bases
- It first bounces within the infield and remains over fair territory when it bounces into the outfield

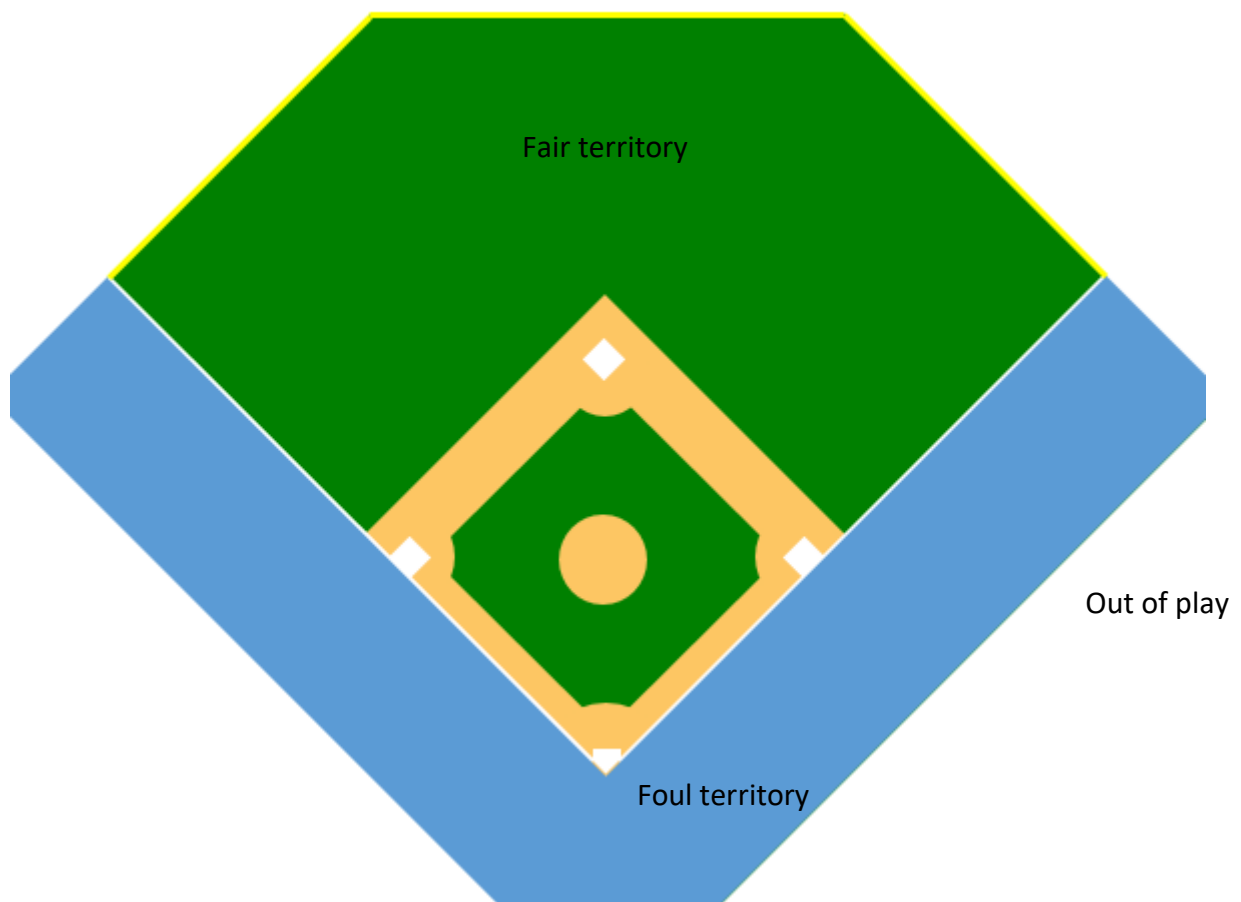
Once the ball bounces in fair territory in the infield, it is then only important whether the ball is over fair or foul territory when it passes first or third bases. It does not matter whether the next bounce is in fair or foul territory

- It touches first, second or third base
- Whilst the ball is over fair territory it touches a player of either side or an umpire
- Whilst the ball is over fair territory it passes out of the playing field (e.g. a home run)



The 'foul line' should be referred to as a 'fair line' because this line is actually within fair territory.

A foul ball is any batted ball that is not fair.



3.3 Common Misbeliefs

The following are some general perceptions about the rules of baseball and they are all WRONG!!

The hands are part of the bat

In Australia, where Cricket reigns supreme, this is a common misconception.

In baseball, if a batter is hit on the hands, he or she has been hit by a pitched ball and is entitled to first base. Where the confusion exists, is if a batter is hit (ANYWHERE) while swinging at a pitch. Then the ball is dead and it is a STRIKE.

Tie goes to the runner

Rule 5.09(b)(6) states:

The Runner is Out When...

*The runner fails to reach the next base **before** a fielder tags the runner or the base, after having been forced to advance by reason of the batter becoming a runner.*

The key to this misbelief is the fact the rule says the word "before". This means that if during a force play (e.g. at 1st base) the ball and the runner get there at the same time (*i.e. a Tie*), the runner is to be called **OUT** because he didn't reach the base **before** the ball arrived.

On overthrows, out of play, the runner gets the base he's going for plus one

The rules on this are simple. The runner will receive a two base award from his last legally touched base either at the time of the pitch, or at the time of the throw, depending on the situation. The direction a runner is heading, (*i.e. towards the next base or back to previous base*) is irrelevant. Remember a pitch or an "in contact" (with the rubber) throw by a pitcher will result in a ONE base award only.

The runner who beats the throw to first must turn right after overrunning the base. Otherwise they are out or can be put out

There is no compulsion for a runner to run on one side or another of the foul line after passing first base. If however the runner makes an attempt to go to 2nd base then he or she is at risk of being tagged out.

The batter cannot hit a pitch that bounces

Of course they can, it is just difficult!

This misbelief refers to the fact that a pitched ball that bounces and then passes through the Strike Zone **cannot** be called a strike unless the batter swings and misses it.

Fielders must get out of the way of runners

A fielder who is the act of fielding the ball is entitled to be there. Therefore the runner must avoid the fielder, provided he is just about to field the ball.

If a ball is held "long enough", it is a legal catch

Whilst the rule book does say that "the fielder shall hold the ball long enough to prove that he has complete control" it continues to add that "the release of the ball is voluntary and intentional". A fielder must meet both criteria to be allowed a catch. This means that just because someone runs a few steps with the ball, it does not allow them a legal catch. They must intentionally mean to take the ball out of their glove and if it falls out because they subsequently fall over or collide with someone or something, then it is not a catch.

Interference must be intentional

No. A runner getting hit by a batted ball is interference and is usually unintentional. Intentional or not, interference is interference.

If a batted ball hits the plate first it is foul, or dead.

Home plate is situated in the corner of fair territory and so a ball resting on home plate will be a fair ball.

In the case of the ball hitting the home plate and going somewhere else, where the ball settles or is first touched is what is important. Further detail is provided in [Fair and Foul](#).

Runners cannot advance on an infield fly.

Yes they can. Runners however are still governed by the normal "tag up" rules which apply if the ball is caught.

If a base coach touches a runner in any way or at any time, the runner is called out.

If this was true there would be lots of high fives on home runs getting runners called out. What the base coach cannot do is physically assist a runner in advancing or returning to a base.

Runners cannot run backwards on the bases.

This refers to running the bases in reverse order.

There are a number of instances where this may need to happen so a runner can fulfil their obligations on bases. What a runner cannot do is run in reverse order to try and confuse the fielding team.

A batter who is standing in the batter's box cannot be called out on interference.

Whilst it's true a batter is generally safe if he/she stays in the box, this does not protect them from an intentional act. Standing in the box and deliberately interfering with the catchers throw is still interference.

The defence must touch the base they are appealing with the ball in possession to make an appeal.

True, but they can also tag the runner they are appealing on.

Runners who were stealing must return to their base if the batter hits a foul tip.

No. A foul tip is a ball that is pitched and goes sharp and direct from the bat to the catcher's hand or glove and is legally caught. It is a strike and the ball is alive and in play.

A Balk with no runners on base is a BALL

This is often confused with the Illegal Pitch Rule. The pitcher CANNOT balk with the bases empty.

4. Umpire Mechanics

4.1 The Plate Meeting

Prior to the start of a game, the plate meeting is used to deal with all the “housekeeping” issues, such as:

- Introducing the umpires to the managers and vice versa
- Swapping lineups
- Confirming playing conditions (e.g. game length, mercy rules)
- Ground rules
- Taking control of the match balls for the game



Introductions

Ensure you introduce yourself to both managers and ensure you ask for their first names, as they will be the people you interact with most on the field, especially if an issue arises.

Swapping Lineups

The rule book outlines the specific procedure for the swapping of lineups is outlined in Rule 4.03.

In summary, to exchange the lineups, the umpire should:

1. Take the home team’s original lineup, along with a copy
2. Take the away team’s original lineup, along with a copy
3. Check to ensure that the copies are identical to the originals
4. In grades where additional players cannot be added to the team sheet, confirm with both managers that all players are listed. If not, they may be added at the plate meeting.
5. Pass the copies to the opposition managers



Confirming Playing Conditions

Whilst managers should know the playing conditions of the grades they are involved in, it does not hurt to confirm these at the plate meeting. This is especially important early in a season as the playing conditions may have changed or the manager may be new to that grade.

You should consult the Baseball NSW Playing Conditions for the details that relate to the game you will be officiating. As a general rule of thumb, you should as a minimum at least confirm:

- Game length (e.g. 120 minutes)
- Mercy rule (e.g. 10 runs after 5 innings)
- Courtesy runners (e.g. “runners for catchers”)

Ground Rules

The umpire will administer the ground rules unless he / she does not know them. In this case, the home team manager will administer them. If the managers cannot decide on a certain ground rule, the umpire will have the final say.

To explain the ground rules, it is suggested to start directly behind home plate and continue clockwise towards the third base bench and around the exterior of the field ensuring all potential problem areas are highlighted. (e.g. dugouts, bullpens, holes in the fence, cones marking out of play lines).



As a guide, you can find suggested ground rules for the main diamonds at each local club.

Match balls

You should ensure you are given sufficient new match balls for the game. You should also ensure that each team has a few spares should the original balls become damaged or are lost.

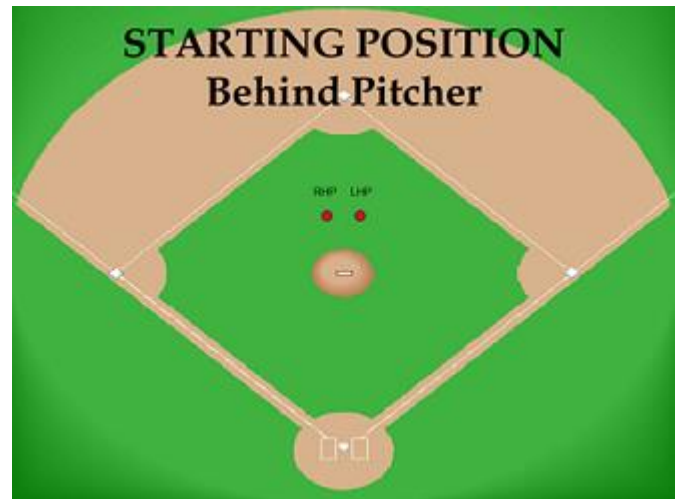
Remember it is the responsibility of the teams to ensure there are suitable match balls for use in the game. Do not let them blame you for the balls being damaged or lost. Very simply, if they cannot supply a match ball, they cannot play.

4.2 The One Umpire System

The following is the supporting information to re-enforce some of the skills and techniques you will be taught during your practical training session.

Basic Mechanics and Movement

- The umpire should position himself 4 to 6 metres back from the pitcher.
 - The umpire should stand just to the side of the pitcher on the same side as the pitching arm.
 - His body should be facing to home plate
-
- When the ball is hit the umpire will move to 1 or more of the 6 key positions to make their decisions.
 - The key positions are 1st, 2nd, 3rd, Home and the 2 foul lines.
 - Having a good angle to see a possible tag is much more important than trying to get close to the play
 - Remember that you may be required to move for another play



Making Decisions

- At all times be alert and active.
- Use your voice and make sure you're heard.
- Games will run a lot smoother if players can hear your calls.
- Use clear and confident signals
- Proper use of Strike, Out, Safe, Fair and Foul signals will better communicate your decisions.

4.3 Base Umpire Responsibilities

When you are the base umpire working with another umpire, you will need to work together to ensure that you have all plays covered, and almost as important, that you both do not make a call on the same play.

Whilst there is a comprehensive manual for the two-umpire system which will be taught during the Association Umpire accreditation program, this is a simplified version of the base umpire responsibilities.

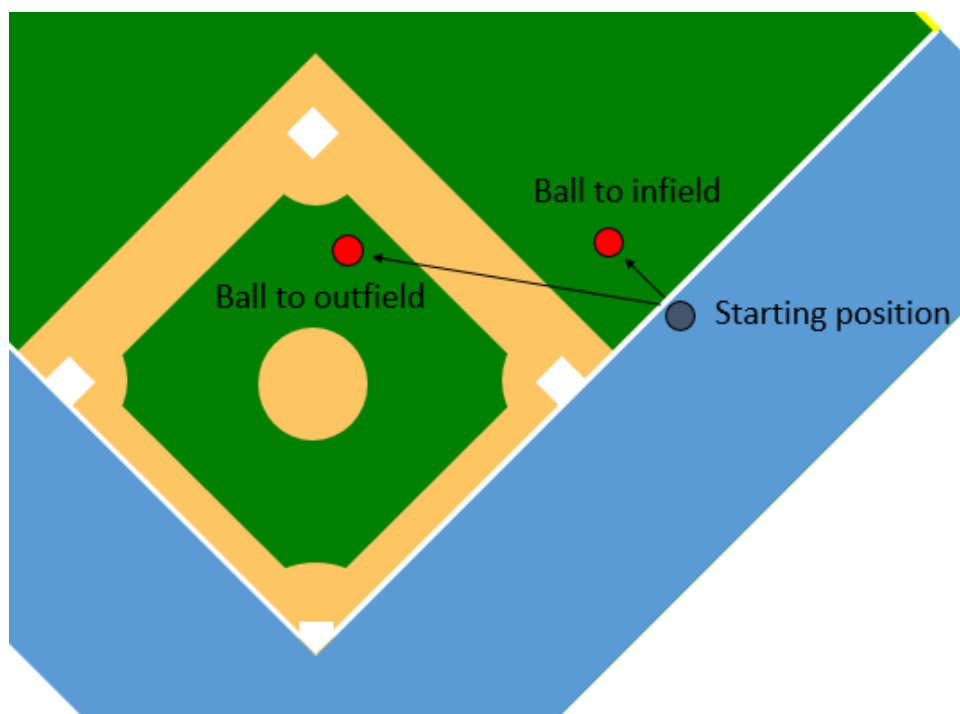
Very simply, as the base umpire, you will have all calls on all runners on the bases. The plate umpire will look after all plays at home plate and all fair / foul decisions.

Bases Empty

Your starting position is just outside of the foul line beyond first base. You should be approximately three metres behind the first baseman, but no closer than 3 metres from first base if he moves in front of it.

From this position, the following plays can occur and these are your responsibilities:

Ball hit to the infield	Move a few steps inside fair territory and stop and face first base to make a call on the play at first base. If the runner is safe, move inside the diamond.
Ball hit to the outfield	Run towards the back edge of the mound and be ready for any plays on the batter. You do not need to worry about the ball or if it is going to be caught. That is your partner's responsibility and they will communicate to you if the ball is caught.



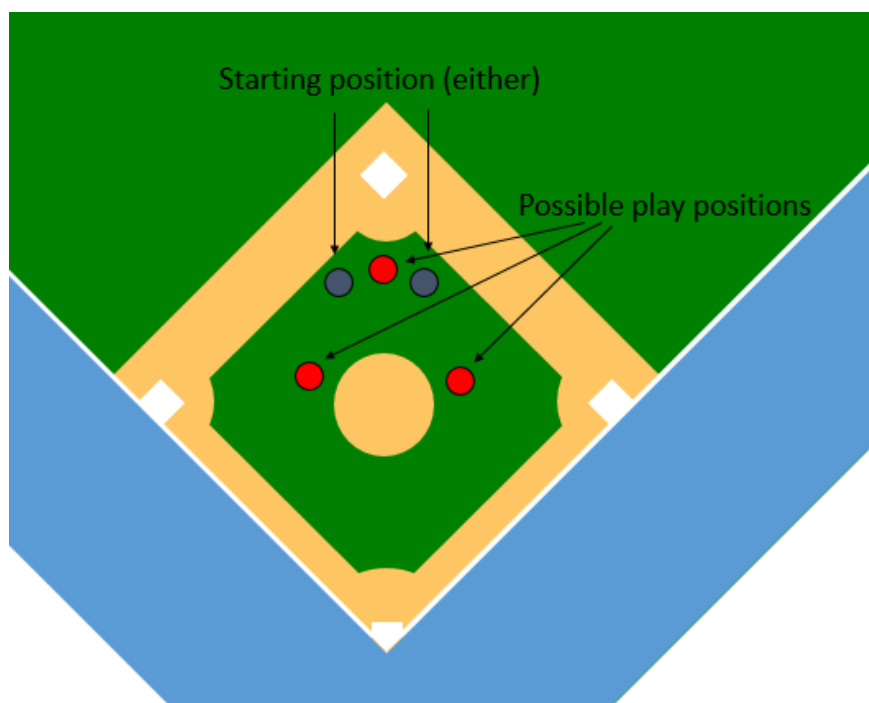
Runners On Base

Your starting position is behind the mound, half way between the mound and second base. You should not stand directly behind the mound but rather off to either side and close to what would be a direct line from home plate past the edge of the mound. You can pick whichever side feels more comfortable, but keeping in mind any possible plays you may have.

From this position, the following plays can occur and these are your responsibilities:

Ball hit to the infield	Turn with the ball and when you know where the fielder will throw the ball take a few steps in that direction. Ensure you have stopped before the play is made and make a call.
Base hit to the outfield	<p>Turn with the ball and try to watch all runners touch each base. You will have all plays on all runners at all bases, so once you believe a play will be made at a base, move a few steps towards that base. Ensure you have stopped before the play is made and make a call.</p> <p>Be aware that you may have multiple runners and the defence may attempt to make plays on multiple runners, so stay somewhat close to the mound.</p> <p>Remember that a good angle is much more important than trying to get close to the play.</p>
Fly ball to the outfield	Turn with the ball and watch the fielders attempt the catch. If the ball is caught, signal the catch and then react if the runners are trying to advance after the catch.

In all of these situations, the plate umpire will have responsibility for calling a ball fair or foul.



4.4 Working with another umpire

There may be situations where your partner will initiate a discussion with you about a play, especially when there is a rule or playing condition involved. In these situations, the plate umpire will never question your judgement, but rather ask for what you saw and together you'll make the call that is required.

If you are unsure about what to call, let the play continue as it is easier to reset it, rather than having to guess where runners would have ended up if you stopped play. You can then consult with the Plate Umpire to discuss the play.

Remember that the plate umpire will be an experienced umpire who will call "time" if a rule requires it.



5. Signals

Strike

To call a strike, you follow these steps:

1. Raise your right arm, bending at the elbow with your hand open as though you were going to grab your right ear
2. When your hand is level with your head, keep your upper arm still and move your hand forward away from you
3. As you are doing this clench your fist and stop moving your arm when your forearm is perpendicular to the ground, and making a right angle with your upper arm
4. At this point, you call "strike"



Nothing changes for strike three, but you may choose to add more emphasis.

Ball

To call a ball, you simply call "ball" whilst in your position to call pitches.

Out

Calling an out is essentially the same as calling a strike. To do this you will:

1. Raise your right arm, bending at the elbow with your hand open as though you were going to grab your right ear
2. When your hand is level with your head, keep your upper arm still and move your hand forward away from you
3. As you are doing this clench your fist and stop moving your arm when your forearm is perpendicular to the ground, and making a right angle with your upper arm, as though you were banging on a door
4. At this point, you call "out"



Safe

To call a runner safe, you follow these steps:

1. Raise both arms up at the same time until they are straight and parallel to each other and to the ground
2. Move them away from each other keeping them both parallel to the ground
3. Call the runner "safe"



Fair

From a position on the foul line, to call a ball fair you simply point in the direction of fair territory.

No voice is required as, we umpires, generally only use our voice when play needs to stop or has already stopped.



Foul

From a position on the foul line, to call a ball foul:

1. Raise both arms up above your head and slightly wider than shoulder width apart with both hands open and facing forward
2. Call "foul"



Play

To put the ball in play:

1. Move your right arm up in front of you so that your open right hand almost touches your shoulder
2. Shoot your right index finger forward whilst pointing towards the batter (if umpiring from behind the mound) or towards the pitcher (if umpiring behind the catcher)
3. Call "Play!"



Time

Calling time is very similar to calling a foul ball:

1. Raise both arms up above your head slightly wider than shoulder width with both hands open
2. Call "time"



Giving the count

To give the count:

1. Hold both hands up above head height, more than shoulder width apart
2. You will indicate the number of balls on your left and the number of strikes on your right hand whilst saying the count

For example, for a count of 2 balls, 1 strike, you will hold up your left hand with 2 fingers and your right hand with just one finger whilst saying "2 balls, 1 strike".

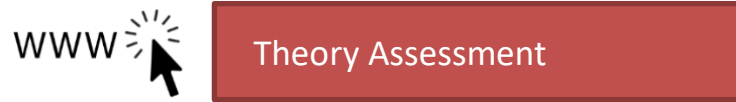
When you are signalling three balls with your left hand, try to ensure that all 3 fingers are visible as to avoid confusion over the count.



6. Training Components

6.1 Theory Assessment

To test your knowledge of the baseball specific materials contained in this resource, you must complete a short 10-question assessment.



The pass mark for this assessment is 70%.

6.2 Practical Component

The last step in achieving Community Umpire Accreditation is to ensure you have the skills necessary out on the field.

This can be achieved by either:

- Attending a 1.5 hour Community Umpire practical training session, or
- Being assessed as competent by an authorised umpire assessor in a game.

Practical Training Session

These sessions will teach you the following:

- Where to stand on the field
 - To call balls and strikes, or
 - If you're working with another umpire
- The key positions where you will make most of your calls
- How to move to these key positions from your starting position
- The benefits of a good angle for plays, and how it is more important than getting close to the play
- How to ensure you are calling a proper and consistent strike zone
- What to look for to determine whether a runner is out or safe
- How to, and when to determine, when a ball becomes fair or foul
- The signals to use to communicate your decisions to the players

Practical Assessments

You can be assessed during any game at any level and you can choose whether to be assessed whilst you are the sole umpire of a game, or as a base umpire working with another umpire.

These assessments can be performed by the State Director of Umpiring or an authorised umpire Instructor.

They will be assessing your knowledge of the key areas that are taught at the Practical Training Sessions.

To pass these assessments, a candidate must be deemed as competent in a minimum of 6 assessment areas, including all 3 mandatory areas.

Once an assessment is complete, please ensure it is forwarded to the State Director of Umpiring:

sdu@nswbua.org

It is strongly recommended that you do not attempt a practical assessment until **after** you complete all other materials, training and theory assessments.